Wonder Boy Remake

for Amstrad 128K, Playable Beta Xmas 2020

How to play

- To start the game type: RUN "_wonder"

- To maneuver operate with LEFT/RIGHT directional keys or on a GX4000 pad.

- To attack (when possessing the hatchet) press TAB key or Button 1

- To jump press A key or Button 2

- To run/jump higher keep TAB key or Button 1 pressed

- Collecting the on-screen food will earn you additional energy

- The player loses one life when he comes into contact with an enmy, falls off a cliff, runs out of energy

- Even while jumping, Wonder Boy can be maneuvered forward and backward

- Crack open eggs to get some extra bonuses : hatchet, skate board, fairy

- The fairy will make you invincible for the duration of her special tune

Credits

- Code/GD : GurneyH
- GFX/GD : OneVision
- Audio : e-dredon

Legal notice

WonderBoy is (C) SEGA 1986

Original game developed by Escape

This remake is an homage and a non profit project and shall not be sold in any way.

Thanks

OneVision :

I'd like to thank :

- Golem13 & Roudoudou for answering the ton of technical questions after I fell on my head and decided to (re)make pixels on the CPC
- Same goes for Abalore and TotO.

- A special thank to my good friend Alain for his looooong term support (ivrogne!). And the Amstradiens band on FB also.
- My colleagues at Eden Games
- The two daughters of mine Pénélope and Coline, first beta testers ! My family here and gone...
- Wonderboy creators at Escape/Westone back in the days.
- Gérald, without him I would never have bought my CPC 6128...
- And of course the two without which you wouldn't read this : GurneyH and e-dredon who, when I requested their help, gave me the best of answers... "OK !"

Amiga Rulez.... But CPC Power!

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e-dredon

- Targhan for his patience and for the development of Arkos Tracker 2. Without the software, the hardware is nothing.
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- My little family who has put up with my horrible beeps for almost a year.
- The few people who are interested in what I've been trying to do to promote Arkos Tracker, PlayCity and other sound extension ideas for CPC.
- Roudoudou for his interest, advice and kindness.

Gurneyh

This first preview would not have been possible without the help of the testers:

- kris, The doctor, siko, breiztiger

A big thank-you 😃

Also a big thank you to the people who answered my many questions, provided technical advice, etc.

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