FORMS

BY GLASNOST CORP.

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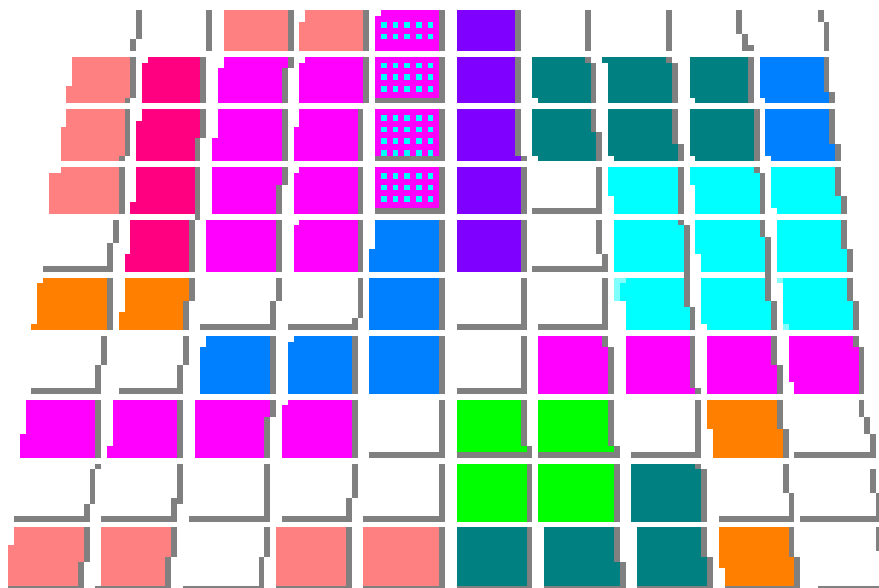
FOR CPC

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What is Forms??

Forms is the new game for Amstrad CPC. Forms is a tetris-like puzzle game, and also a relaxing experience in which you can set your mind blank while trying to fit the different Forms that are being handed to you. No timers, no enemies, just the board, you, and your Forms.

How to load the game

Tape

Insert the tape into the cassette unit, type _RUN"_ and press ENTER/RETURN.

Disk

Insert the disk into the disk drive, type _RUN"loader_ and press INTRO/RETURN.

How to play.

Playing Forms is very easy. You just have to place the forms that are being handed to you, on the board.
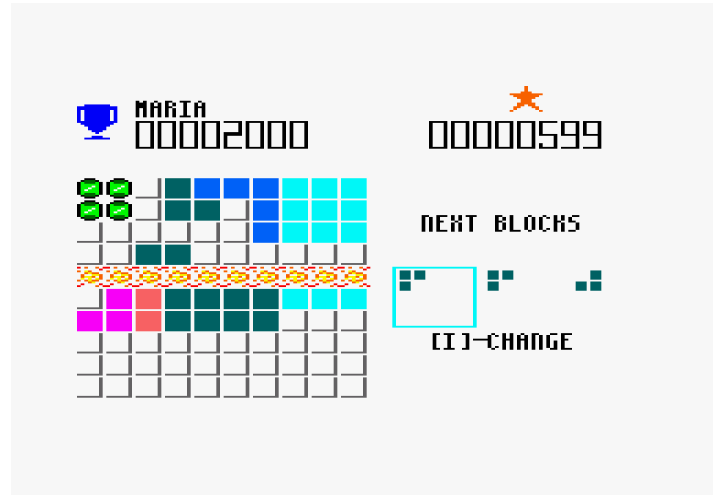
The forms will be released in sets of three. You can find them under the text "NEXT FORMS".
Once the three forms have been placed on the board, a new set of three forms will be delivered to you.
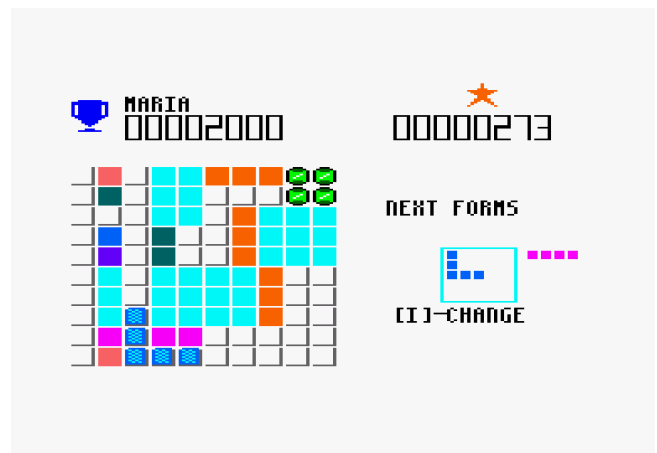
DON'T FORGET THAT YOU CAN CHANGE THE FORM YOU ARE IN CONTROL WITH THE "i" KEY.

