

HAIR BOY

USER MANUAL

Casevse - 2016

INTRODUCTION

Hair boy is a video game for the Amstrad CPC 464, strongly inspired by *Meat Boy* (2008), created by Edmund McMillen. It is a platform game where the objective is to jump and rebound in the map, to achieve each map objective. Originally the video game was developed for the CPC RetroDev 2016 contest.

PLOT

The protagonist of the video game is known as Hair Boy, because of his long blond hair. Hair Boy is all day playing with his sword, imagining himself as a medieval knight in search of adventure. The problem is that he loses his sword frequently, each time in more inaccessible places. Thanks to his aerodynamic hair, Hair Boy is capable to jump and get to those places, but it is not precisely an easy task...

MECHANIC

The player has to move Hair Boy along 78 maps. In each of those maps the objective is simple: get the Hair Boy's sword.

Along the maps, the player can find some obstacles:

- **Blue laser:** If Hair Boy touches it, he will return to the start of the map.
- **Deformable block:** If Hair Boy touches it, the block will disappear after a little more of 2 seconds.
- **Moving block:** This block moves either horizontally or vertically, or even both at the same time. If Hair Boy touches the block, he will return to the start of the map.

INTERFACE

During the game, at the top left corner is displayed the time elapsed and the number of times the player has returned to the start of the map. At the bottom, is displayed a progress bar that shows the amount of maps completed.

All the previous information, is displayed also in the score screen, once finished the game or when the player decides to exit the game.

CONTROLS

The player can move Hair Boy using the following keys:

- Left arrow: Moves Hair Boy to the left.
- Right arrow: Moves Hair Boy to the right.
- Space bar: Makes Hair Boy jump.

When Hair Boy is touching a wall, you can combine the movement with the jump to bounce off the wall. If Hair Boy jumps in the direction of the wall, he will climb. If Hair Boy jumps in the opposite direction of the wall, he will fly out the wall. The wall bounce is necessary to complete the maps.

Also, in the game's menu you can **press M** to activate/deactivate the music. During the game, you can **press Escape** to go to the score screen and return to the menu.

EASTER EGG

The hair of Hair Boy is inspired by the hair of the protagonist of *Camelot Warriors* (1986), developed by Dinamic Software. Also, one of the video game's maps has another reference to that video game.

CREDITS

Hair Boy has been developed entirely by Carlos Sevilla (@CarlosSevila) aka Casevse. It includes programming, level design, art, sound effects and music.

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