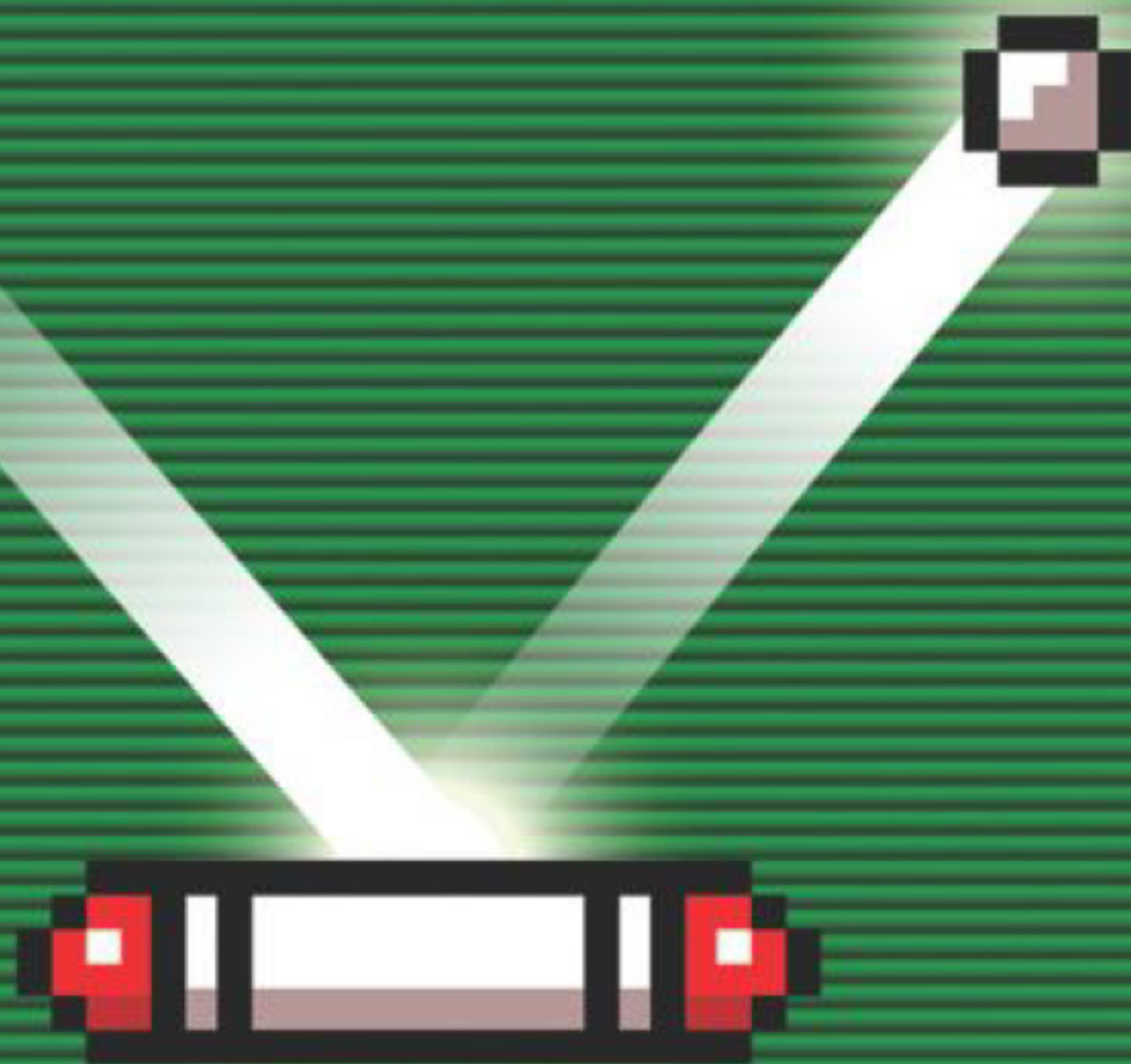


GAME DUDE

RETROID



*A Game by
Jonas Fischbach*

FORWARD FROM THE AUTHOR

Only a few video games are as iconic, and have been imitated as frequently, as the one developed by Steve Wozniak in 1976 for Atari. And no other game console was as stylistic for its time as the Game Boy in 1989, which sold about five times as many copies (in a production time of little more than ten years) as the VW Beetle in well over six decades.

