

DEKAY

AMSTRAD CPC BASIC 1.1 DISC

The strange circumstances that occurred in a rare earth mining complex located in southern Africa, have led to various international tensions, special missions have been sent to the place in order to clarify what happened. Due to the complexity of the matter and the difficult orography of the place, they ended in failure and have been postponed over time. The facility currently lies in a tight quarantine, fenced off and isolated. In the first missions, several drones were sent that meticulously deposited several particle meters around the complex in a first attempt to clarify what happened. Faced with their loss, your goal now is to assess what happened there, its degree of toxicity and, above all, what we are facing. Your first mission is to recover all the meters and get out of there alive.

Dekay emerges as a project derived from the Rurex Fissure engine, where it explores new video game formats for Amstrad CPC (Games for real machine of origin). Difficult to categorize between adventure and conversational video. Dekay bets on a delivery in chapters, where different stories are addressed in each one. The operation is simple, we must interact with a static image and all its details, in order to advance through the framework or perform a specific task. All images are of real places digitized in Mode 1 using `ImgconvCPC` and duly compressed with the `Compres` routine. The only limitations imposed on this first installment are that it only works on Basic 1.1 either 64 or 128 Kb, due to the fact that it is an experimental project. The music is in charge of some own compositions made using `Arcos Tracker 2` and the large letter font in charge of the `Retropoke` routine.