HEROES RESCUE

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INSTRUCTIONS MANUAL

DEFECTO DIGITAL STUDIOS

HEROES RESCUE

V 1.1

An original game by Javy Fernández (@DefectoDigital)
for Amstrad CPC 464, 664 or 6128.

Introduction

This is not the typical story. We should not rescue a beautiful princess locked in a big castle.
It is a change of script, quite the opposite.
In this case we are "FRYO", a famous cartoon character.
Our mission is to rescue heroes of comics and cartoons of our childhood trapped behind bars.

The game

In Heroes Rescue you have 3 lives to complete the 13 levels to finish the full game platforms action.
During the game, you'll collect items as jewelry to increase your score. You'll also find a heart that will reward you with an extra life.

Tips:

Calculates well your jumps far.
Stop for a moment at every level and studies the movements of your enemies, so you can avoid them better.

Enemies

In most platformers there are enemies, and this is no exception.
Must dodge all kinds of characters with your only weapon, *jump!.*
You will discover for yourself, some will surprise you.

Be careful, some blocks map can fool you and not be what they seem, you could fall into
traps or directly on an enemy.

Controls

Controlled by Joystick or Keyboard.

Joystick Shutter button -> jump.
We recommend using a **gamepad**.

Keyboard (O, P and Space)

Load

Tape version: **RUN ""** and press PLAY
Disc version: **RUN "HEROES**