

# MANUAL



*Loading Screen: Siyei Er*

## INTRODUCTION

La Oca is a classic board game recommended for all ages since its mechanics are very simple, it is just a matter of rolling the dice and advancing as many squares as it marks.

There are certain special squares that will allow us to move forward or backward; or they will penalize us with a certain number of turns without playing.

## OBJETIVE OF THE GAME

The objective of the game is to reach square 63 using an exact number, and once this first objective is achieved, take the path back until you reach square number 1, where by landing using an exact number, you will win the game.

## MAIN GAME MENU



1 - By pressing Key 1, we will access the Player Edit Menu.



By pressing 0 to 3 we will access the Player Editing screen, both human and computer-controlled.



At first, we must enter the Player Name. By pressing Enter directly, we will return to the Previous Menu.

Once the Name has been entered, the next step will be to choose whether the player will be controlled by a person or the computer.



The last step will be to choose a Portrait for that Player.



Once done, we will return to the Player Selection Menu to Edit to be able to continue editing the rest of the Players.

2 – By pressing Key 2 in the Main Menu, we will access the Edit Board Option, where we can choose its Background Color.



3 – By pressing Key 3 in the Main Menu we will choose the number of Players from 2 to 4.

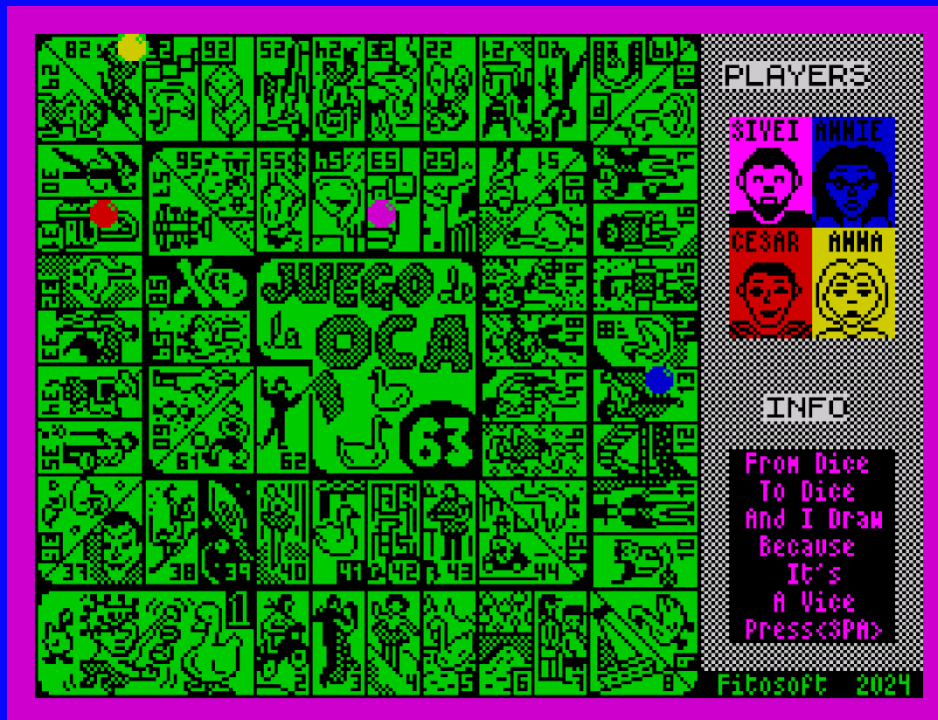
4 - By pressing Key 3 in the Main Menu we will start the game with the chosen options.

5 – Pressing Key 5 will inform us of the Data related to the Development of the Game.



