



# P-NOID

Jaime Hormiga 2015

ZX-Dev 2015 the montyurs



# History

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Pino the penguin was happy. He and his wife Puna were going to be parents!! A month ago Puna laid five beautiful eggs and it was almost the time for them to break the shell.

But a tragic day, the placid life of our friend changed. Pino had lost the eggs!!

He was in the house of his cousin Pingu smoking mint poles, he looked away for a moment and... The eggs were gone!! Instead of them, there was a hole in the floor that connected his cousin's house to a serie of underground/subterranean caves and galleries.



OMG!! What's wrong with your house??



I dont know cuz...

# History

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- *OMG! Puna will kill me when she finds out.*
- *Everything is real fucked, eh cuz. Whacha gon'do?*
- *Well, what am I going to do, Pingu??*  
*I'll go down there and I'll look for my tots.*
- *Cuz, u crazy!!*

And that's how Pino's big adventure of finding his five eggs begun!!

... Or at least, that's what his cousin Pingu told the poor Puna when she called him to ask for her husband...

What?? My sons  
are... where??



# Objective

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The objective is to find the five eggs that got lost inside the cave.

However, the inhabitants of the cave aren't going to make it easy and they will try to beat us. Pino can hold 12 hits before he gets exhausted and surrenders/gives up.







Could you help Pino find his beloved toddlers?



# Controls

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You can use kempston or sinclair joystick to play the game. Or, if you want to, you can use the keyboard with the next keys:

		
Go right	O	
Go left	P	
Jump	space	
Get potions / Activate levers	A	
Pause	H	
Quit	Y	

# Objets

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Around the cave, Pino is gonna find lots of different objects that are going to make his adventure either easier or harder. It's important for you to know them very well!!

-  Closed door: It blocks the passage to certain areas of the cave. You need a key to open them..
-  Keys: They are used for opening closed doors, of course.
-  Levers: They activate or deactivate passages in the cave. When you activate one lever certain areas of the cave will change!!
-  Eggs: There's not much to say about them. You have to find five and some of them are really well hidden.



# Potions

The potions are a series of objects that will give Pino new abilities to complete his adventure. There's just one potion of each kind. Find them all and your adventure will be easier!



Monster Potion: When Pino has this potion in his inventory he will be able to eliminate the skull monsters by jumping on top of them..



Water Potion: With this potion all the lava in the cave will turn into water and, therefore, Pino will be able to go through it without any fear.

Lava



Water



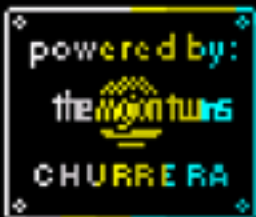
Box Potion: When you get this potion, all the frozen boxes that are spread throughout the cave will be transform in wooden boxes that Pino can push to reach higher places.



# Credits and Thanks

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Levels design, all graphics in the game, music  
(yes, those weird noises that sound in the main menu)  
idea of the game ... have been created and developed by the  
Mr. Jaime Ant



The game has been developed using  
the **Churrera Engine** (ver 3.99.d)  
This engine is owned by The Mojon Twins.

Thanks to **na\_th\_an** for his patient and his wise advices.  
And thanks to Miss **UvePortillo** by translate all texts into English





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