

Amsthrees

Story

Amsthrees is the free adaptation of the mobile platforms game "Threes".

The main goal of the game is to slide cards in a grid to combine them and create the highest multiple of three possible.

How high will you get??

How to load

Tape: Press CTRL and small ENTER and press PLAY in the tape. Alternatively type RUN", then ENTER, and follow the instructions on the screen.

Disk: Type 'Run"Loader'

How to Play

Use your controls to slide the 4x4 grid in the four main directions (up,down,left and right). All the cards in the grid will move accordingly, combining with each other when no movement to a free slot is possible.

The cards that may combine keeps the following schema:

$$1 + 2 = 3$$

$$3 + 3 = 6$$

$$6 + 6 = 12$$

$$12+12 = 24$$

...

And so on.

After no more moves left, the game ends, showing the score for every card higher than 2 that is on the grid. The higher the card is, the higher the score.

Controls

The game can be handled with a joystick plugged into the first joystick slot, or by the keyboard.

The user can redefine the keys in the main screen. And the default keys are:

Up, Down, Left, Right : Arrow keys.

Fire: "Space"

Music ON/OFF: "M"

Pause: "DEL"

Abort: "ESC"

Development

Language: "C" with some ASM inline.

Libraries: CPCTelera in all it's glory. Branch "v1.5" to be able to automate the integration of the music.

Technical Details:

- *Base system*: Mac Book Pro. OS X El capitan.
It took me several months to be comfortable and have a complete system, but at the end... it rocks!! (except for some problems with some shell scripts, and complex CDT files generation... peanuts)
- *Virtual System*: Virtual box running on the Mac. Guest SO: Windows XP.
Necessary to run some tools that don't work properly in WIne for OSX... p.e: ConvimgCPC, Arkos tracker, CDTMaster...
- *Real Machine*: Amstrad CPC 464, with C4CPC to ease the testing in the real machine thanks to the SD interface, and also a fake cassette with a jack cable connected to my mobile phone, to test the CDT files.
- *Programming Language*: "C" with some inline ASM.
- *Libraries*: CPCTelera in all it's glory. Branch "v1.5" to be able to automate the integration of the music. Although in the final version the assets files conversion is not activated.
- *Tools*:
 - *C Compiler*: SDCC
 - *Graphics*: Photoshop Cs6 and Gimp
 - *Image conversion*: ConvimgCPC
 - *Music*: Arkos tracker
 - *CPCTelera integrated tools*:
 - img2CPC,
 - 2CDT, ,
 - hex2bin,
 - iDsk
- PC Emulation: Wine. To run the CPC emulators in OSX
- CPC Emulation: Winape and WinCPC
- TapDancer: Android app to play the CDT files to test the application in real CPCs.

License

GNU General Public License, Versión 3. Source Code is included.

Building the game

The source code of the game is included.

The game is built in Cpctelera v1.5.

To get the game compiled do the following

- 1) Download the 1.5 version of Cpctelera from github
“git clone -b v1.5 <https://github.com/Ironaldo/cpctelera.git>”
- 2) Compile Cpctelera
“cd cpctelera”
“./setup.sh”
- 3) Uncompress Amsthrees zip file in the desired folder
“unzip Amsthrees.zip”
- 4) Make the game
“cd Amsthrees”
“make”

Credits

AMSTHREES

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Game created and coded by John Lobo

Originally Design for mobile platforms by Sirvo

Music and SFX by John Lobo

Graphics by John Lobo

Thanks to...

- Sirvo (Asher Vollmer, Greg Wohlwend, and Jimmy Hinson): The development team that created the original concept that brought to many people so many hours of fun playing, and in my case, also programming.
- Fran Gallego: Thanks for this amazing platform that is CPCTelera. Not only for the ease that has brought to the Amstrad scene, but for the didactics of all his appearances in the most popular forums, podcasts, and the fabulous series of instructing videos in youtube. Here is a big fan of you Fran. Great job!!
- Toni Ramirez: Programmer of Space Moves, source of inspiration for the game structure at the beginning of the project.
- Winape emulator and Wincpc emulators. Great pieces of software that help many people, like me, to go back in time 30 years, and feel like a child again.
- And last but not least... thanks to my girl and my kids (Maria, Diego y Martín), for all their support and all those hours that I have been stoling them to work in this project.