TRADWORLD – THE GAME

Manual

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Compatibility

"TradWorld - The Game" has been created to function on an Amstrad CPC 464.

Storyline

Ning, our hero, is captured and prisoner in Tradworld. To escape he needs to open as many chests as possible without getting killed by the army of ninjas guarding this labyrinthine dungeon. Every enemy can attack with his sword and will not doubt in using it when possible.

Objective

The objective of the game is to achieve the best score possible (maximum 255 points).

Behaviour

Every point is obtained opening a chest. To open a chest you will need to find its key. The interaction with the key and the chest is simple: move the main character over the items.

The items are randomly generated in different rooms every time. The complete map is based on 30 rooms, all connected, but with some dead ends to make it slightly difficult to find the items.There is an enemy in each room patrolling. There are 2 different levels of patrolling: 'Not detected' and 'heard'. If the enemy sees our hero he will chase after him and hit him with the sword, causing health damage (3 lives, every hit takes out half a heart). Our hero can fight back to kill the enemies, or dodge the sword ducking. The game is over when our hero runs out of lives, showing us our final score.

Controls

- Right Direction Key: move right.
- Left Direction Key: move left.
- Up Direction Key: jump / climb up*
- Down Direction Key: duck / climb down*
- Spacebar: attack.

*To Climb up or down you have to move toward a wall. The action will automatically change.