

# TEODORO



**INSTRUCTIONS**

# Teodoro no sabe volar (Teodoro can't fly)

Original idea, design, graphics, music and cover:  
Fco. Javier Velasco (Pagantipaco)

Programming and debugging help:

Jaime Tejedor (Metalbrain), Javier Peña (utopian)

Testing: José Juan Rodenas (Sejuan), Javier Ortiz (tbrazil), Iván  
Sánchez (Ivanzx), Sandro Mestre (Wood)

Translation: Jaime Tejedor (Metalbrain), Yuri Potapov (Jerri)

Sound engine: Jonathan Smith (JOFFA)

Music engine: Beepola



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**Loading your cassette. Teodoro loads in approximately 4 minutes 40 seconds.**

### **48k ZX Spectrum**

Type LOAD "" press ENTER and start the tape.

Note: LOAD is obtained by pressing the J key after turning on your computer, or while the K cursor is flashing.

The "" are obtained by holding symbol shift and pressing the P key twice. There is no space between the "" marks.

### **128k ZX Spectrum**

Please select 48 BASIC option from the main menu and follow above procedure. There are no additional features on 128k machines.

Loading should be error free, though if the tape fails at any time during the LOADING process, then please rewind the tape and try again. If failure persists then please try the other side of the tape.

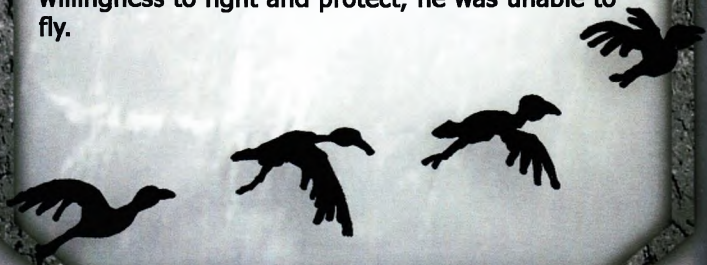
If for any reason the game fails to load after all efforts, then please contact Monument Microgames at: [Microgames2000@yahoo.co.uk](mailto:Microgames2000@yahoo.co.uk)

Use the subject header: "Tape clinic"

**Brave bird.**

**It was the golden age of the CORNEJAL kingdom, with civilised banquets, riotous parties, heroic tournaments, thinking-games, theatre, festivals, and laughs. Oh,so many laughs. All the posters across the land declared it as a true haven of peace in the world, yet despite this recreational focus, the kingdom was also renowned for its strong army. History had brought war to their doorstep before, in fact, many cruel invaders had already sought to topple this paradise, but up 'till now, none had succeeded.**

**The great CORNEJAL army was an elite force, populated only by those who could fly, and so for TEODORO that meant exclusion, for despite his willingness to fight and protect, he was unable to fly.**





TEODORO became the jester, a master of his art and favourite in the court, and never once did anyone consider he could be dreaming of fighting and of flying. Even so, he played his part well and brought joy to all who passed through the kingdom.

But those happy days came to a savage end. During a season of high festivities, a strange swarming army rose-up out of nothing and attacked the castle, and before anyone could raise a sword, everything was lost. The entire CORNEJAL army disappeared in an instant, and only King RUI and TEODORO were left alive.

That's when TEODORO witnessed the desperate king being carried away, slung over the shoulders of some terrible, winged, yet bloated monstrosity. He rushed to help, but the king waved him back, and implored him to flee to the highest tower to light the flame, to warn the rest of kingdom that their age-old enemies were attacking once again. And this time they were winning.

This was TEODORO's chance, to be the bird he always dreamed of being. A jester, a fighter, and a hero.

## CONTROLS

TEODORO can be moved horizontally, jump, and make other movements that he'll tell you about as the game advances.

O- Left  
P - Right  
Q - High jump  
A - Long jump  
SPACE - Action



## HINTS

- Teodoro's jump has a maximum height that can be reached leaving the corresponding key pressed. The length will be established with the direction key. If you don't press any direction, then the jump will be vertical.
- That which burns, pricks or is bottomless, will kill Teodoro. Worth remembering.
- Look at the marker and you'll know which objects you need to take, and where to use them.
- Keys can be taken, locks can't.
- For each 3 groups of coins taken, you'll get an extra life. Sometimes they're in difficult spots, but it's worth collecting them.
- Flashing interrogations are surprise boxes with advantages inside, take them without fear.
- There are two kinds of doors, they're all connected, and they can be exit only or entrance only.
- Upon entering each room, wait and review the situation for a moment. The entrance position is usually safe and there can be dangerous about elements that can't be easily seen.
- Don't rush. Most situations are easy to solve, and only require patience.

## **SPECTRUM THANKS**

**To Metalbrain for his indispensable help to debug and make the code work, and also for his english knowledge and willingness to translate.**

**To Utopian, Sejuan and Mikomedes for their encouragement to finish this game and their suggestions.**

**To all RetroWorks for all the patience with the high and lows of making a game in spare time.**

## **DEDICATED TO**

**Benway, to encourage him to finish Cray 5.**

**Teodoro, for waiting over 20 years to see the light.**



Notes

Notes

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**long live real-media gaming!**

**If you've written a game for any 8-bit micro, and you'd  
like to see it given the Monument treatment, then  
please get in touch.**

**microgames2000@yahoo.co.uk**