

CREEPERS

A Turn-Based Artillery Battle for the Amstrad CPC 464 / 6128

REVIVE8BIT presents — Beyond the Pixels

THE STORY SO FAR...

Far beyond the last mapped sector of the galaxy drifts a small, striped world called **Dirt**. It is not much of a planet — but it is the only one the Creepers have.

The Creepers are small, round, and extremely territorial. For a thousand years the **Pink Clan** and the **Purple Clan** have argued about whose great-grandcreeper first bounced upon the Great Ridge. Diplomacy was attempted once. It lasted eleven seconds.

Now the argument is settled the traditional way: with rockets, grenades, shotguns, dynamite, and the occasional air strike ordered from a suspiciously distant cousin in orbit. The terrain suffers. Nobody minds. On Dirt, the craters are considered scenery.

Take command of the Pink Clan. Aim well, time your escapes, and remember the first rule of Creeper warfare: **whatever you do, do not stand next to your own dynamite.**

LOADING INSTRUCTIONS

CPC 6128 (disc): Insert the disc, type `RUN"CREEPERS"` and press ENTER.

CPC 464 with disc drive: Type `|CPM` users please do not — simply type `RUN"CREEPERS"` and press ENTER.

The REVIVE8BIT presentation screen will appear while the game loads. Press **SPACE** to continue immediately, or wait ten seconds and the game will proceed on its own.

The game saves your victory tally back to this disc. Keep it write-enabled if you want your triumphs remembered.



The title menu — every setting one key away

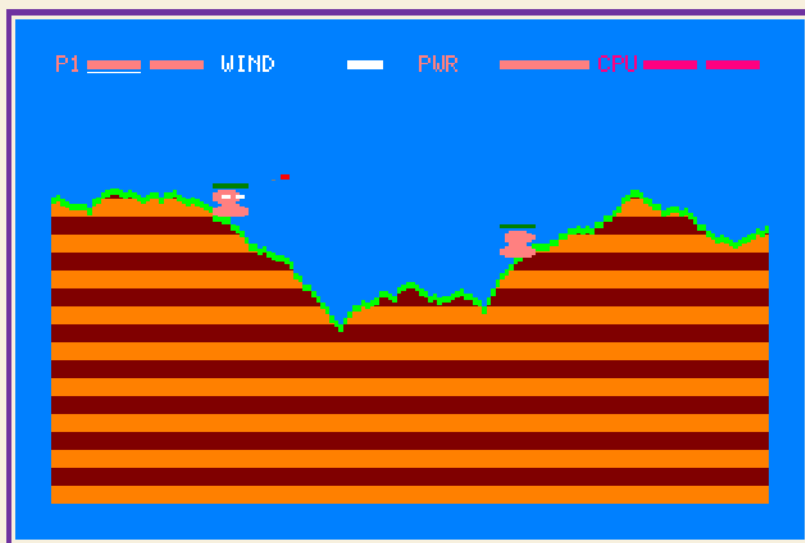
THE MENU

The game opens on the title screen. All settings are changed here, with a single key press each:

Key	Setting	Choices
SPACE	Start the match!	—
P	Opponent	CPU or a second HUMAN player (hot-seat)
D	AI skill	EASY / NORMAL / HARD
1 2 3	Battlefield theme	Grass / Snow / Alien
C	Creepers per team	1 to 6

M	Map size	NORMAL (320) or LARGE (480)
W	Water	OFF or ON — a 30-pixel sea beneath the battlefield
S	The SCORES screen	both tallies, and the full stable of twelve creepers strolling beside their names
R	Reset the score table	(wipes the disc tally too!)

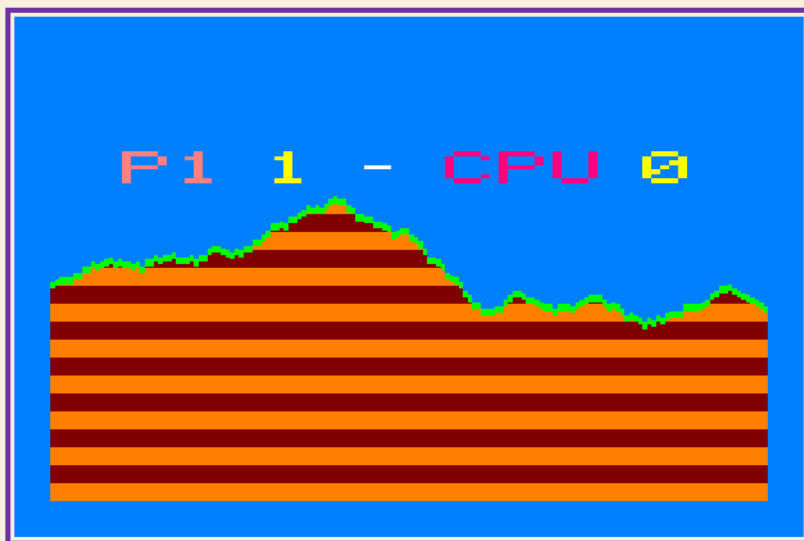
Every match is fought on a **freshly generated battlefield** — no two wars are alike.



A rocket on its way to a strongly worded reply

THE SCORELINE

Victories are counted and **saved on the disc itself**. Player vs CPU and Player vs Player campaigns keep separate tallies. The current score — for example P1 3 - CPU 2 — is displayed in large letters in glory (or shame) when a match ends.



The scoreline, in glory or shame

CONTROLS

Key	Action
← →	Walk. Creepers climb gentle slopes and hop down ledges.
↑ ↓	Aim — your creeper's gaze follows the elevation.
SPACE	Fire! Hold to charge power, release to launch.
J (or COPY)	Jump. Occasionally a creeper shows off with a backflip.
W	Change weapon.
SHIFT + ← →	Look around. The view stays where you leave it.

