

# ETROS BRIDGE



*A journey into space for Amstrad CPC*

Developed by Alexei Jilinskiy and Laura Hernández Rielo

# Eiro's Bridge

*A journey into space for Amstrad CPC*

## *The ones behind the code:*

We are a team of students of Multimedia Engineering of Alicante's University. Well, a team of just 2 students. We've been classmates all our university years and we've worked together in a couple of class projects before. Our big work group had to split to work on their own CPC Retrodev games and we paired up to work on this game. It wasn't unexpected that we agreed on making a spaceship game as we are such big space nerds.

## *The backstory:*

When we first approached this project, we wanted to go big. Very very big. We wanted a game with explosions and time travel and big guns and a dinosaur. Well, maybe not that big. But we really wanted to make a game with cool mechanics like Nebulus. We totally fell in love with that game and planned to do something alike: the player exploring and defeating enemies while going up a tower's stairs. But we didn't want to copy byte by byte that game, so we decided make something space related because space is just too awesome.

Our game evolved a lot while planning it and, in the end, it was pretty far from our first Nebulus idea, and we ended with a spaceship game with elements of tetris and space invaders.

## *The Game:*

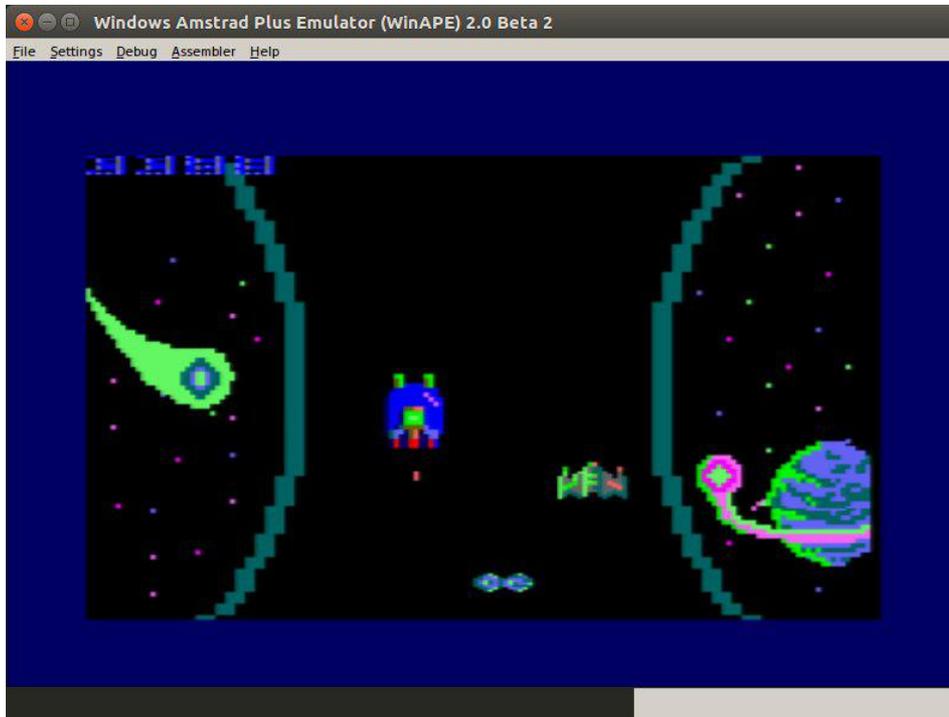
You are the only hope for the human fleet, the only survivor of a expedition into Eiro's Bridge, the biggest wormhole of the entire galaxy. But the bridge is dark and full of dangers like space pirates who won't hesitate before frying you with their plasma cannons or big chunks of space trash that could tear your tiny spaceship apart. You have to survive this last walk into Eiro's Bridge... if you wanna see home again.



The game mechanics are pretty simple: you control the human spaceship and you're travelling at lightspeed through the wormhole, but there are lots of obstacles that can kill you. In the first place you have blocks of asteroids that you have to avoid if you don't want to get pushed back. They can be different sizes and all of them drag you to the bottom of the screen. Then, you have

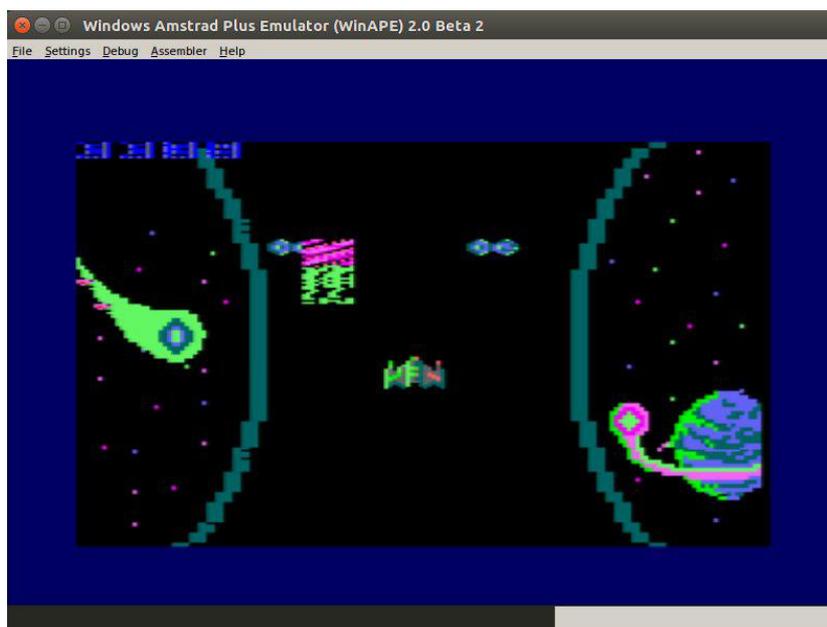
another kind of asteroids that move side to side and can kill you with a simple collision, but you can kill them back. And, finally, we have the enemies, the space pirates, spaceships that will fire at you and kill you with their bullets. You can kill those too with your own bullets. If you reach the walls, the quantic tunnel teleports you to the other side.

The score is increased by the time you spend without dying inside the wormhole.



*Objective:*

The objective of the player is to survive through the levels and reach the highest score.



*Controls:*

**W** – Up  
**S** – Down  
**A** – Left  
**D** – Right

**Space bar** – Shoot/Select  
**Esc** – Exit the game

*Credits:*

*Alexei Jilinskiy & Laura Hernández Rielo*