Therefore, it is not surprising that "Breakout" has been implemented several times for the Game Boy - first as a simple copy called "Alleyway" and later as a complex reinterpretation under the title "Kirby's Block Ball".

So why is anyone programming a Game Boy game like "Retroid" in 2016 based on the same principle as his well-known role models? Certainly not to change something of the ingeniously simple basic idea (you probably could not improve it anyway). Rather, the goal was to develop a new game based on the classic concept that runs on the original Game Boy hardware and can compete with commercial titles from the late 1980s or early 1990s. For me, "Retroid" was a thrilling and entertaining challenge that took me back to a time when computer games have tied us to the screen for hours by the simplest means. If players get this same feeling while playing Retroid, I feel that I will have accomplished this goal.

With this in mind, I wish everyone who plays Retroid a lot of fun with my game.

- Jonas Fischbach

TITLE SCREEN



You can begin the game by pressing start.

In the options menu, you can change the number of lives to any value between 0 and 10. Also, if you would like, you can deactivate the music or bonus items.

If you set the number of lives to 0, you can enter a cheat code after leaving the options menu

GAMEPLAY

The objective is to destroy every block in the playfield of each level (with the exception of indestructible blocks and obstacles). To do so, the player bounces the ball off of the paddle on the lower edge of the screen towards the blocks above. Some blocks can be destroyed by the first hit, for others two or three hits are needed. When all the blocks in a level have been cleared, the gate opens to the next level.

The game is won when the player has completed all 20 levels and beaten all the bosses.



