

Manual



By LUMINA 

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Story:

Legend says that at the top of the great **Holy Cheese Mountain** there is a great blue cheese with an indescribable flavor for the taste of mice.

For many years mice have worshiped and prayed to this great cheese, treating it like a deity. Many others have tried to find it by climbing the **Holy Cheese Mountain**, but no one has yet.

Zacarias, our protagonist, one of the few remaining mouse explorers, has set himself the mission of climbing the mountain in search of the much coveted blue cheese in order to deny or prove once and for all the existence of said cheese.

What Zacarias does not know and will soon learn is that the mountain is full of dangers that will try to make him fall into the abyss. Will our protagonist manage to reach the top and get the blue cheese?

Running:

You can play Perched! on almost every PC, the only thing you need is an emulator of Amstrad CPC like WinApe or RetroVirtualMachine (RVM).

If you have an Amstrad CPC, you have to make sure that it is a CPC 464 or above.

Use:

- **RVM:**
 - Open a terminal on the folder project
 - Type `cpct_rvm -ac` or `cpct_rvm Perched.cdt`
- **Amstrad CPC 464:**
 - Insert the cassette
 - Type run" and press ENTER
 - Press PLAY at the cassette unit
 - Press any key
 - Wait until the game has fully loaded

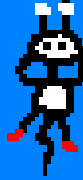
Gesture:

The **gesture** we choose from the game Rainbow Islands are the rainbows that appear at the end of each level, just at the top of the mountains. You have to cross against them and reach the end of the level.



Player:

He is the main character that you control, his objective is to reach the top of the mountain to check if the legend is true.



Enemies:

- **Rocks:** rocks have a vertical downward motion that increases when you move between worlds.



- **Eagles:** eagles have a horizontal movement, but when a certain time passes they attack you in straight line.



- **Spiders:** spiders descend from the top to a position close to where the player moves to make it difficult for him to climb. They make a horizontal movement and go down to the bottom of the mountain.



PowerUps:

- **Cheese:** when you eat cheese, and only if you have less than 3 lives, a life will be added to you.



Keys:

Staying true to the keys that used to be used in Amstrad, we decided to use the following keys configuration:

- To move the main character:
 - **Q or Joystick Up**
 - Move up
 - **A or Joystick Down**
 - Move down
 - **O or Joystick Left**
 - Move left
 - **P or Joystick Right**
 - Move right

- On the Main menu, for the different options:
 - **Key 1**
 - Play Game
 - **Key 2**
 - Control Menu
 - **Key 3**
 - Credits



- On the History Screen:
 - Key Space
 - Next screen



- In both, Controls and Credits menu:
 - Key Return
 - Back to Main menu



- In both, **Game Over** and **Win** menu:
 - **Key Return**
 - Restarts the game



Press Return to play another time

