

# Instructions Manual



Made by panetonent for the  
CPC RetroDev 2022

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# 1. Story

This is Half Rest! After a long war, you are the last of the defenders of the Sound country. Your side managed to capture S.Blanca General, but the silence army is preparing to rescue their leader by laying siege to your fortress. Will you be able to defeat them to the rythm of the music?

# 2. Goal

Defeat all the enemies with your sword. If you attack with the rythm of the music, you will get higher score. Try your best to complete all levels. You can play on your own or with your friends and compete to get the highest score.

### 3. How to play

You have to guard the prisoner so you can't move. Only attack to the right or to the left. It sounds easy.

### 4. Extra lifes

You got hit? No problema. If you kill 3 enemies in a row with a PERFECT (without getting hit again), you will recover a life.

### 5. HUD

In the HUD, there are three important things you need to know.

In the top left corner is the score.



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Each level has his own score that will be added to the total at the end of the level.

In the top right corner, is the enemies left counter.



It decrease when an enemy appears.

At the bottom, are the lifes left.



The lifes are represented by treble clefs.

## 6. Controls

You can attack to the right or to the left with O and P keys.

Key	Action
O	Attack to the left
P	Attack to the right

## 7. Loading instructions

Insert the cassette in the player. Type run” and press PLAY. Then press ENTER and press any key.

## 8. Credits

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We have used:

CPCTelera 1.5 for the development

Aseprite for the sprites

Arkos Tracker 1.0 for the music and sfx

Trello for the organization