MANUAL
CHISPY – ZX Spectrum 128K

Chispy is a platform game with a puzzle component with a "tip" of adventure. In the game, the appearance and especially the gameplay have been taken care of, it is not an easy game, but it is not a completely impossible or difficult game either.

CHISPY HISTORY

CHISPY is my real "furry" that I have (My dog), currently 1 year old, I have to say that he is really very funny, he is aware of everything and follows me everywhere I go, there he is, especially when I go to the kitchen Let's see what "falls".

GAME DESCRIPTION AND OBJECTIVE

The story is that while walking through the port, Chispy has been kidnapped by a group of pirates, they have taken him to a galley that has just set sail, and our mission will be to help Chispy to escape from the Galleon, where you will find various types of impediments, having to discover where to go at all times and know how to use the means that may be available to them.

GOOD LUCK!!

GAME FEATURES

- The full map of the game is included (better play without it if you can, you will enjoy more than with the map), the map does not include position of objects or enemies.
- A completely new Score panel has been generated.In the panel you have the version for which the game has been developed.Each phase has a movie title that changes when moving to a new phase.
- The game consists of 3 phases.
- As a novelty, it has a home screen with a graph.
- It has a general explanation screen when you select the game mode.
- You have to locate 5 objects and collect, all of them necessary to be able to pass the PHASE.
- Without the total number of objects, the game cannot be finished and in the last phase you lose a life if you do not have all these collected, every 50 extra life points, with a limit of three.
- We have the famous drop, winking at one of my favorite Dinamic games, the ABU SIMBEL drop, you'll find it on various game screens.
- You have platforms.
- You can use Chispy's poop, where you will be able to kill certain enemies, use it withhead, because you can only kill an enemy for poop.
- Chispy, if you don't do anything, will stay in front, moving its ears and mouth, waiting.
- There is no possibility of getting an additional life, except for the score points.
- The bonus also give you a point.
- Killing the rats gives you an additional 10 points in the Score.
- Be careful with the torches, don't burn yourself with them.

OBJECTS TO COLLECT:

The different objects that need to be collected are shown below, these are distributed throughout the map in each PHASE of the game, in each PHASE there are a series of objects, and they will be necessary for you to pass the PHASE.

- Ticket
- Beattle
- Key
- Padlock
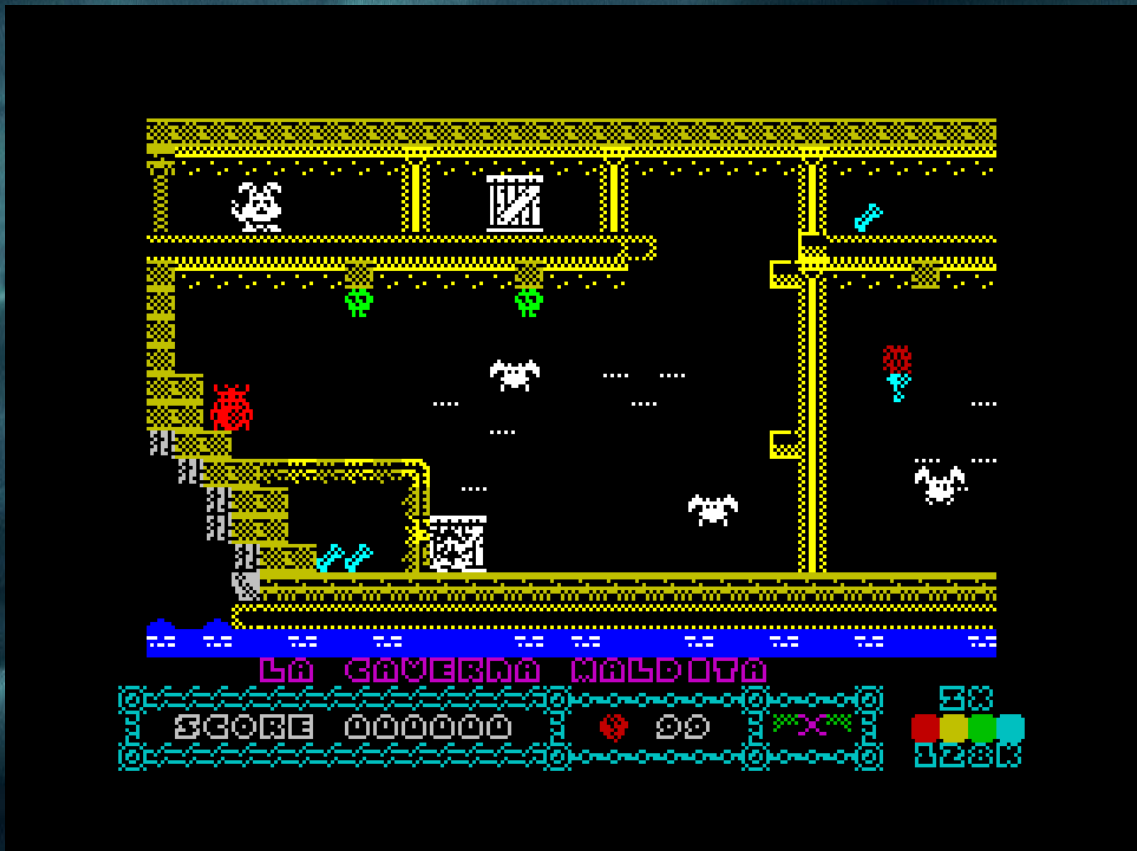- Diamond
- Pear