The camera normally follows your creeper. Press SHIFT with the arrows to scout the battlefield — the view then **stays put** until you walk, fire, or your turn ends. This is not just sightseeing: it is how you aim the air strike (see THE ARSENAL).

A note on falling: creepers are round but not bouncy. A drop of more than 30 pixels hurts — half a point per pixel. Look before you leap.

THE ARSENAL

Weapon	Ammo	Notes
HANDGUN	∞	Instant shot. Chips the terrain, 20 damage. Reliable, boring, effective.
ROCKET	∞	Charge and release. The only weapon the WIND cares about — watch the HUD! 35 damage.
GRENADE	∞	Bounces merrily. Three-second fuse. 45 damage to whoever is nearby when it stops being merry.
AIR STRIKE	1 per match	Press SPACE and three missiles fall on the centre of your current view. Aim it by looking around with SHIFT. Your cousin in orbit does not do refunds.
SHOTGUN	∞	Three instant spread rays, 12 damage each. Devastating up close.
DYNAMITE	2 per match	Dropped at your own feet, fuse of two seconds, 60 damage. You keep control of your creeper: RUN.

The HUD shows the remaining rounds beside the weapon name for the limited weapons. Empty weapons are politely skipped by the W key.

READING THE HUD

Across the top of the screen:

■ **P1** (pink) and **P2/CPU** (purple) with a health bar per team member. The **white underline** marks whose turn it is.

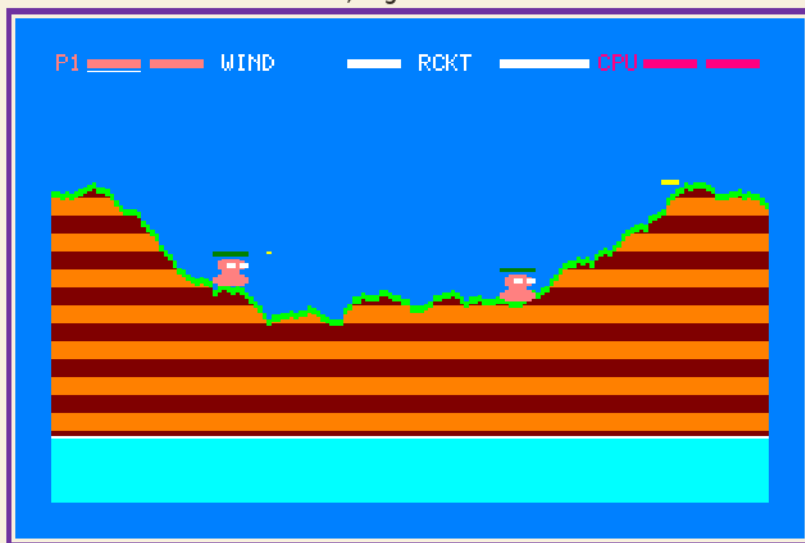
■ **WIND** — a bar growing from the centre gap toward the wind's direction. Rockets drift with it; everything else ignores it.

■ **TIME** — your turn drains away (30 seconds). While charging a shot it becomes **PWR**, showing your power in your team's colour.

■ Every creeper also carries a small energy bar above its head: green, then yellow, then a very worrying red.

THE RULES OF WAR

1. Teams alternate turns. One creeper acts per turn; team members take the field in rotation.
2. A turn ends when you fire, when your shot finishes its mischief, or when the clock runs out.
3. The terrain is **fully destructible**. Craters are permanent, strategic, and frequently somebody's new home.
4. Creepers cannot swim and cannot fly. One knocked **off the side of the world** is gone for good, and with the WATER option on, one knocked **into the sea** sinks with a small, dignified blub.



The sea: scenic, refreshing, fatal

5. After 20 turns, SUDDEN DEATH begins: every creeper loses 10 points per turn and the clock turns pink. Finish your arguments early.
6. Last team standing wins. The victors perform the traditional dance, and the ROLL OF HONOUR follows: every creeper by name — BUBBA, ZORP, MILDRED and the rest — with exactly what became of it (SURVIVED, ROCKETED, DROWNED, IN ORBIT...). The score is written to the disc when you return to the menu.

HINTS AND TIPS FROM THE PINK VETERANS

- The rocket at three-quarter power on a 45° elevation is the old faithful of Creeper artillery. Learn its arc.
- Against a dug-in enemy, bounce a grenade down the crater. Thank us later.
- Save the air strike for a clustered enemy team — scout with SHIFT, centre the view on them, press SPACE, applaud.
- Dynamite placed at the top of a slope rolls the argument downhill.
- The LARGE map rewards walkers: high ground is worth two rockets.
- If the wind bar is long, either compensate boldly or choose a weapon with no imagination (the shotgun).
- With the water on, a shove is as deadly as a shell. Fight with your back to the high ground, never to the sea.

THE SECRET METEOROLOGICAL BUTTON

Hold **B** during a match and the sky will, for no scientifically defensible reason, rain meteors. This is a debug relic left in by the programmers, who grew fond of it. It proves the terrain engine works. It also proves nothing on Dirt is sacred.

CREDITS

Programming, graphics, sound and craters: **VASPER** Published by **REVIVE8BIT** — *Beyond the Pixels* — 2026

CREEPERS was written in pure Z80 assembly language and runs on any Amstrad CPC 464 or 6128 with 64K. The scenery is procedural, the physics are honest, and the scores are stored on your disc through the floppy controller itself, the way nature intended.

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