MANUAL

Loading Screen: PacoVespa

INTRODUCTION

The Ladder 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 squares.

OBJETIVE OF THE GAME

The objective of the game is to reach square 100 where by landing on an exact number, we 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.
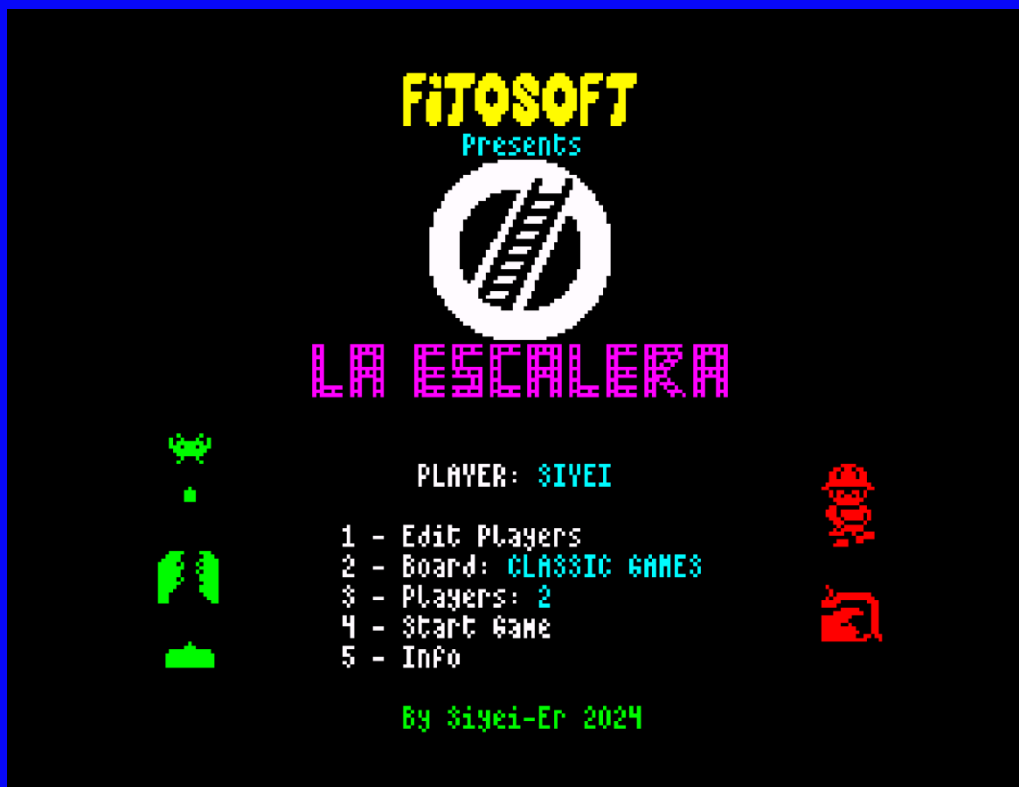

The last step will be to choose a Portrait for that Player.