KEYBOARD

You can redefine the keyboard to play, initially the keys are the following:
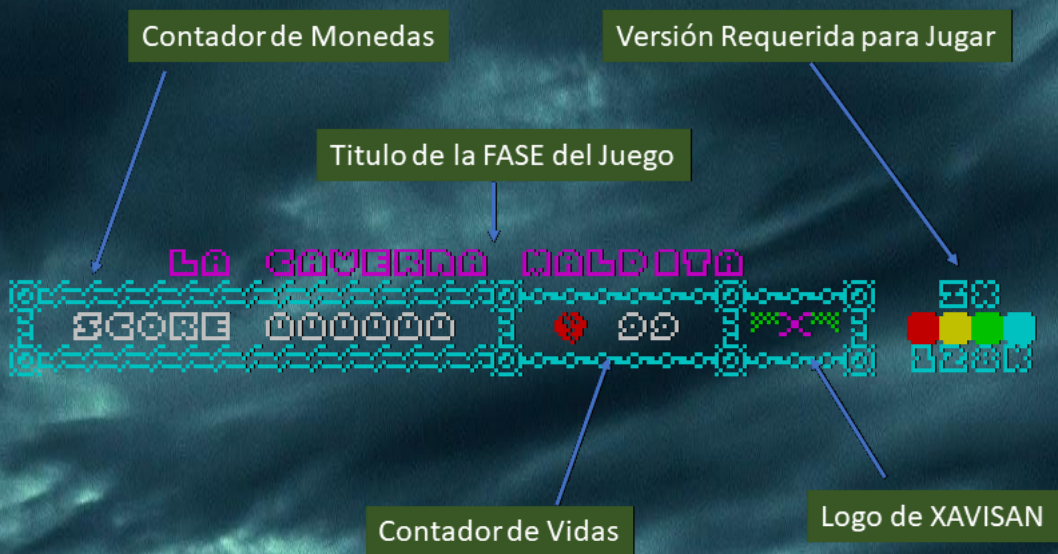
O – Left
P – Right
SPACE – Jump
Z - drop poop

The game screen shows several things, the score corresponding to killing certain enemies in the game as well as the collection of bones.

I hope you enjoy the game and it is to everyone's liking, it has been made with great care and I have tried to take care of the details.

Contador de Monedas

Versión Requerida para Jugar

Titulo de la FASE del Juego

LA CAVERNA MALDITA

SCORE 000000   ♥ 00   ×   50
                              128K

Contador de Vidas

Logo de XAVISAN

Contador de monedas : Money Counter

Titulo de la FASE del juego: Name to the PHASE Game

Versión requerida para jugar: Required version to Play

Contador de Vidas: Lives Counter

Logo de Xavisan: Xavisan Logo

X GAMER

For a English edition please Download a ENG specified files.

ULA+ Version File ->> Chispy_Game_ULAPlus.tap

Requirements: Spectrum 128K

CREDITSCODE, GRAPHICS AND ORIGINAL IDEA

Javier Sanchez <Xavisan>

MUSICMmcM [Modified and adapted by <Xavisan>]

BETA TESTER/TESTERO

scar Llamas (Hicks)

USED TOOLS:

MPAGD 7.10, MPAGD Sound Mod by Ramon Fernández, MULTIPAINT and VORTEX TRACKER, as well as some built-in Assembler routine.

THANKS to Hicks for being able to dedicate that time to be able to test it. Ramon Fernández, for that ScreenSplash routine based on a basic idea that I was testing and that I have integrated into this game.

Dedicated with love to my son Oriol.