DR. ROLAND

An Amstrad CPC videogame developed by Glasnost Corp.

Interfaz de usuario gráfica

Descripción generada automáticamente

# INSTRUCTION MANUAL

# 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 2018 when I acquired a NES classic mini, and had the opportunity to try some of the all time Nintendo classics for the first time, because, as a child, I never had a NES.

Among all those fantastic games, one came to me as source of immediate fun, Dr.Mario.

After a few sessions, I began to think about how hard would it be to adapt it to my favorite videogames machine, the AMSTRAD CPC, and this is the result of that work.

Since the beginning I decided to maintain the mechanics of the original game, but to include some new features, as the password access, the hazards and location of the virus in some levels.

The game was almost finished by the CPCRetroDev of 2019, but a couple of nasty bugs found in the last moment, prevented me to present it to the contest.

During the year 2020 lots of things have been included in the game, and I hope that this year is worth it.

I hope you have as much fun playing, as I 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 four 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, special scenario, speed, hazards…

## Versus mode

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

# 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 location of the viruses, the part of the capsules no disappearing, may generate you problems in latter phases of the round.
* In some levels some hazards will appear, hurry up before it gets too tough.
* If things get too fast, don’t accelerate the fall of capsules, because the factor that defines an increment on the falling speed, is the number of capsules thrown, not the time past.

# 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 just one 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** | |

# TECHNICAL DETAILS OF INTEREST

* Due to lack of memory space, it was necessary to compress the biggest graphics to shrink the memory space needed for them. To use them an on the fly decompress and draw method got to be implemented.

This decompress and paint method is not very fast but is feasible for static graphics that are just painted once in de background.

* In order to make both players play with the same capsules in vs mode, at the beginning of each round a list of 128 random capsules is defined.   
  If the top of the list is reached, the capsules continue at the beginning.

# 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 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 sound 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 sneaky bugs, back in 2019.