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

Once all the Players have been Edited, by pressing the "4" Key, we will return to the Main Menu.
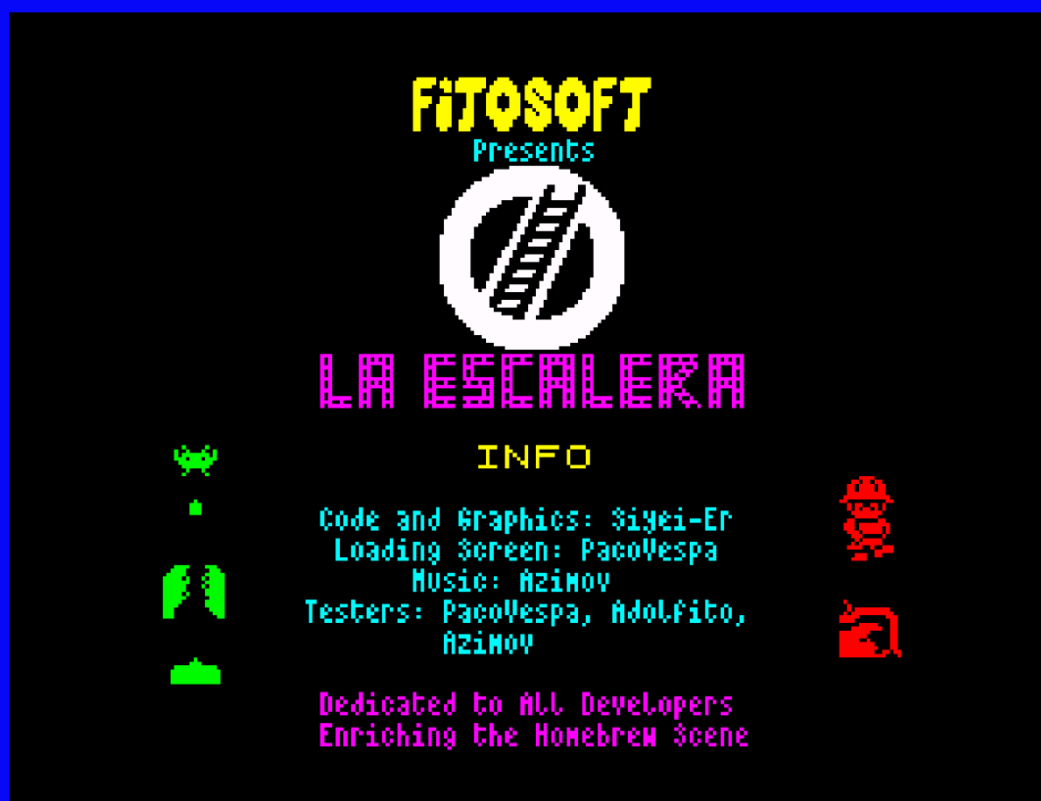
 2 – By pressing Key 2 in the Main Menu, we will choose the Board on which we are going to Play.

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.
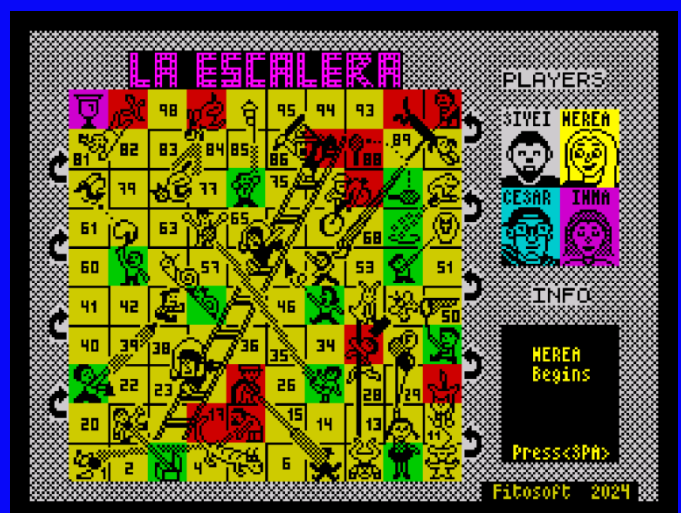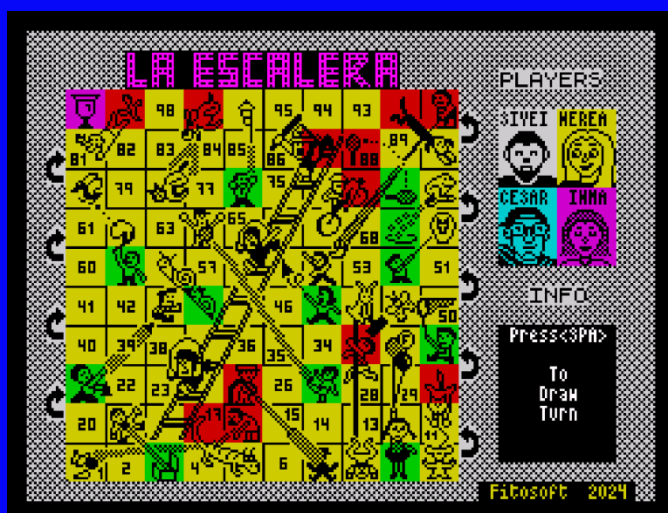
THE GAME SCREEN

