



HEROMAGIC

## USER MANUAL

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## Index

1. History
2. Game Characters
3. Game Mechanics and Interface
4. Controls
5. Running the game
6. Credits

# History

In a world ravaged by poverty, ruled by some cruel and oppressive leaders who control people with his dark magic, which was granted to them by a contract with the dark side of the force.

Having pillaged, killed and controlled all people the evil wizards of Eicram decide to go a step further to give their total domination trying to invoke the ultimate beast of destruction to try to expand its control to other worlds.

-Oh my God!

-There will be some savior to save us from this evil.

While the evil wizards are planning their evil intention very far away from the capital whose name place I cannot remember, locked in a deep forest through a secret valley in the depths of a dangerous mountains there is a group of boys blessed by the magic fairy forest, which has been entrusted the mission of defeating the wizards Eicram and restore peace in the lands of Poberworld.

After a hellish training with the master of souls, the witch pond and Eastern warrior, our heroes sail to Eicram to defeat the magicians and return freedom to its people.

But the tragedy hovering over them, the power of magicians beyond anything imaginable.

The heroes suffer losses one after the other, unable to return go ahead until the end only a hero Kirlas, gets to the main castle where wizards await the supreme governing all heavier than the previous power.

Will our Hero Magic defeat the magicians of the castle and bring peace to the world?

## Main character



He is the hero, who has the mission to kill all the evil wizards who detected in only the world with their dark magic.

He is the light, he is going to save the world

## Enemy

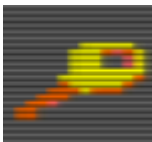


Dark wizards who control the world for their own benefit. Killing and robbing everything they want

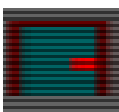
## Items



Hearts that increase the life of the main character in difficult times



This key is necessary to pass to next map, where there are more evil wizards with nefarious plans.



This door you can pass the level if you've taken the key before

## Game Mechanics and interface

In this game you need to kill the evil wizards to get the key and go through the door to the map below .

To kill you shoot enemies with your white magic ball which is the only one capable of harming the evil wizards

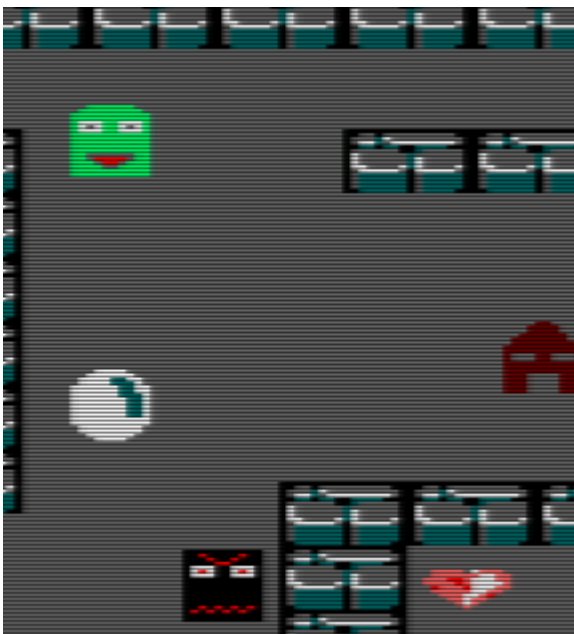


The blue bar on the screen indicates your health (0-100). Every second that a enemy is in the same position as you (over you) it means 25 points of live minus. The same quantity harms the ball when impacts to a enemy, but remember ( harm per second) , enemies are a bit lazy they not run unless they see you or you harm them.

The E accountant shows enemies killed.

The H accountant shows houses destroyed.

The L accountant shows the game level (the map)



Whenever an enemy dies appears another from the house with a limit per level, be careful to be near the house when an enemy appears.

When you're on the brink of death using hearts to regain strength and face with them again Remember to use all the possible hearts.

There are few hearts and every level is more difficult than previous. Pick up all hearts when you finish a level.

You can also try to destroy the enemy's house but this is more difficult, by default they try to defend it as they can, but doing this you will ensure to pass directly to the next level without new enemies ( you will need to kill alive enemies first)

The objective of the game, is to be alive on the last level (the 8 level) and cross the level's door. If you do that, you will see the game's credits, and all development team will say to you "Congratulations ☺"

## **Controls**

## CONTROLS :

W: Move up.

S: Mover down.

A: Mover left

D: Mover right

Space: Shoot

ESC: Back

You can't walk in two directions at the same time (enemies can't too). You can shoot ever you want, and shoot again when you were shot before but you choose your shooting direction while walking, so you need first to look to one direction and then shoot, This makes game controls special, but we think this is funny and adds a special difficulty to this game. When you stay in a place, the character remembers his last direction.

## Running the game

You can compile the game going to folder "código\_fuente" with make clean y make.

You can play the game, running on a Amstrad, writing this : (with dsk loaded or casset playing)

RUN "PRUEBA02" and press enter

## **Credits**

This game for Amstrad CPC 464 was developed by Irondevs

Members:

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