

The Adventure of Amy

A PRELUDE TO CHAOS

Amstrad CPC464/664/6128

To load from disc, type **RUN"DISC**
From tape type |**TAPE** then **RUN"**

Game Synopsis

The nefarious Cyborg Queen has sent her minions to prepare the way for her arrival. It is up to Amy to collect 50 Power Jewels and disable the machines throughout the village in an attempt to slow down the Cyborg Queen's plans.

Gameplay

A Prelude To Chaos is a top-down adventure game. There are various puzzles, obstacles and dungeons to solve, and at the end of each dungeon there is a master machine that if left unchecked will enable the Cyborg Queen to arrive in full power and take over the world.

There are four different types of weapon to collect:

- Water Weapon
- Fire Weapon
- Acid Weapon
- EMP

Each weapon has different, logical abilities, for example the Water weapon will extinguish fires but have no effect on solid obstacles. Discover which obstacles can be removed with each type of weapon. Likewise, certain enemies can only be destroyed by specific weapons.

There are various other items to collect to aid you on your quest, some of which are essential, others merely helpful.

Controls:

- A. Z. N. M / Cursor Keys / Joystick to move
- Fire 1 / Space to use weapon
- Fire 2 / Enter to select weapon
- P to Pause
- ESC to Quit



Screen/HUD Guide:

1. Amy
2. Pushable Crate
3. Jewel
4. Enemies
5. Selected Weapon
6. Messages Show Here
7. Map Display
8. Collected Weapons and Items
9. Energy
10. EMP Power
11. Experience Points
12. Keys Collected
13. Jewels Collected

Credits: Created in C using CPCtelera. Thanks to the CPC Wiki, in particular Ronaldo, SRS, arnoldemu, SuTeKH/Epyteor, Dizrythmia, ukmarkh, reidrac, andycadley for help with this project and playtesting. Apologies if I missed anyone out.

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