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.
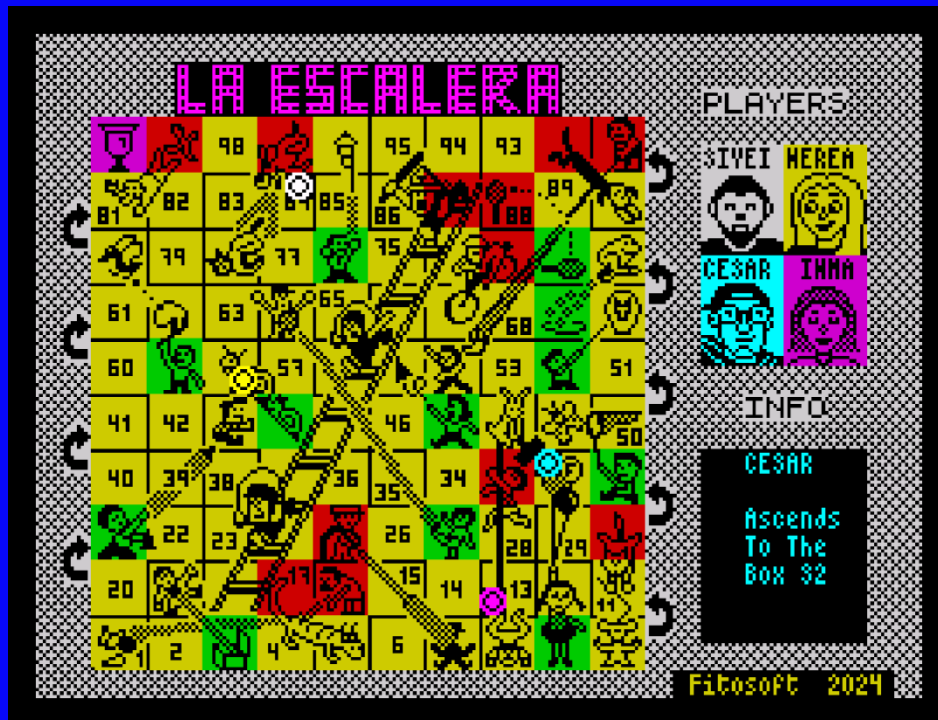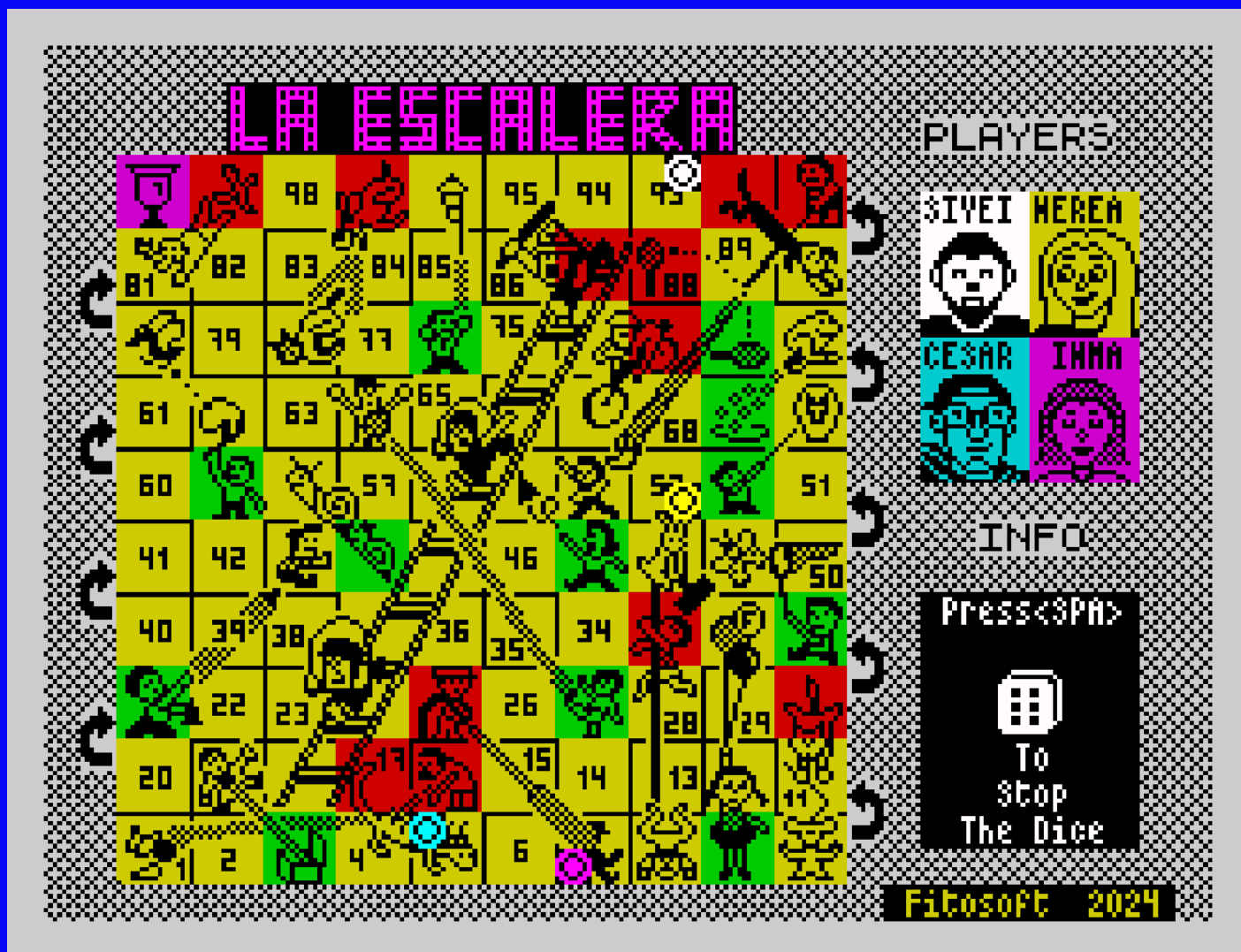