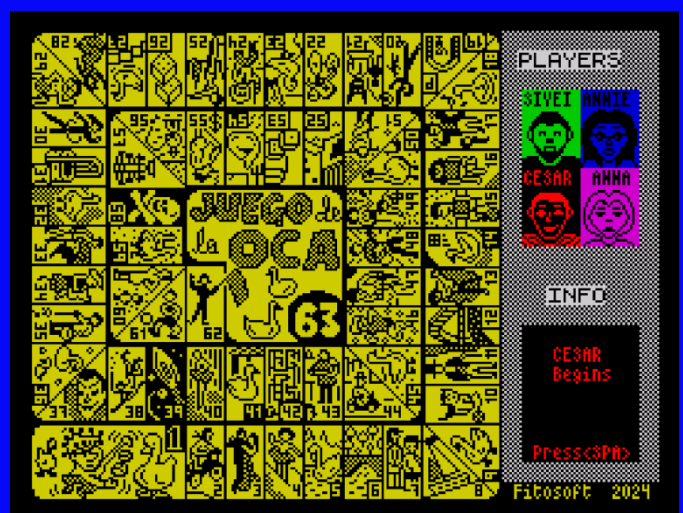
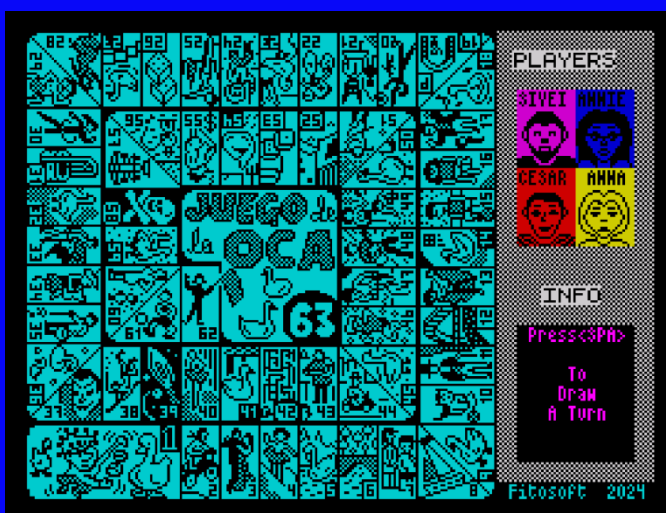
## THE GAME SCREEN

On the left side is the board where the entire Action will take place, to the right of this, we have the Information panel with the players and an Information window, where we will be informed of all the incidents of the Game.



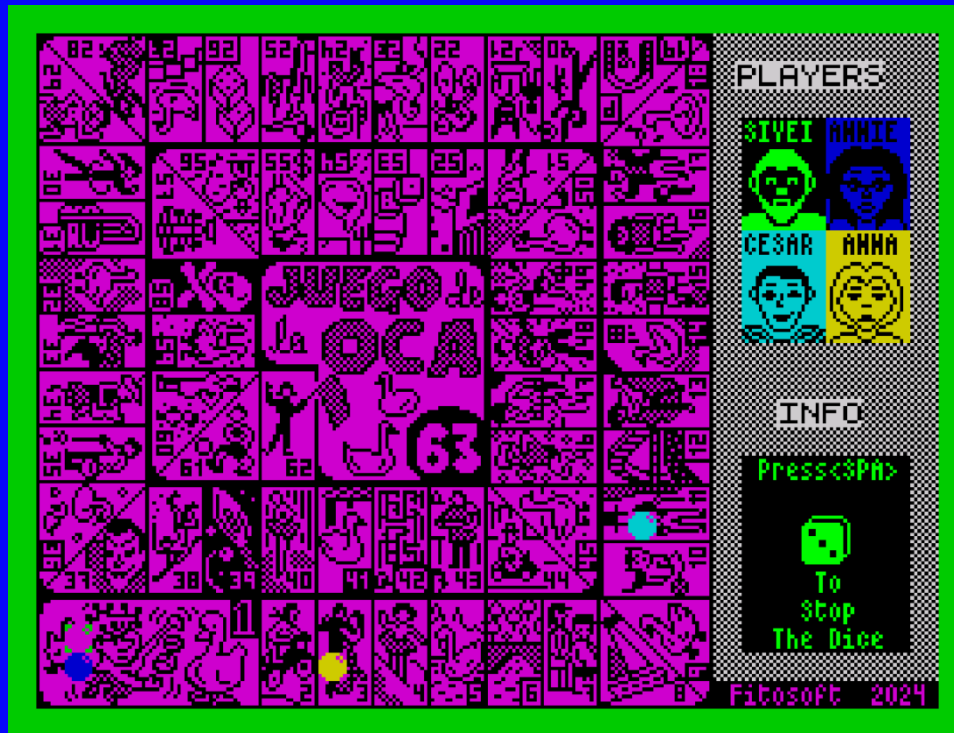
## THE GAME BEGINS

At the beginning of the Game, the Starting Turn will be drawn to see which player will be the first to play.

