



COMMITRA

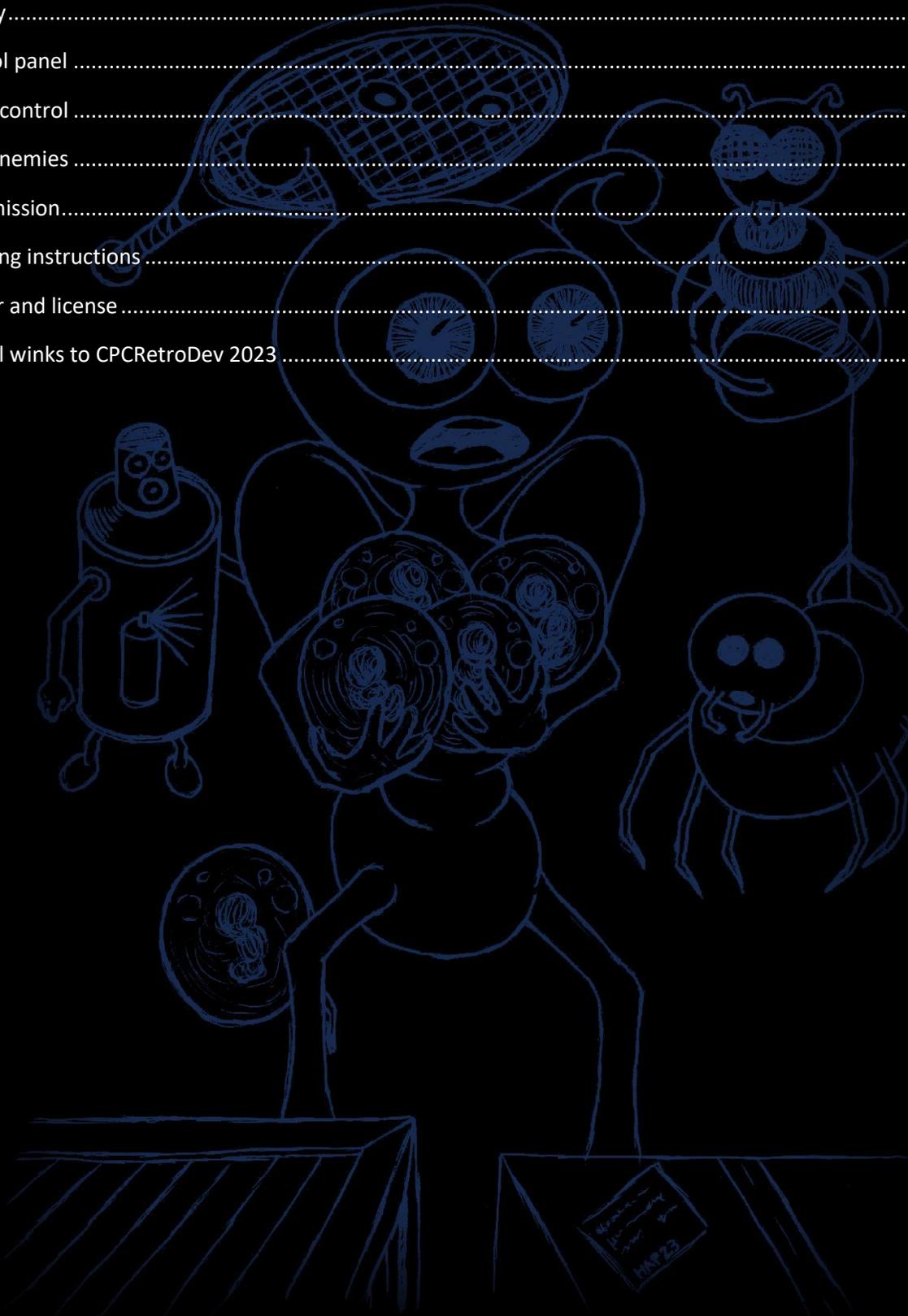
Amstrad CPC | 2023

WATHUS
ENTERTAINMENT

HAF23



History.....	3
Control panel	4
Game control	4
Your enemies	5
Your mission.....	6
Charging instructions	7
Author and license	8
Special winks to CPC RetroDev 2023	9





History

In the peaceful world of Antland, a sinister threat has befallen the ant colony. The evil army known as Antsplash has invaded their territory, kidnapping all the valuable eggs. In the midst of chaos, Nita, an ant with the incredible ability to fly, becomes their only hope.

Nita bravely ventures into the Antsplash headquarters, facing deadly dangers at every corner. To succeed, she must skillfully dodge the sharp spikes that threaten to pierce her and overcome the enemy soldiers who attempt to eliminate her.

The game takes place in a challenging platform environment, where Nita must showcase her dexterity and agility in every jump and movement. Spikes and the soldiers of the Antsplash army are the obstacles to overcome, and Nita must use her flight and wit to navigate around them and make progress.

Are you ready to take on the challenge and guide Nita through this world plagued with deadly perils? Demonstrate your skills in the controls and help Nita confront the soldiers and evade the spikes in her courageous quest to free the eggs. The fate of Antland and the hope of the colony rest in your hands. Go forth, winged hero!