THE GAME BEGINS

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
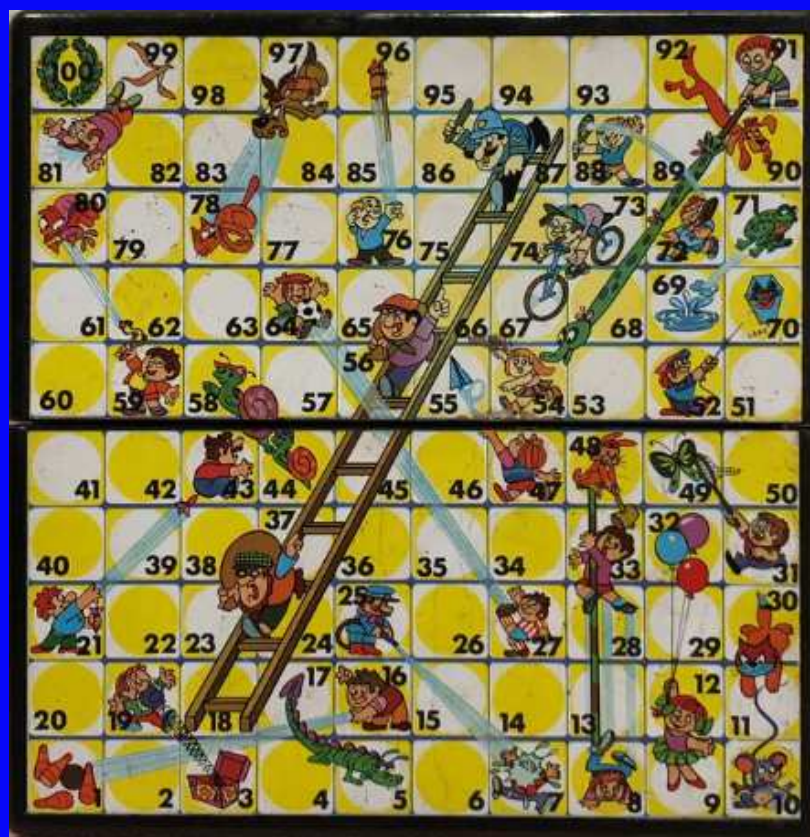

ESPECIAL BOXES

The Squares with a Green Background will transport us to a more advanced Square, while those with a Red background will take us back to a Previous Square.