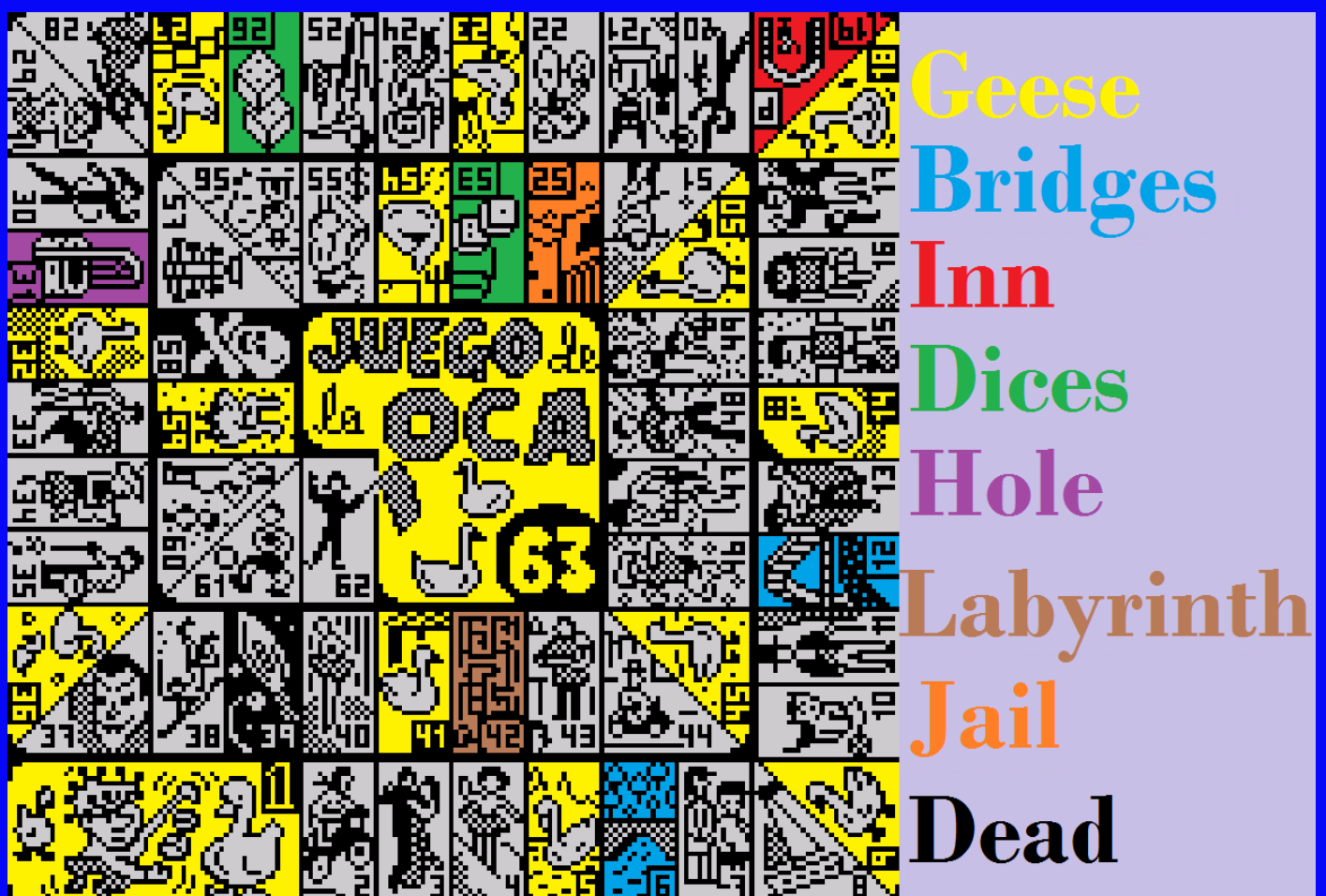


The players will roll the Dice and move forward or backward, depending on the squares they land on.