CONTROLS

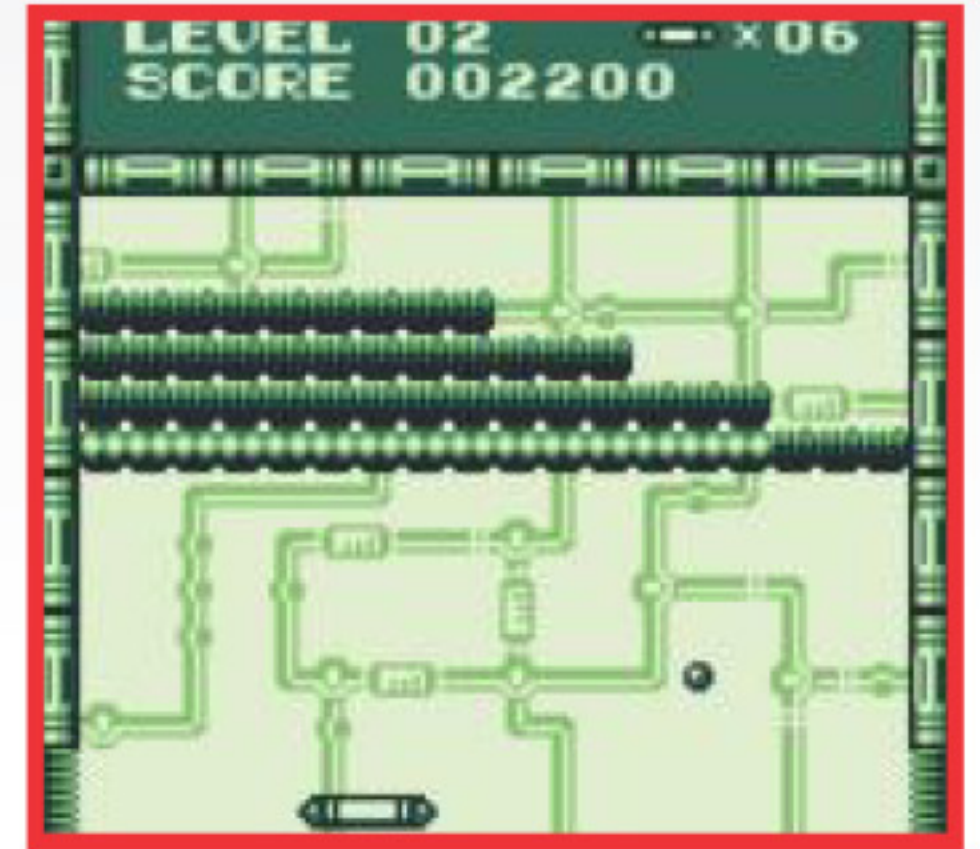
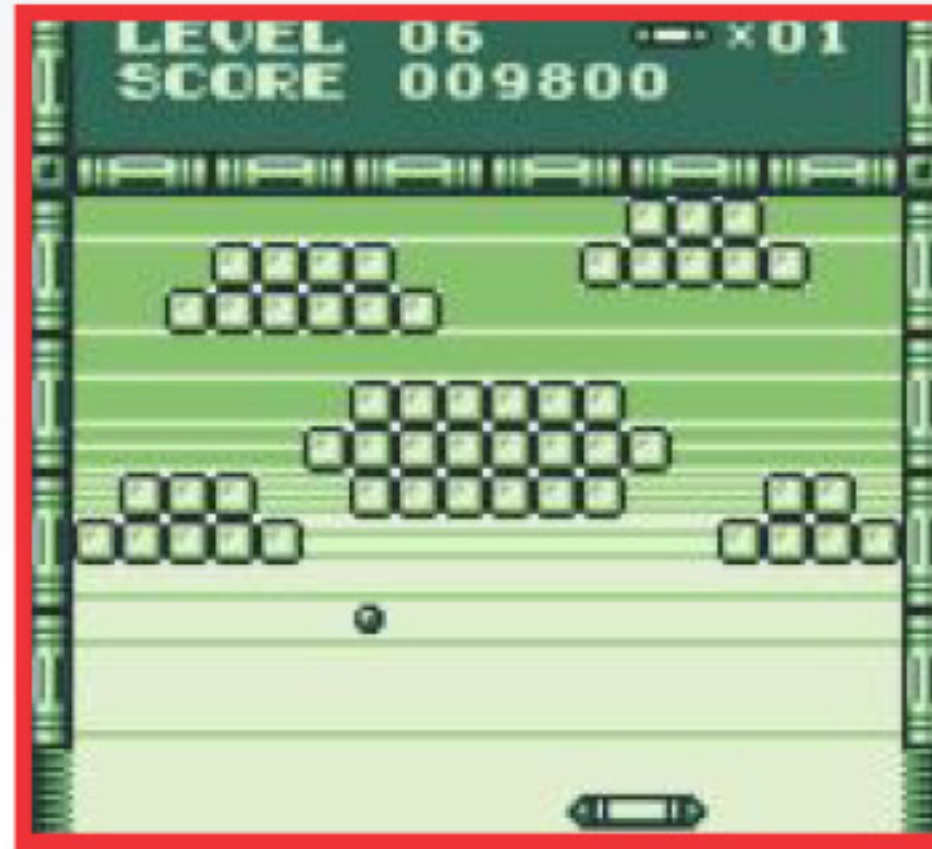
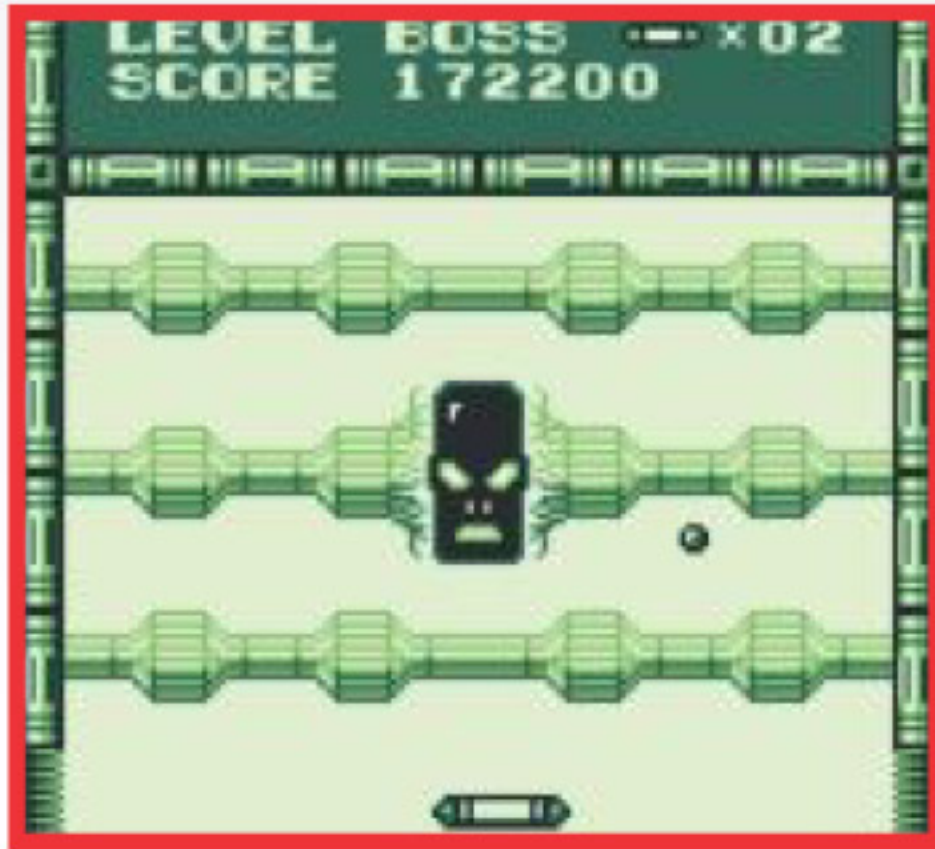
During the game, the paddle is moved to the right or left with the directional pad. At the beginning of the game, the ball must be launched with the "A" or "B" button.