BOARDS

The game gives us the possibility to choose between 3 different boards:

- The First is the Original from the 80s.

Original Magnetic Game

- The Second dedicated to classic Spectrum games.

- And the Third dedicated to Spectrum's current Homebrew games.
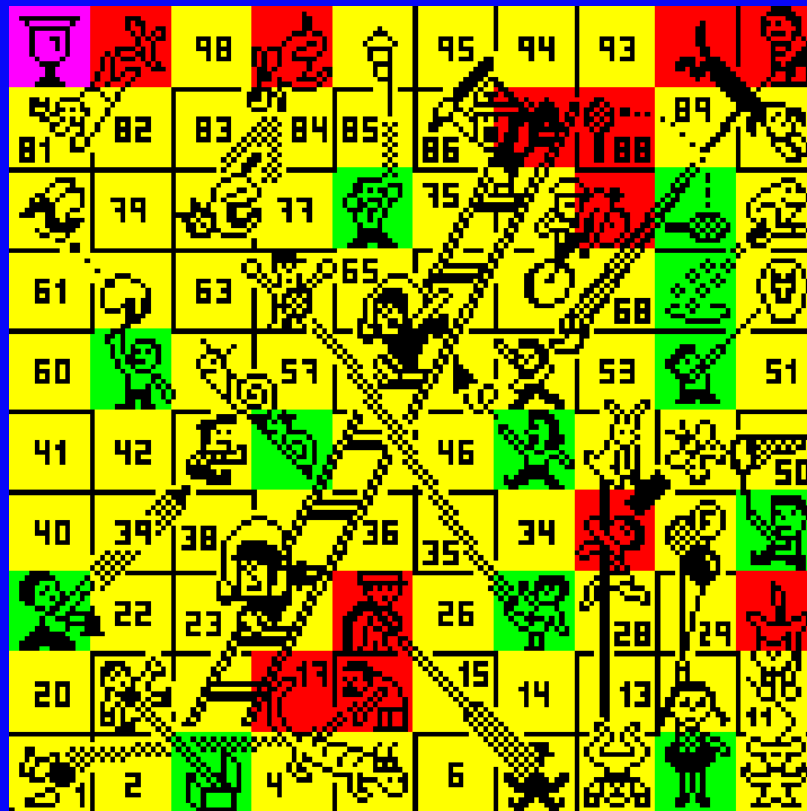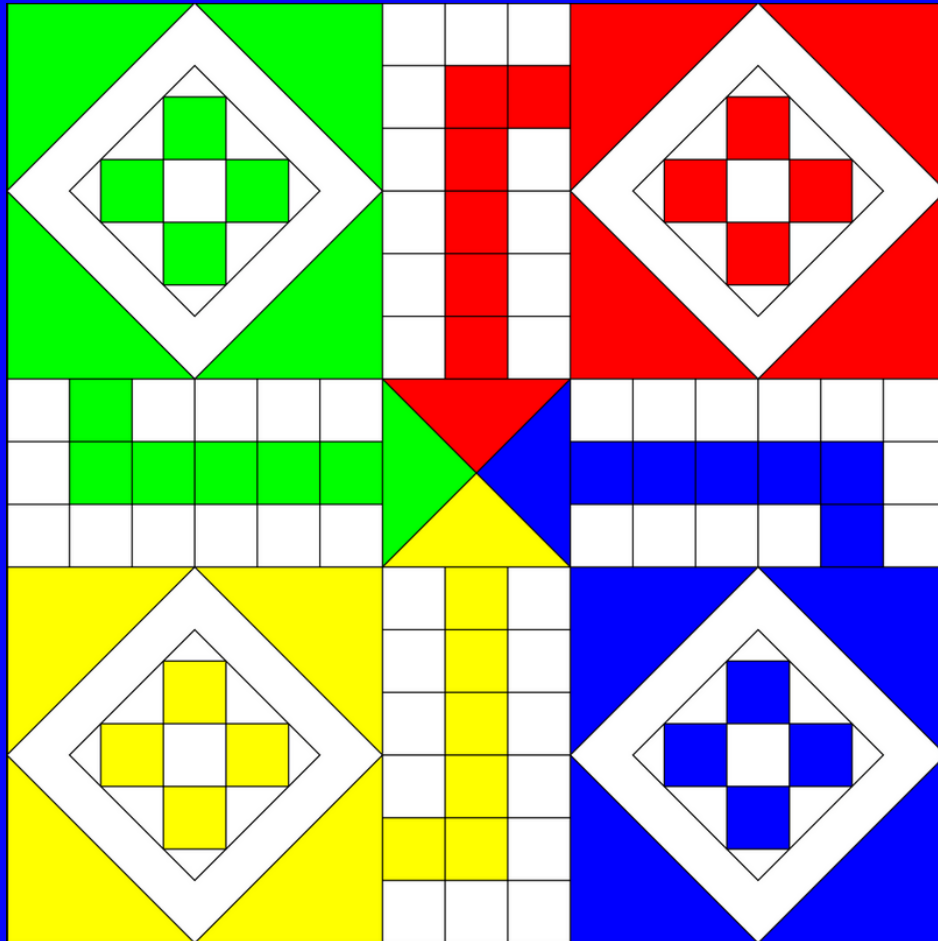
A LITTLE HISTORY

