

# OH NO MY MOUSTACHE!

USER MANUAL



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# 1. Install the Game

First, you will need an emulator, **RVM** or **WINAPE 2.0 BETA 2** are good choices.

We offer you **3** different options to play **OH NO, My Moustache!** with an emulator.

## 1. Load .cdt file (OhNoMyMoustache.cdt):

- Open winape and select File > Tape > Insert Tape Image.
- Select the file OhNoMyMoustache.cdt
- SelectFile > Tape > Show Tape Control
- File > Auto Type
- Type: |tape run"
- Press "OK"
- Press "Enter"
- Press "Play" in the Tape Control and any key in Winape

## 2. Load .sna file (OhNoMyMoustache.sna):

- Select File > Load Snapshot > select the file OhNoMyMoustache.sna

## 3. Load .dsk file (OhNoMyMoustache.dsk):

- Select File > Drive A: > Insert Disc Image
- Select OhNoMyMoustache.dsk
- Type: run" OhNoMyMoustache.bin
- Press "Enter"

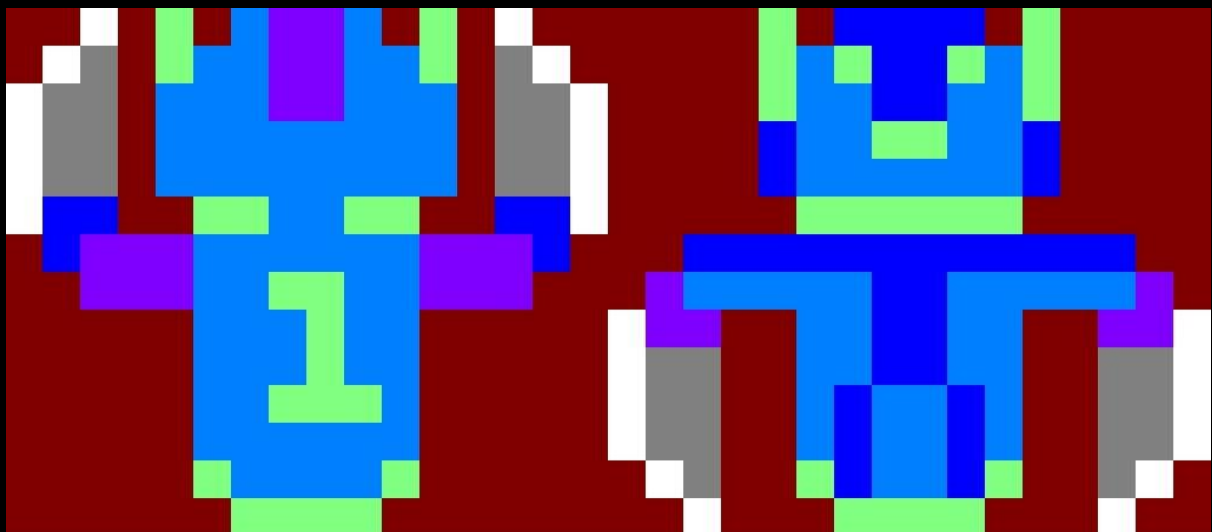
## 2. About the Game.

You are about to play **OH NO, My Moustache!** an action, vertical Shoot'em up where you play as **Fred**, a barman of a wild west saloon.



But... **OH NO**, some stranger robots have appeared out of nowhere, equipped with razors and apparently they want to... **cut your fabulous moustache?**

THAT can't happen. So you must **defend yourself**, avoiding them to get close to you throwing them the only thing that you have, shots of tequila.



### 3. How to Play.



- [ O ] : Move to the left.
- [ P ] : Move to the right.
- [ SPACE ] : Throw a shot of tequila.

COMPATIBLE CON JOYSTICK

## 4. Objective.

**Survive as long as you can.** The more robots you kill, the stronger they get and the more they will come after you.

Each robot eliminated will grant you some points, try to get the highest score!



## 5. Authors.

Developed by the sweet team of [Strawberry Studio!](#)

- [Álvaro \(Beesu\) Sanz Abad](#): Art, Music & Game Design
- [Britt Hooghiemstra](#): Game Engine, Gameplay & Game Design
- [Santos Muñoz Poveda](#): Entities, Gameplay & Game Design

