'LITTLE' DEVIL

User Manual

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1.INSTRUCTIONS TO LOAD

In Amstrad CPC:
1. Insert casette
2. Type RUN" and press ENTER
3. Press any key
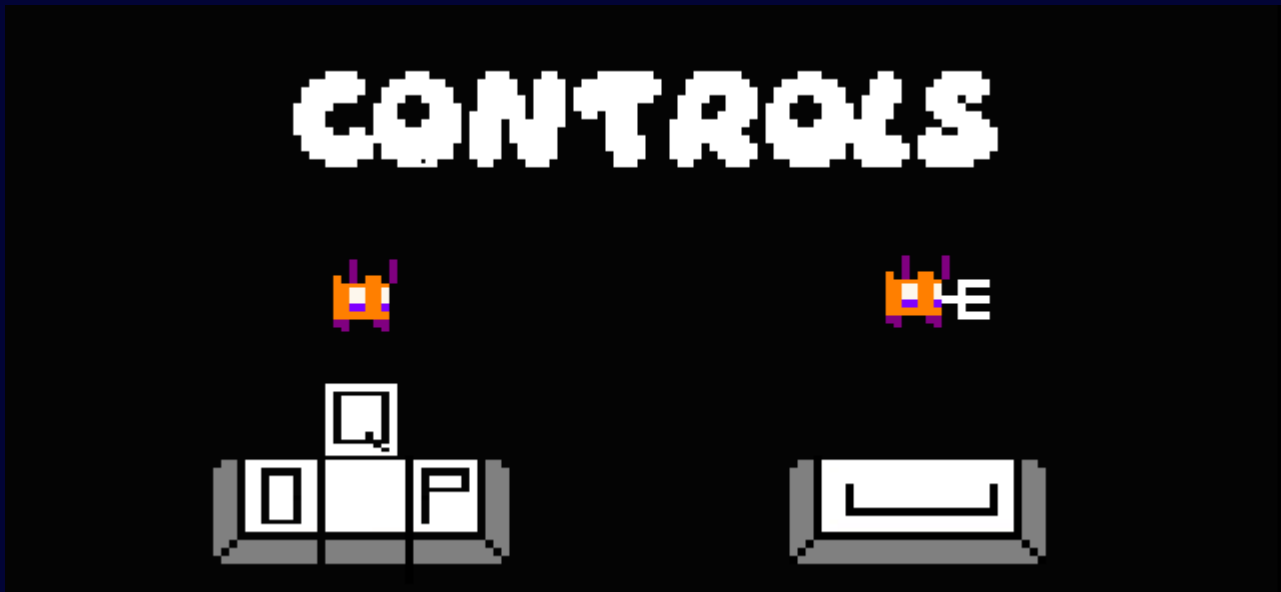4. Press PLAY
5. The game will load

In emulator like WinAPE:
1. Open WinaAPE
2. Select "File"
3. Select "Load Snapshot"
4. Select "LittleDevil.sna"
5. The game will load

2.HOW TO PLAY

The controls are :
- Q: Jump
- O: Move Left
- P: Move right
- Space: Attack

3.MECHANICS

Our game is about overcoming levels where the main mechanic is to reach the doors located on the right side of the rooms. To hinder your mission, there are various enemies that will make it more challenging.
After clearing each room, the time and defeated enemies will be added to the score.

These are the simplest enemies; they just chase you, and if they catch you, they will stop and continue attacking to deplete your health.

The wizard will fly above the room, throwing rocks at the player, making jumps more challenging as they sometimes block the ability to jump over the embers, forcing the player to backtrack.

When in hell, there will be fireballs scattered around the map. Since they are not enemies, they cannot be killed, and you will have to jump over them.

In each level, the enemy spawn rate will change.