DR. ROLAND

An Amstrad CPC videogame developed by Glasnost Corp.

## INSTRUCTION MANUAL

Interfaz de usuario gráfica

Descripción generada automáticamente

# INTRODUCTION

Dr.Roland is the free adaptation of one of the all time classics of Nintendo NES, Dr. Mario.

The idea of making Dr.Roland came in early 2018 when I acquired a NES classic mini, and had the opportunity of tasting some of the all time Nintendo classics, that were unknown to me, because, as a child, I never had a NES.

Among all those fantastic games, one came to me as source of immediate fun, Dr.Maria. After a few sessions of fun, I began to thing how would be to port this game to my all time beloved videogames machine, the AMSTRAD CPC.

This is the result of that. I hope you will have as much fun playing, as I have had making it.

# THE GAME

The patient is suffering a terrible virus infection, and your role as Dr.Roland is to get rid of those ugly and funky viruses, throwing them colored vitamin capsules. If three elements of the same color, including virus and capsules, get together, all of them disappear.

## Single Player mode

Get rid of the viruses along 20 challenging levels, to eliminate completely the infection. Each level will have its own particularity.

In order to help you to know

## Versus mode

For a never ending fun, gather a find and fight together to be the best doctor in town, but beware, if one of you eliminate two or more viruses with a capsule, one random virus will appear in your opponent’s bottle.

# LOADING INSTRUCTIONS

## TAPE

# Insert the tape into the cassette unit, type RUN" and press ENTER/RETURN.

## Disc

# Insert the disk into the disk drive, type RUN"loader and press INTRO/RETURN.

# TIPS

Dr.Roland is a Tetris like game, in which you will have to gather elements of the same color to make them disappear.

* Beware of the setup of the viruses
* In some levels some hazards will appear, hurry.

# Controls

Both modes can be played with joystick/gamepad, and the menus are also ready to be managed with joystick, making this possible to play Dr.Roland on a GX4000.

## Single player mode

|  |  |
| --- | --- |
| LEFT | **O** |
| RIGHT | **P** |
| UP/TURN | **Q** |
| DOWN | **A** |
| FIRE | **SPACE** |
| PAUSE | **H** |
| QUIT | **ESC** |
| MUSIC ON/OFF | **M** |

### Versus mode

In order of making possible to play versus mode on keyboard, the setup of the player 1 keys change.

|  |  |  |
| --- | --- | --- |
|  | PLAYER 1 | PLAYER 2 |
| LEFT | **J** | **A** |
| RIGHT | **L** | **D** |
| UP/TURN | **I** | **W** |
| DOWN | **K** | **S** |
| FIRE | **U** | **Q** |
| PAUSE | **H** | |
| QUIT | **ESC** | |
| MUSIC ON/OFF | **M** | |

# CREDITS

* Code: John Lobo.
* Graphics: John Lobo
* Music: Original Fever theme composed in 1990 by Hirokazu Tanaka, remixed in 2003 by Sean Bee and adapted to the CPC in 2020 by John Lobo
* Sound: John Lobo.
* Tested by Martín and Diego.

# Thanks

My sincere thanks to all these people

* To Nintendo for making such a fantastic games along 40 years, in this case, specially Dr.Mario the inspiration for Dr.Roland.
* To Fran Gallego, CPCTelera is the reason why I am being able of making games for the Amstrad CPC.
* To Julian Nevo for making Arkos Tracker 1 and 2. Me, making “music” is possible thanks to it.
* To Norman, his post on CPCWiki (<https://www.cpcwiki.eu/forum/programming/using-arkos-tracker-2-together-with-cpctele>) was an unvaluable help to integrate Arkos Tracker 2 in the game.
* To Arnaud for his help on the cpcpwiki forum and the development of WinCPCetelera a port to CPCTelera to Visual Studio, that allowed me to catch a couple of very squeezy bugs, back in 2019.