

Proton Smoke

An Amstrad CPC Shoot 'Em Up Game

Programming, Art & Music:

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Usage

Retail Version: No add-ons or upgrades needed, just boot the Amstrad CPC, put the tape in, press CTRL + RIGHT INTRO (the screen will show then a “press any key message”), then you press PLAY on the tape interface and then press any key on the Amstrad machine keyboard. To play you can use either the keyboard or the Joystick.

Digital Version: This game can be played on Winape or any other Amstrad CPC emulator, just insert the DSK or CDT file on the emulator virtual interface and then execute it following the same steps as in a real Amstrad CPC machine.

You want to compile it yourself?: If you happen to have stumbled upon our source code and you want to compile it yourself, you’ll need to have cpctelera installed, so head over <http://lronaldo.github.io/cpctelera/> and follow those steps. After you have installed it, create a project and import our src and cfg folders (game data must start at 0x0500), then execute the Makefile. After that, you’ll have the CDT and the DSK files to be executed from any Amstrad CPC Emulator.

How to Play

When you execute the game, wait for it to load. Once it’s loaded you’ll be presented with the game main menu. Here you have to decide: Do you want to play with the keyboard or the joystick? And if you want to play with the keyboard, will you use one shooting key or three shooting keys?

- **Redef. Keys:** You’ll be able to redefine the default keys for the game. It’ll ask for three shooting keys, but don’t worry, “SHOOT LEFT” and “SHOOT RIGHT” are only used for the three-shooting-keys mode.
- **Keyboard A:** This is the One-Shooting-Key mode, where you’ll be able to shoot in three directions with just one key plus the directional keys to control your shot. Press “SHOOT” to shoot forward, “SHOOT + LEFT” for shooting left and “SHOOT + RIGHT” for shooting right.

Predef. Keys:

- O → Left
- P → Right
- Q → Up
- A → Down
- Space Bar → Shoot

- **Keyboard B:** This is the Three-Shooting-Key mode, where you'll shoot with three separate keys. You could say that this is the "easy difficulty" of the game, as this mode allows you to move while you shoot.

Predef. Keys:

- D → Left
 - A → Right
 - W → Up
 - S → Down
 - O → Shoot
 - I → Shoot Left
 - P → Shoot Right
- **Joystick:** Use this option to play with your joystick. It uses the same functionality as the Keyboard A option, but it's meant to work with your joystick.

Whatever option you choose, keep in mind the following controls, as they can't be redefined and are the same for every mode:

Common Keys:

- Esc → Exit to menu
- M → Mute the game
- Return → Pause

Once you choose how you want to play, the game will start. In our game you'll have to collect numerous parts of your ship, which has been disassembled by your enemies. When you have kill enough Red Demons, another piece of the ship will appear and when you collect it you'll pass to the next level, where more powerful and faster enemies are waiting to get you. Be careful, as you have only 3 extra guys and will earn one after every level you complete.

Plot

You're Commander Serena, currently on the surface of the 4th moon of the SOTPOK System. You have rescued your teammate on PHANTIS prison, the deepest level of the moon you're currently on, but as you were heading back to your hyper velocity space ship, you realized that your space ship has been dismantled and butchered by the whole Red Daemon army. They have been working hard to keep your teammate captive on the PHANTIS moon, and now that you're there they have switched their cyborg eyes on to you!

Mow down the Red Daemon armies while you search for your missing ship parts as your companion hangs back fine-tuning the space craft with the new parts you collect. Fight back with your Ion Laser as you protect yourself from their turbo mechanical weapons, collect Proton Charges to upgrade your laser ammunition, and escape from PHANTIS once and for all!

Parts to Collect

- **Level 1:** High-Velocity Planet Landing Pad
- **Level 2:** Space Craft Electro-Cargo Bay
- **Level 3:** Cyber Command Module
- **Level 4:** Delta Wings
- **Level 5:** Flight Deck Pod
- **Level 6:** Omnicorp Broadcast Aerial
- **Level 7:** Arpa-A3 Proton Missiles
- **Level 8:** High-Velocity Forward Control Thruster
- **Level 9:** Fully Quark-Charged Jet Fuel

Phantis (Game Over II) Reference

As you can see, this game's game-play and history is based on the original story and universe of PHANTIS (Dinamic Software, 1987), the Carlos Abril and Javier Cubedo original game: from the Red Daemons, to the Proton Charge and, of course, the fierce Commander Serena.