

SPACE

INVOCADOS



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SETUP

In order to play Space Avocados, there are three ways available, in case you don't have the real Amstrad to play it.

For all of these, you will need an emulator, [RVM](#) or [WINAPE 2.0 BETA 2](#) are good options, it's up to you.

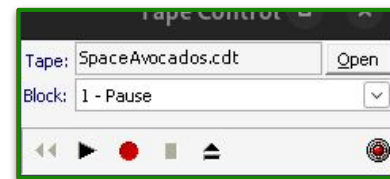
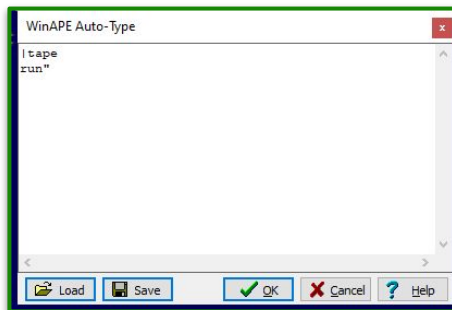
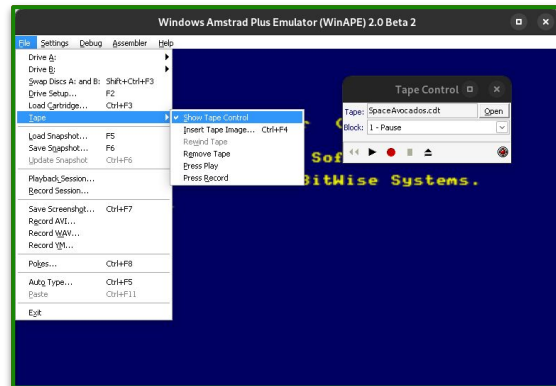
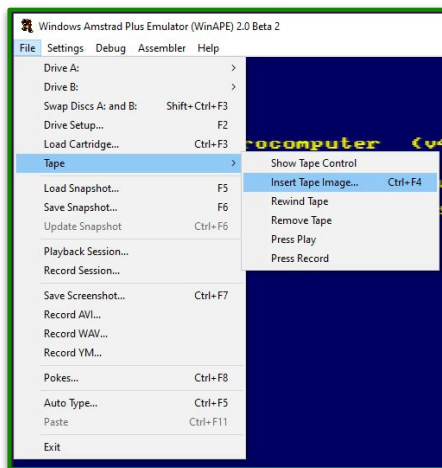
-  The first option is to load the .cdt file (SpaceAvocados.cdt) - (p.x)
-  The second one is to load the .dsk file (SpaceAvocados.dsk) - (p.x)
-  The third option is for the braves. In this case you need to compile the game using a LINUX distribution and installing CPCtelera - (p.x)

For all the setup examples using an emulator we will use WINAPE.

SETUP (.cdt)

Using .cdt file, follow these instructions:

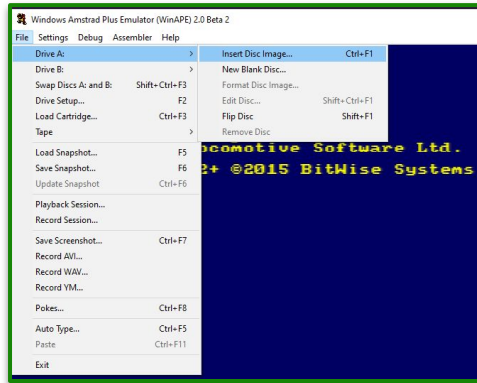
1. Open winape and select File > Tape > “Insert Tape Image”
2. Select then the file SpaceAvocados.cdt
3. Now, select File > Tape > “Show Tape Control”
4. Select the option File > “Auto Type” and type the image code and press OK
5. Press Enter
6. Finally, press “Play” in the Tape Control and any key in Winape



SETUP (.dsk)

Using .dsk file, follow these instructions:

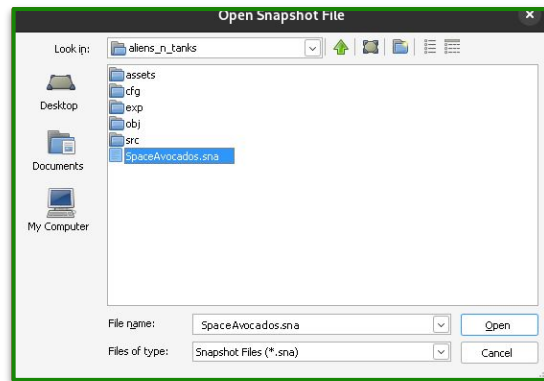
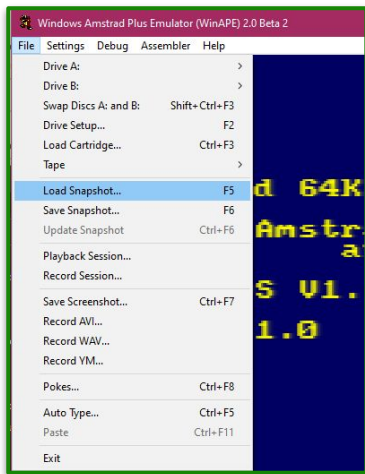
1. Select File > Drive A: > “Insert Disc Image” and select the file SpaceAvocados.dsk
2. Finally, type: run” SpaceAvo.bin