When a Human player's Turn comes, they will be asked to Press the Space Key to Stop the Dice, so the number that comes up will depend on their skill. XD



## ESPECIAL BOXES



## TELETRANSPORT BOXES

- The Geese: They will teleport us to the next Goose, after which we will roll the dice again.
- The Bridges: They will Teleport us to the other Bridge, after which, just as happens with the Geese, we will roll the Dice again.
- The Dice: They will Teleport us to the other Dice, after which, just as happens with the Geese and Bridges, we will Roll the Dice again.
- Labyrinth: It will teleport us to square number 30.
- Death: It will teleport us to Box number 1.
  - \* If this happens during the way from Ida to Square number 63, after Teleporting to Square 1, it will not transport us to the next Goose nor will it allow us to Roll the Dice again.
  - \* If it happens to us later on the way back to Square number 1, we will win the Game.

## LOSS OF SHIFT BOXES

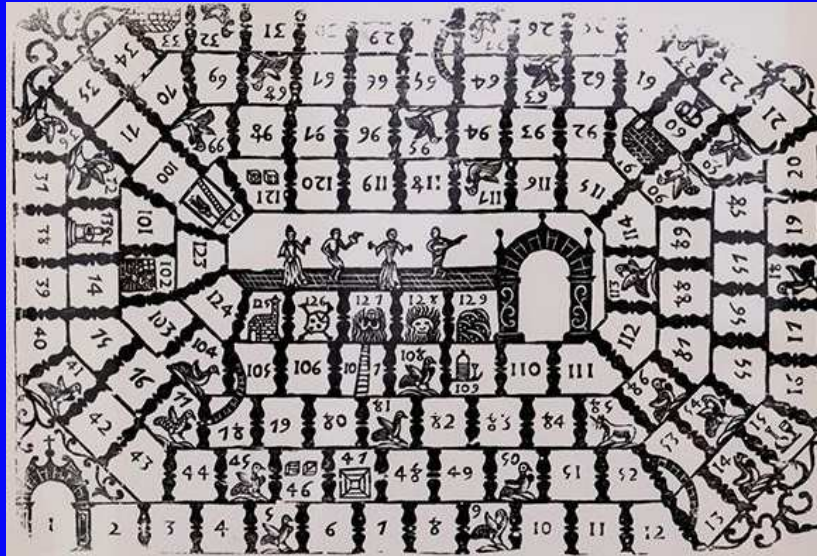
- La Posada: We will be penalized with 1 Turn without Playing.
- Jail: We will be penalized with 2 Turns without Playing.
- The Pot: We will be penalized with 3 Turns without Playing. \*There are versions of the Rules in which the Player who is here will only be released when another player passes through this Box. This will not happen in this game, as it is a rule that bores cows.



## A LITTLE HISTORY

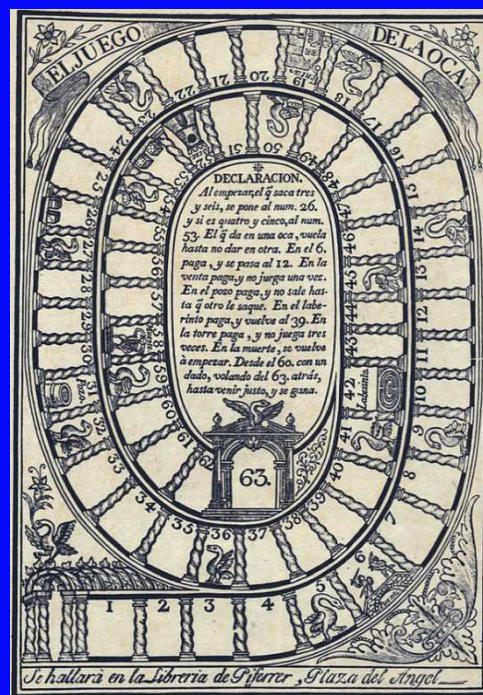
It is assumed that the first version was a board game given by Francis I de Medici of Florence to Philip II of Spain between 1574 and 1587.

The oldest known example of this game dates back to 1640, made of wood of Venetian origin, deposited in the Valldemossa Monastery in Mallorca.



Over time, variants appeared with pedagogical, satirical designs, and from the 19th century onwards, commercial propaganda.

