

SIDEGUN

Manual

Developers:

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Storyline:

Our character has to climb up through all the maps, killing all the enemies with his gun. Your objective is to get the maximum score you can.

Gameplay:

There are 7 different maps, when you reach the last map, the game will repeat the second one, making a loop.

As you kill each enemy you will get points to increase your score, so you have to kill them all if you want to improve your statistics. The main character has infinite ammo and can do a double jump to help you go through the maps. Every map is different and has a difficulty. There are ladders to help you too in some moments. Each map is connected to the next one with a portal. You can get inside the yellow ones, but cannot go back through the red ones, forcing you to go forward everytime. The game only ends when you are kill by an enemy.

Compatibility:

Sidegun has been designed to work on Amstrad CPC 464.

Controls:

- Right direction key: move right
- Left direction key: move left
- Up direction key: jump/double jump/climb ladder
- Spacebar: shoot

(To go through the portals just jump into them)