Once you fill a whole line or column, it will disappear making more space to place more forms.

Every form you place on the board will add some points to your score. Try to beat the highest scores and include your name in the hall of fame.

In the *dsk* version, the high score table is persisted on the disk, so your best performances will not be lost in time like tears in the rain. 😊

HIGH SCORE TABLE

00002000   MARIA
00001000   DIEGO
00000500   MARTIN
00000300   JOHN LOBO
00000100   GLASNOST

PRESS ANY KEY

The more forms you place in the board the harder it is to place the following ones, and in the moment that you cannot place any more forms on the board the game is over.

Controls

Controls are redefinable. But initially they are set to the following keys...

|	
"O"	Move form left
"P"	Move form right
"Q"	Move form up
"A"	Move form down
"I"	Change the selected form between the possible ones
"ESC"	Cancel the game

Tribute to Super Cauldron

The tribute to SuperCauldron lies in two places...

1) The special jewel brick. The jewel that appears in the dashboard of SuperCauldron is used a a form brick for the Square form
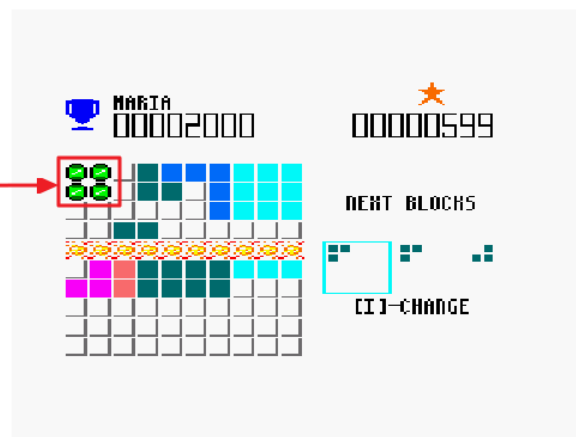
2) The witch appears in the "No more moves" message, including a small animation.
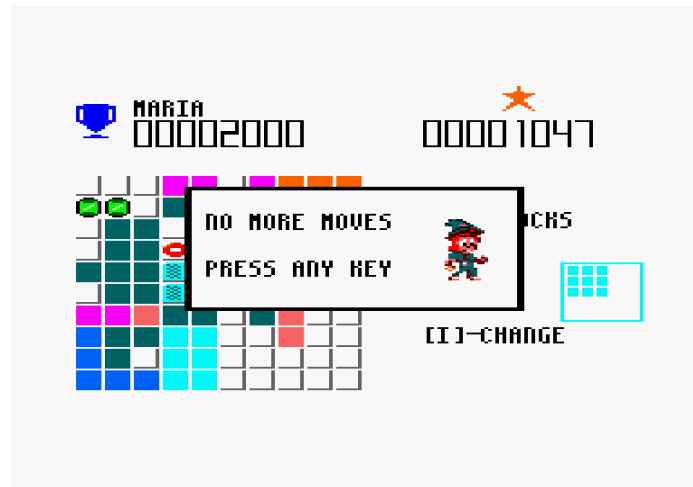
Farewell to Amstrad.

There is an extra message when set a new high score thanking Amstrad for the last 30 years.

Credits

Code: John Lobo   Graphics: John Lobo   Sound: John Lobo

Tools used to code Forms

- CPCTelera (SDCC, Make, …)
- Visual Studio Code
- WSL - The Windows Subsystem for Linux
- Gimp
- Aseprite
- Arkos tracker 2
- Git
- Github

Thanks

My sincere thanks to all these people…

- Fran Gallego for the creation of CPCTelera and the organization of the CPCRetroDev, and the great training videos in his youtube channel.
- Julian Nevo for making Arkos Tracker 1 and 2.
- Chibi Akuma for the BCD routines (https://www.chibiakumas.com/z80/advanced.php#LessonA1)
- Z80 Heaven for the multiplication routine (http://z80-heaven.wikidot.com/advanced-math#toc9)
- ETO for the modulus calculation idea (https://www.cpcwiki.eu/forum/programming/random-number-between-0-and-41)
- Jean Marie for the idea of the implementation of the files saving feature (https://www.cpcwiki.eu/forum/programming/how-to-check-if-program-was-launched-from-disk-or-tape/msg228058/#msg228058)
- CPCWiki for the forum and the File management routines (https://www.cpcwiki.eu/index.php/Programming:Loading_a_file) (https://www.cpcwiki.eu/index.php/Programming:Saving_a_file)