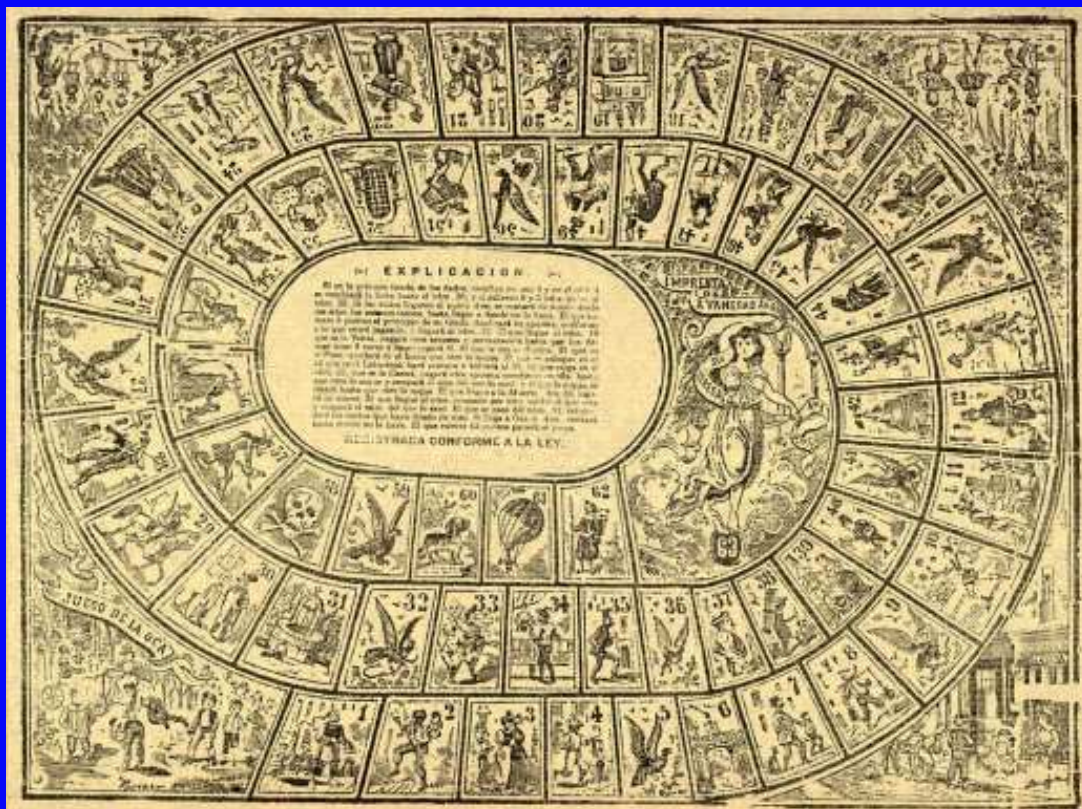
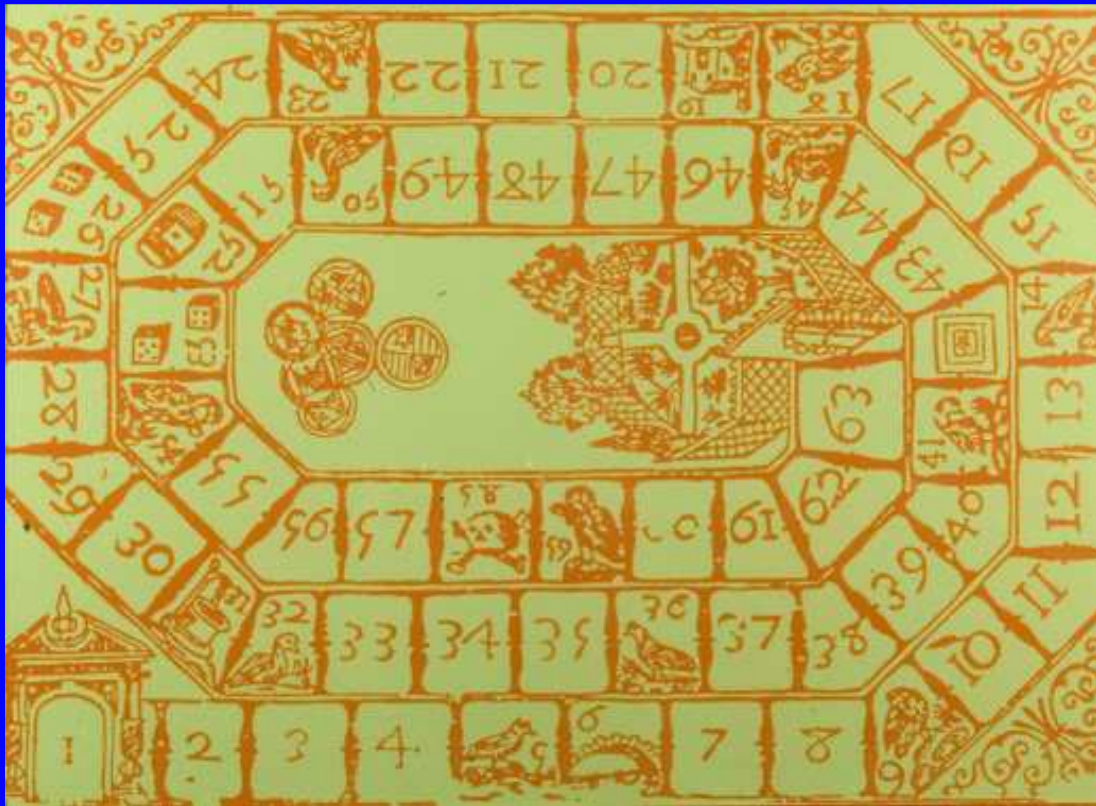
The first commercial versions of the game appeared in the 1880s and were decorated with motifs alluding to the era, such as children wearing dresses of the time.