Game screen

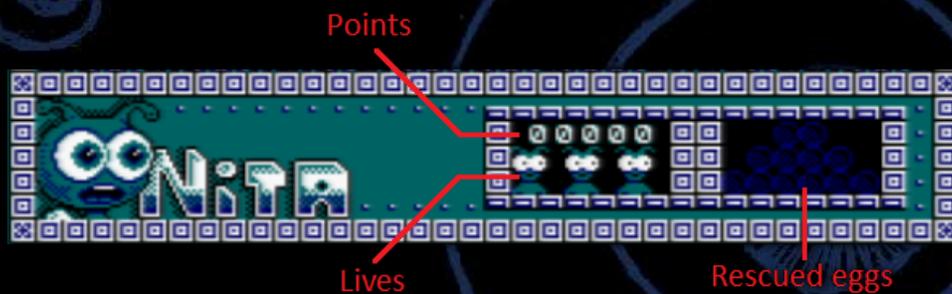


Control panel

Throughout the game, you can refer to the control panel to keep track of the number of lives remaining for you to accomplish your mission. You commence your adventure with 3 lives, and if your count reaches zero, your mission will conclude prematurely.

Additionally, you can monitor the tally of collected eggs. Your task involves gathering all the abducted eggs to successfully fulfill your mission and restore them to your town.

Within the score marker, you'll discover the cumulative points obtained from gathering eggs or coins scattered throughout your journey.



Board game

Game control

To control Nita you can use the following keys:

O: Left

P: Right

Q: Jump

A: Bend

And if you prefer, you can use **the cursors**.

During the game you can also press the **Esc** key to leave the game permanently.

Your enemies

The primary adversary is the Antsplash army, composed of various types of members that we will introduce below:

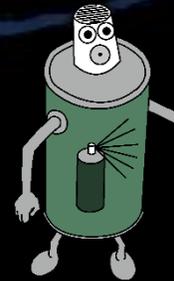
- The electric racket:

Mere contact will deliver a jolt of electric current, potentially incapacitating you. It's advisable to avoid touching it if your aim is to stay alive.



- The spray to kill ants:

Infused with lethal poison designed to exterminate insects, any contact with one of them will result in immediate fatality.



- The wasp:

The natural antagonist of ants, these flies hover over certain situations. To ensure your survival, it's best to steer clear of them.



- The spider:

Residing within the barracks' darkest corners, they won't permit you to pass unscathed if they succeed in capturing you.



- The skewers:
Exercise caution around them, as touching them will lead to your demise.
The Antsplash army strategically positions them as traps.



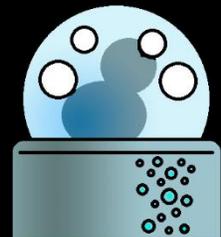
- The acid pool:
This tank serves as the storage for the acid used in their energy extraction machines.



Your mission

Your objective is to retrieve all the abducted ant eggs. These eggs are situated in various chambers within the Antsplash quarters, positioned atop energy-generating apparatuses. Along the way, you'll also come across additional items that aid in accomplishing your mission and accruing points.

- The ant eggs:
Recover all of them, and you will have successfully fulfilled your mission.
Furthermore, you will be awarded points for each egg you manage to retrieve.





- The first aid kit:

Discovering a first-aid kit and successfully collecting it grants you an additional life and temporary immunity for a brief duration. Keep in mind that your control panel can't accommodate more than 3 lives. Thus, if you already possess 3 lives, obtaining one of these kits won't yield significant benefits. It's essential to learn how to ration them effectively.



- The coins:

Earn points for every coin you collect. You'll observe your score increase on your control panel.



- The keys:

Each key will grant you access to a solitary door. Exercise careful consideration in selecting the door you intend to unlock with each of them.



Charging instructions

To load the game, follow the instructions below according to the support you have:

- Disk:

Insert Nita's disk into the disk drive.

Type: **RUN "NITA** [Press Return]



- Tape:

Only if your computer has tape and disk you must type the following instruction: |TAPE [Return]

Insert the tape into the cassette drive.

Type: **RUN**" [Press Return]

The system will display the following message:

Press play and then any key

As the system asks you, press play and touch a key on the keyboard. The game will load.

Author and license

Nita has been designed and developed entirely by:

Alfonso Carmona Medina

It is published under the MIT license.

The following tools have been used for its development:

WinAPE 2.0: In its early stages, the game began to be developed in the WinAPE assembler.

Visual Studio Code: As the game has become more complex, this IDE has been used, which has allowed for local development to be connected with the GIT version control system.

Arkos Tracker 2: Both for creating the music and the effects, as well as for playing them in the game.

UniPixelViewer 2.0: It has been used to convert the loading screen image.

ManageDSK 0.20h: To create the game disk.

CDTMaster: To create the game cassette.

PixelIAMS: (Custom) For the graphics, a proprietary tool has been created, which has allowed for the creation of all the game's graphics: sprites, fonts, backgrounds, enemies, main character, objects, and animations.



Special winks to CPCRetroDev 2023

Wink to the game Super Cauldron by Titus:

For this wink, I've chosen the smoke that appears when the character in Super Cauldron picks up an item or defeats an enemy. In Nita's case, since enemies aren't killed, it appears when picking up an item



Nita



Super Cauldron

Farewell tribute to the Amstrad CPC:

It's been 30 years since the commercial era of the Amstrad CPC came to an end. In commemoration of this event, this message has been included, which you can read if you manage to complete the game.

