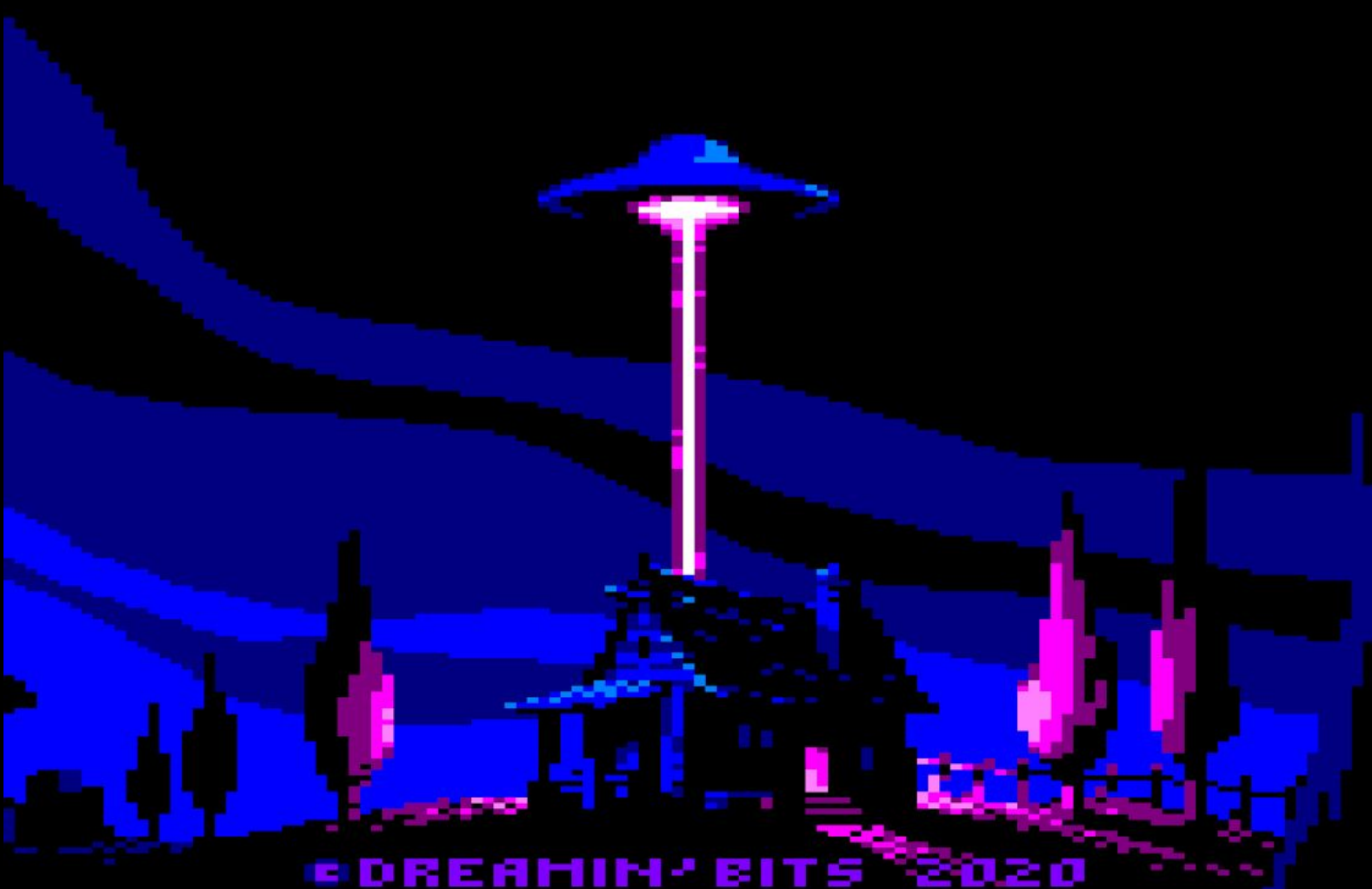


THE  
ABDUCTION  
OF OSCAR Z



## Story of an abduction

*Oscar loved watching night skies long after his parents slept.  
But tonight that sky was watching him...*

That night at the farm, hidden in a crate by the pen and turning a deaf ear to his mother's call for dinner, Oscar and his pet dog Gunter were determined to catch the cattle rustler who had been robbing animals for the last few weeks.



- **"Last time they stole Mizzy",** reminded Oscar to his loyal friend. **"That took the cake!"**.