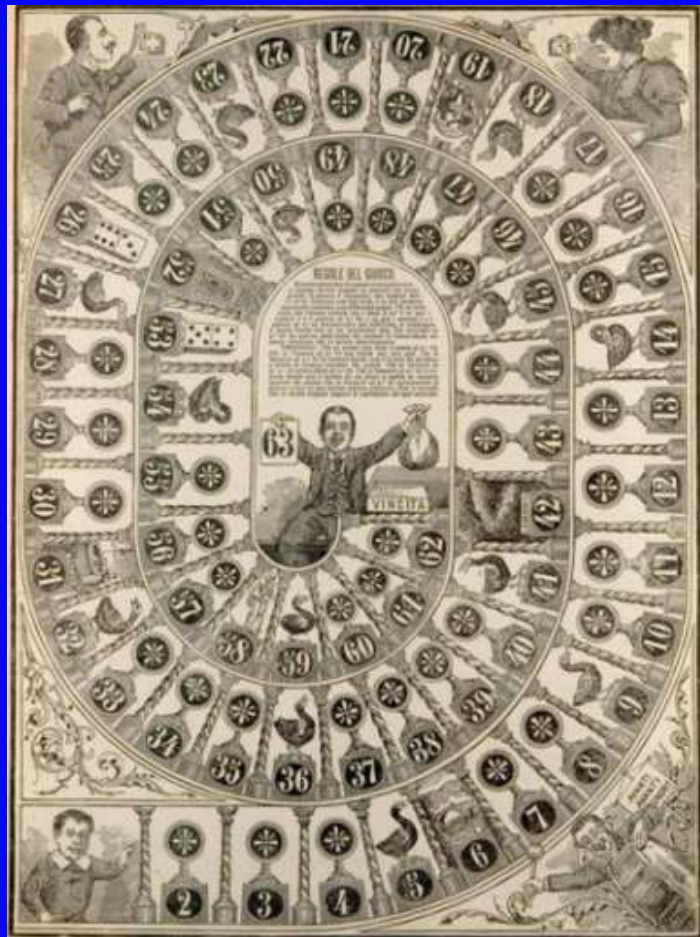
19th Century Goose (Juan Francisco Piferrer Printing House in Barcelona)



