Game tittle: "MUTANTE MONTOYA"	
Programmer, music & graphics	Jose javier Garcia Aranda (Author of game and 8BP library)
Country	SPAIN
Category	Advanced (game programmed using BASIC and 8BP RSX library)
System	Amstrad CPC 464 and CPC 6128
Game type	Maze
year	february 2016
DISC FILE	Montoya_v26.dsk
How to load	RUN "LOADER.BAS"
emulator	Winape_20b2
Instructions to play	Press "S" to start. Then control using Q A O P
Size	18 KB BASIC, 17 KB binary (8BP lib, graphics and music)
Developed Time	Around one month
Game description and main developing challenges	"Mutante Montoya" is a classic maze game. Its title is inspired in great old game named "Mutant Monty". This game was the first I did, using the first version of my library 8BP (8 bits of power). Later, I migrated the game to 8BP version 26 in order to improve certain technical aspects.

8BP is an open source library which provides new set of commands that extends LOCOMOTIVE BASIC language to build games. It provides up to 32 sprites, collision detection, multidirectional scroll, sprite routing, animations sequences, tile map, on-game music, pseudo-3D, etc.

"Mutante Montoya" consists of 5 levels that you must overcome, avoiding enemies such as soldiers and monsters, and reach the princess…kidnap her and ask for a good ransom!

One of its main programming features is the introduction of "massive logics" programing technique, created to get the maximum performance to BASIC games. This technique is deeply described at 8BP library manual.

This game is open source and my aim creating this game is to share an example about how to program games using 8BP library, divulge the "massive logics" programming technique and provide AMSTRAD CPC lovers a way to create easily their own games.

Library and programming manual can be found at :
https://github.com/jjaranda13/8BP

This game can be found at:
https://github.com/jjaranda13/8BP/tree/master/GameExamples |

| Some screenshots of "Mutante Montoya" |