The Ladder game is based on the ancient Indian game Snakes and Ladders.
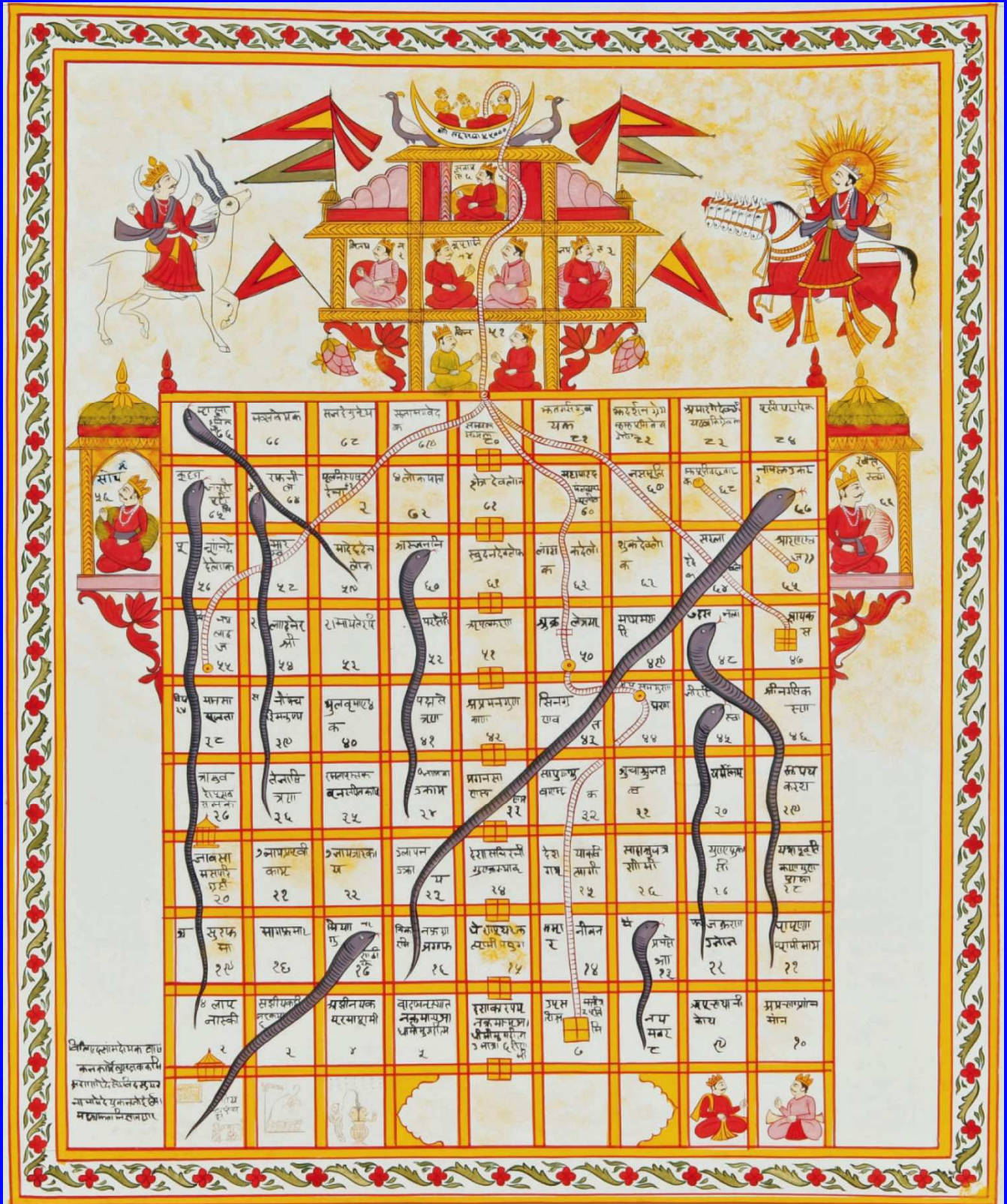
(India 19th century)

