

CREATED BY THE T TEAM & EDITED BY PLAYONRETRO (2023)



# CASTAWAY



AIR  
MAIL

*Instruction  
manual*

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# Story

Two weeks before his wedding, Tom Roland is sent abroad for a very important job, and he couldn't refuse if he wanted to be promoted.

In the middle of the flight and in the middle of the night and due to bad weather conditions the plane crashed and Tom survived. Unconscious, he woke up on the beach of an island. "What happened? Where am I?" he asked himself. Would he be there alone?

Now, he has to build a raft to get out of there in time for his wedding. Will he make it? Well, it's up to you.

# The game

You control Tom Roland and he has to find four essential items to get off the island:

- An axe, to get cut tree trunks with better wood for the raft.
- A rope, to join the cut logs together.
- Cloth, to use as a sail.
- A map with the route to follow to escape from the island successfully (who would leave it there?).

Probably some of the items he needs to get are in the cannibals' huts. Tom will have to be very careful because they are eager to taste new meat. And most probably the huts are locked, but he will be able to get in if he can find the corresponding key to each hut.

Tom is faster than the cannibals, but the cannibals are stronger. So if he is caught he will have failed in his mission. Also, there are quite a few camouflaged snakes, which if they bite Tom will lose energy and hydration.

He can find several objects that will help him achieve his goal:

- Saws, to cut down trees with thin trunks.
  - Sickles, to cut through thickets.
- Saws and sickles, once he uses them they break down as they are quite bad.
- Planks, which you can use to cross the streams you find on the island. These are of good quality and will stay where you have left them, but not forever. Once they are used, you will not be able to pick them up again.
  - A torch, which can be very useful if you find a cave and can't see anything in it.
  - A ball he had in his suitcase (why would he carry a ball? you might find out) and which coincidentally ended up on the island as well.
  - Antidotes, useful to prevent loss of energy and hydration if Tom gets bitten by a snake.
  - Envelopes (with notes). Everyone likes money, and cannibals are no exception. They don't know what it's for, but they love the smell and feel of it. If Tom gives them one of them, they will momentarily forget about it.

Tom also uses a rucksack and can store up to seven items in it. He also doesn't like to leave objects on the floor. If he picks one up and then doesn't need it, you can have Tom exchange it for another, but

never leave it on the ground.

There are also other items that Tom does not keep in his backpack. He has his quirks and prefers to consume them on the spot.

- Canteens, with which he will hydrate himself as it is very hot on the island.
- Food bags, with which he will recover energy as he has to walk a lot.

The game ends when:

- Tom has all four items and is at the start screen, or.
- When he is caught by a cannibal, or
- When he becomes dehydrated or runs out of energy.

Lives - who has multiple lives (apart from cats)? You can consider each envelope as an extra life, and there are a lot of them on the island.

Points - who wants points when your life is in danger? Achieve your goal in the shortest time possible, take a photo and share it.

## Tips

- Sometimes you might not see objects and obstacles because there is something blocking it. Explore well.

- When Tom uses a key he loses it. Be careful because he can only enter each hut once. Don't make Tom leave any important items in the huts.
- If Tom leaves the torch or ball in an unlit cave or hut, he will no longer be able to retrieve them.
- There are plenty of antidotes, envelopes, saws, sickles, water bottles and food bags on the island.

## How to play

You can use the joystick or the keyboard.

You can move Tom up, down, left or right; or turn him in those directions. You can also make him switch objects.

To move him in one direction press the key corresponding to the direction.

To turn him in one direction, use the direction key at the same time as Fire.

To change objects, place Tom next to them and look at them, and press Fire.

The default keys are the cursor keys for directions and the spacebar for Fire.

If you prefer, you can redefine which keys to use.

To pause the game, press ESC, then any key to return to the game or ESC again to exit.

# Load

CPC464,CPC472: Rewind the tape, type RUN", press ENTER and PLAY, then any key.

CPC664,CPC6128: Type (tape, press ENTER and the same steps as CPC464 and CPC472.

On side A is the Retrodev version and on side B is the special version for PlayonRetro, with another loading screen.

# Credits

Coder: Gallegux

Music: Riskwood

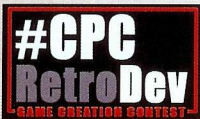
Graphics: Javy Fernández y Gallegux

Loading screens: Brundij

Cover: Brundij

Physical edition: Felipe Monge @vakapp

# Awards



**AMSTRAD  
ETERNO**

Best 2022 game

Best 2022 adventure game

We hope you  
enjoy the  
game as  
much as we  
did developing.

**CASTAWAY**

BY: THE T TEAM

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**the T team**