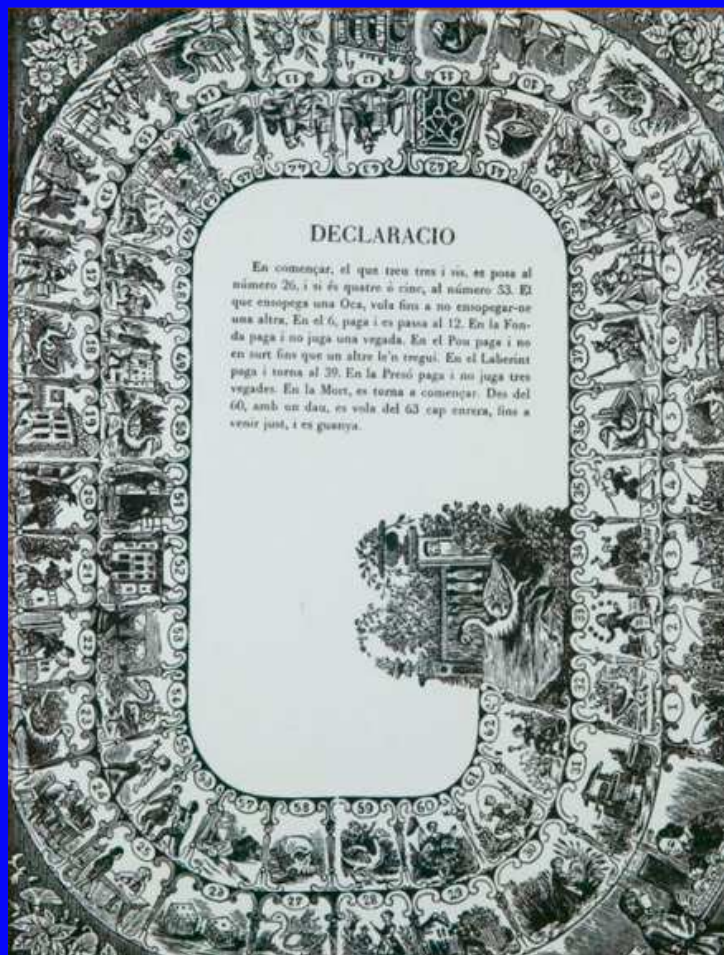
# Some Historical Boards...



