

LASER BOY

USER MANUAL

Carlos Sevila - 2017

INTRODUCTION

Laser Boy is a video game for the Amstrad CPC 464, strongly inspired in *Meat Boy* (2008), developed by Edmind McMillen, and *Hair Boy* (2016), developed by Carlos Sevilla for the CPCRetroDev 2017. It is the spiritual sequel of the last one.

It is a platformer, and the objective is to jump and fire the obstacles across different maps. This game has been developed for the CPCRetroDev 2017.

PLOT

The protagonist of the story, Laser Boy, discovers the entrance of a cavern, the kind of cavern only explored by the bravest. Armed with its laser gun, decides to enter the cavern looking for challenges and adventures. Laser Boy did not know what was about to face in that cavern...

MECHANICS

The player controls Laser Boy across 50 maps. The objective is to reach the exit door. There are some obstacles in the way:

- **Lava:** If touches Laser Boy, the maps starts again.
- **Deform block:** If Laser Boy touches it, it will dissapear after a short time.
- **Breakable block:** Laser Boy can shoot a block, and it will dissapear after a short time.
- **Lasers:** Laser Boy also will face hostile lasers. If those touch Laser Boy, the map start again. Remember, laser vs laser is a draw.
- **Bouncers:** Blades that rebound inside the map. If those touch

Laser Boy, the map start again.

- **Chasers:** These will follow Laser Boy without rest. If those touch Laser Boy, the map start again. Some chasers are inmune to the laser.

HUD

During the game, at the bottom, the is a HUD with the current map, the time elapsed and the defeats. On the top, every 10 maps, will be a checkpoint code.

The previous info will appear in the score screen, once the game ends.

CONTROLS

The default keys are:

- **A:** Move left.
- **D:** Move right.
- **J:** Fire.
- **K:** Jump.
- **I:** Pause the game.
- **Escape:** Exit the game.

In the game menu, the player can select the different options with the numbers. The menu codes also are introduced with the numbers.

EASTER EGG

In the game menu, the player can introduce the code 01987 (release year of *Phantis*, developed by Dinamic Software), to play a extra map. In that map, the bounces is an asteroid that appears on

the initial map of *Phantis*.

CRÉDITOS

Laser Boy has been developed entirely by Carlos Sevilla (@CarlosSevila) aka Casevse. That includes programming, level design, art and sound effects.

THANKS TO

- Francisco Gallego, for the organization of the CPCRetroDev contest, the development of the CPCtelera framework and his advices about technical issues.
- Lachlan Keown, for the development of the Retro Game Asset Studio tool, used to create the art and level desing.
- Targhan/Arkos, for the development of the Arkos Tracker tool, osed to crete the sound effects.
- Richard Wilson, for the development of WinAPE, an Amstrad CPC emulator for Windows.
- Edmund McMiller for create *Meat Boy*, video game that inspired *Laser Boy*.
- My friends of Multimedia Engineering and colleagues of work, for the feedback and support. And the #CPCRetroDev community of Twitter!