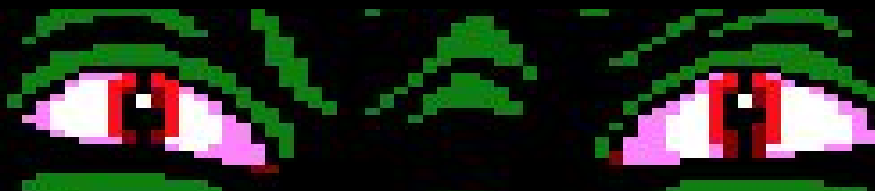
To which Gunter replied with a resounding **"Bark!"**, absolutely agreeing with his master.

But while the two earthly beings so spoke, cold inhuman eyes scrutinized the area from high above, quietly approaching the farm through the moonless night...

It was the last mission to collect living samples from that archaic, over-oxygenated planet, but that night the haunt would prove to be different. If the bio-detector wasn't wrong, two interesting specimens, one of them biped, were hiding somewhere near the chickens and sheep... Maybe inside those crates?



- **Well, well, what a nice surprise!**



Little could Oscar's parents know that the dinner that awaited him was going to get much colder than ever...

## The game

"The ABDUCTION of Oscar Z" is an arcade game where a boy, stolen from planet Earth along with some of his farm's animals, tries to escape from an evil, yet somewhat clumsy alien...

The action integrates different fast-paced dynamics where Oscar will have to fight for his life on endless, exotic landscapes avoiding UFO attacks, hostile birds and clumsy native beings while collecting precious energy items to survive.

Frenetic races, defensive attacks, all sorts of obstacles and traps and even piloting an alien mini-spaceship! Young Oscar will give his very best to free his animals, and above all, Gunter, his pet dog!

## How to play with Oscar

Oscar will need your help to survive on an alien planet. You'll be able to use a very common layout for both Amstrad and PC/Mac keyboards:

### Keys

|                     |   |
|---------------------|---|
| <b>LEFT</b>         | Run more slowly                                     |
| <b>RIGHT</b>        | Run faster  |
| <b>JUMP / UP</b>    | Jump over obstacles or enemies                      |
| <b>SLIDE / DOWN</b> | Slide under obstacles or enemies                    |
| <b>ACTION</b>       | Fury mode for race / frontal attack / SECRET attack |
| <b>ESC</b>          | Exit game (unsaved)                                 |



*It's going to be a looong day for Oscar...*

## Save your animals

- In each level, rescue one of the abducted animals, lost on the alien planet.
- To do that, get to the level's end before the alien's UFO!



*The top of the screen tells you how far you are from rescuing your animal*

## Watch your energy bar

- Avoid hitting evil inhabitants of the planet; they will take away energy.
- So will some traps or the highly toxic waters.
- The furious alien may also shoot at you (some of his living cargo; crazy!).
- When out of energy, any hit is lethal, getting you back to the latest checkpoint.
- And to recover some energy, get fruits (just like mommy always said).



*Keep your energy bar high!*



*(Candy is allowed in the game too...)*

## Fury mode!

- Energy allows Oscar to activate the Fury mode, the more he has the more it lasts.
- This makes him faster than the alien's UFO.
- But even better: if you catch the alien out of batteries (and visibly mad at it) you'll have a chance to charge against him while recharging!
- And better yet! If you kick him out of his spaceship you could enter...



*Oscar is on fire!*

**SECRET galactic mode!!!** (Just be bold and go for it!) ...



## Credits



Production & Code

**Tulo**

@tulinmola

<http://tulinmola.com>



Art & Story

**Alberto H**

@Alberto\_H9

[http://deviantart.com/  
alberto-h/gallery/](http://deviantart.com/alberto-h/gallery/)



Music & FX

**Gryzor87**

@Gryzor87

<http://gr87.com/>



A 2018-2020 Dreamin' Bits production

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[https://twitter.com/dreamin\\_bits](https://twitter.com/dreamin_bits)

## CPCRetroDev 2020

CPCRetroDev is an amazing contest that "aims to encourage the creation and discovery of talent with technological and artistic qualities in the game development world. To encourage competition at the highest level, this contest is open to the whole international community. This gives developers the opportunity to take their outstanding capabilities to the limit, in an environment of maximum global competition".[1]

[1] Extracted from [contest rules](#).

There are several rules, but we'd like to highlight some of them:

- The game must work on real **Amstrad CPC 464**, without expansions.
- When in game, no loads are allowed. So only **64 KB RAM** is available while playing.
- There are extra points for integrating a gesture to Broderbund's *Prince of Persia* (1990).



## Gesture to Broderbund's Prince of Persia

One of the scariest elements of the classic game were those horrible spike traps which somehow activated on our character's proximity with deadly, gory results.



*Prince of Persia – CPC Version*

We thought that after adapting the concept to the character's size the spikes would fit in nicely in the game's dynamics and... here we are! (Sorry, Oscar...)



*Oscar, watch out for those spikes!*

**Thanks a lot for organizing this great event, guys!!!**

Yours, the Dreamin' Bits team