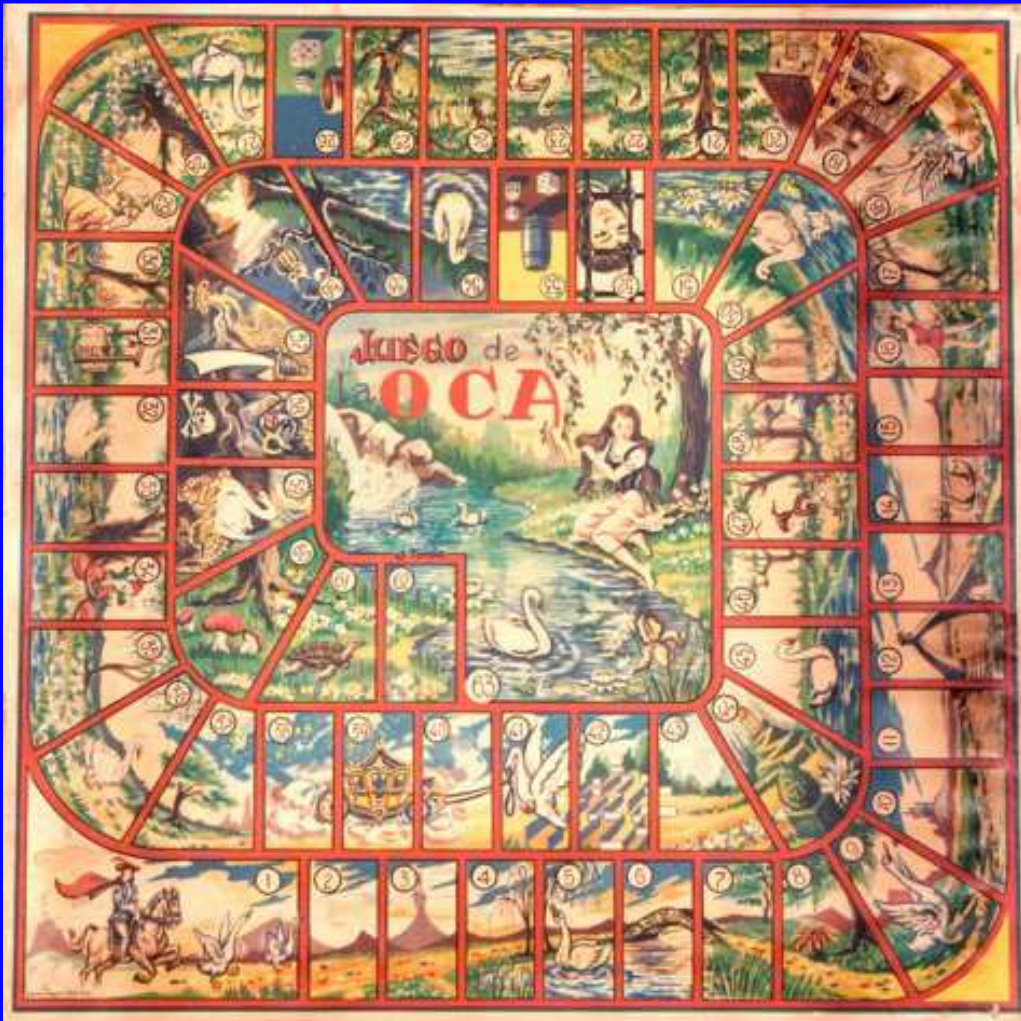




## GIUOCO DELL'OCA







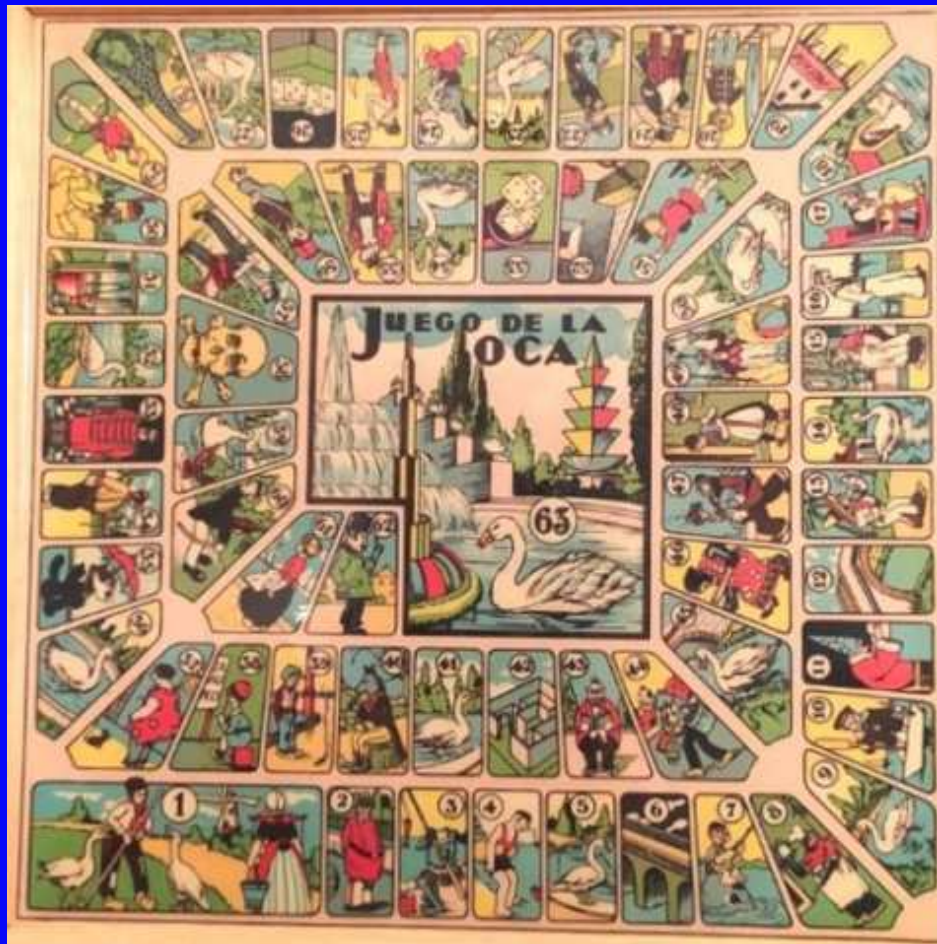














The visual appeal of these Casillas also aroused the interest of artists such as Rafael Alberti (1902-1999), who designed his 'Juego dell'Oca Toro' with Picasso resonances.



Original Board on which this Game for Spectrum is based.





## ACKNOWLEDGMENTS

To José Rodríguez, for his fantastic Boriel Compiler.

To Dr. Gusman for his wonderful GuSprites Resource Designer.

And above all to my colleagues (you have them in the credits), always helping, contributing and supporting... Everything is always much better with you.

## DEDICATED

To the memory of my father, wise and good man.

## CREDITS

Design, Coding, Sound and PixelArt..... Siyei-Er

Additional Code ..... Adolfito

Music ..... Azimov

Beta Testers..... Adolfito, PacoVespa, Azimov and Kelben Stark

Loading Screen ..... Siyei-Er

Manual ..... Siyei-Er

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