The game was invented in India as part of a family of Craps games, including Parchisi, known today as Ludo, very similar to the Western adaptation called Parcheesi.

Their original names were Moksha Patam, Vaikunthapaali or Paramapada Sopaanam (the ladder to salvation).

 The game came to England, where it was marketed under the name "Snakes and Ladders," and then the basic concept of the game was introduced in the United States as "Chutes and Ladders," a "snakes and ladders" version. new and improved version of the famous English indoor sport" in 1943 by toy industry pioneer Milton Bradley (1836-1911), founder of the MB company in 1860.

Moksha Patam was associated with traditional Hindu Philosophy, which contrasts the concepts of Karma and Kâma, or destiny and desire.

The game placed emphasis on destiny, as opposed to other games such as Parchisi, which focused on life as a mixture of skills (or free will) and luck.

The game has also been interpreted and used to teach the effects of good deeds as opposed to bad ones.

The ladders represent virtues such as generosity, faith and humility, while the snakes represent vices such as lust, anger, murder and theft.

The moral lesson of the game was that a person can achieve salvation (Moksha) through good deeds, while bad deeds lead one to Reincarnation in lower forms of life.

The number of ladders was less than the number of snakes as a reminder that the paths of good are more difficult to travel than the paths of evil. Presumably the number "100" represented the concept of Moksha or salvation.

In the original game the squares corresponding to the virtues were:

- *Faith: 12*
- *Reliability: 51*
- *Generosity: 57*
- *Knowledge: 76*
- *Asceticism: 78*

 In turn, the boxes intended to represent evil or vices were:

- *Disobedience: 41*
- *Vanity: 44*
- *Vulgarity: 49*
- *Theft: 52*
- *Lie: 58*
- *Alcoholism: 62*
- *Debt: 69*
- *Fury: 84*
- *Greed: 92*
- *Pride: 95*
- *Murder: 73*
- *Lust: 99*

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To Dr. Gusman for his wonderful programs, GuSprites Resource Designer and Boriel ZX Basic Studio.

And to all those who support my work with their donations and encourage me to continue programming and developing games that go beyond the purely commercial and that in my opinion are so necessary today in a scene with an overrepresentation of Arcade games developed with Engines.

DEDICATED

To all the Developers who enrich the Homebrew Scene.

CREDITS

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

Logistical support ……………………………………………………..... Adolfito

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Beta Testers ……….…………………………….. Adolfito, PacoVespa y Azimov

Loading Screen …..………………………..….…………….….….… PacoVespa

Manual …..…………………………………….………………............... Siyei-Er