SETUP (.sna)

Using .dsk file, follow these instructions:

1. Select File > Load Snapshot > select the file SpaceAvocados.sna



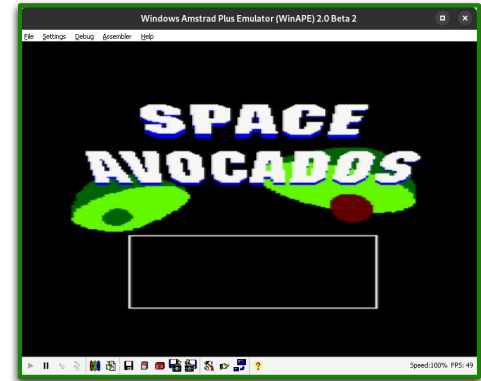
SETUP (compile)

To begin with, you have to install [CPCTelera](#) and follow the documentation about “How to install CPCTelera”

Then, you **must** change to the source code directory, and follow the next instructions:

1. In case you don't have it, type in the terminal: `cpct_winape` to install WinApe.
2. Now, download the itch.io's zip with the code of the game.
3. Finally, go to the game's folder with the terminal and type: `make && cpc_winape -a` to compile and play the game using Winape. In case you want to compile and play the game using RVM type: `make && cpc_rvm -a`. If you don't want to compile but play the game type: `cpc_winape -a` for Winape or `cpc_rvm -a` for RVM.

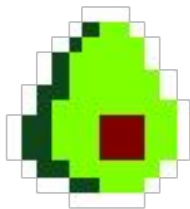
```
[oujy@oujy-ms7978 Space_avocados]$ make && cpct_winape -a
```



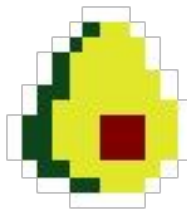
OBJECTIVES & GAME ELEMENTS

- 🥑 Your objective is to defeat the insects and other vegetables of the galaxy. They'll be coming to destroy you in waves where the enemies will be more aggressive in each wave.
- 🥑 Once you finish one wave another one will start, until they defeat you or you destroy all of them.
- 🥑 If you die... **GAME OVER**. But don't worry, you can start again... If you're not a coward.

This is Avo, our HERO! He will be the "character" that you can control to save the galaxy from the insects and the other EVIL vegetables.



BUT DON'T WORRY! Avo is not alone. CADO is here to help him in case he needs it and if you ask me I would let my life in his hands... well you know what I mean.








And of course we can't forget the weapons that they'll use to achieve their task. IT'S AVOCADO PIT! Don't be fooled by its appearance, it's the most lethal weapon that exists in the galaxy.








CONTROLS

Player 1 - Single / Multiplayer

-  **W:** Move up
-  **A:** Move left
-  **S:** Move down
-  **D:** Move right
-  **Space:** Fire





Player 2 - Multiplayer

-  **I:** Move up
-  **J:** Move left
-  **K:** Move down
-  **L:** Move right
-  **M:** Fire


Joystick available

This game can be played with joysticks, one for player.

Joystick - Not shooting

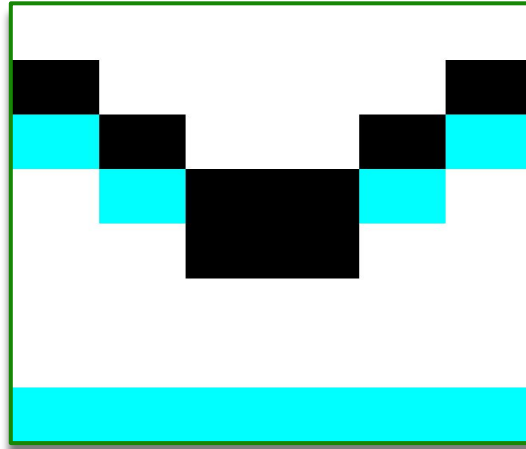
-  **Left:** Move the player to the left
-  **Right:** Move the player to the right
-  **Up:** Press to Jump
-  **Fire:** Press to Shoot

 Joystick 1 for **player 1** and Joystick 2 for **player 2 in multiplayer mode.**

 Joysticks controls are the same for both players.

GESTURE

The gesture that we've included in our game is related with an enemy... With the most evil and scary... **THE *Lárcenas Legacy* LETTER!**



Isn't it scary..?

ABOUT US



EDUARDO DAVID GOMEZ SALDIAS

AI, Gameplay, Level Design & Art



MIGUEL PEREZ TARRUELLA

Engine & Multiplayer