The angle at which the ball bounces off the paddle depends on where the ball hits the paddle. A hit in the middle of the paddle leads to a steep angle; a hit on the edges of the racket to a shallow angle. It is possible to accelerate or decelerate the ball when the racket is moved at the time of ball contact. With a little practice, the ball can be controlled with much precision.

The game can be paused with the "Start" button.

If the cheat code has been activated in the options menu, the door to the next level can be opened by pressing the "Select" button after the ball is started.

POINTS



Every destroyed block gives the player a certain number of points - 100, 200, or 300. Defeating the boss provides 500 points. There is also a Bonus Item, "Score +1000" that adds 1000 points.

For every 25,000 points the player collects, they get an extra life.

BONUS ITEMS

Some blocks, after they are destroyed, will drop bonus items that fall towards the bottom of the screen. The type of bonus item appears as text at the top of the screen as the bonus item drops. There are several types of bonus items:

"1 Up": The player gains an extra life

"Score +1000": The player gets 1000 points

"Fireball": The ball is empowered, and can now smash through all regular blocks and will only bounce off of indestructible blocks and obstacles.

"Next Level": The door to the next level is opened.

"Cannon": The paddle is transformed into a cannon, and the player can launch cannonballs by pressing B or A.

"Large Paddle": The paddle becomes larger.

"Small Paddle": The paddle becomes smaller.



www.megacatstudios.com

This gaming collectible is published by Mega Cat Studios. Retroid is created and owned by Jonas Fischbach.