

OPQA Vs. QAOP

The Final Battle

Story

It all started as a joke. But as it usually happens in human history, everything went mad. A choice has to be made: only one combination of keys was the right one to play games. People who played with WASD, cursors and other marginal factions went down in history and now only eight people left in the two warring factions. It's your choice: OPQA or QAOP?

Loading instructions

Tape

Amstrad CPC 464 / 464 Plus

Insert the tape, rewind it, type **RUN"** and press ENTER (RETURN).

Amstrad CPC 664 / 6128 / 6128 Plus

Connect a tape player, insert the tape and rewind it. Execute **|TAPE**, and then type **RUN"** followed by ENTER (RETURN).

Disk

Amstrad CPC 464 / 464 Plus

Connect a disk drive and insert the disk. Execute **|DISK** and then type **RUN"opqa** followed by ENTER (RETURN).

Amstrad CPC 664 / 6128 / 6128 Plus

Insert the disk in the built-in drive and then type **RUN"opqa** followed by ENTER (RETURN).

How to play

Game mechanics are similar as the ones in other popular puzzle games. The main objective is to form groups of pieces of the same colour -four at least- in order to send “trash” to the other player, so their board is filled and so the rival is defeated. Pieces doesn’t have to be in line, they can be joined arbitrarily. It’s also important to know that when you make a combination of four or more pieces, every piece of trash around them also disappears.

In order to send more trash to the rival, you have to make “combos”: making combinations one after another. You have to pay attention to the arrangement of the pieces so that when you eliminate a colour group you can make another combination after the pieces fall in place. Maybe it sounds a little tricky but you’ll get the hang of it in a few games. But you should keep in mind that the more combos you make the faster the blocks will fall...

The special pieces (the purple ones with a golden circle in the center) are important too. When they fall in the board, they eliminate all the pieces of the same colour as the one below.

Finally, pay attention to the letters of the pieces. If your player is from Team OPQA and you form this combination of letters in a combo (either vertically or horizontally), you’ll be rewarded with 1000 extra points and you’ll send a double attack of trash to the rival. But forming QAOP with the pieces will reset your score back to zero and you’ll get a double attack from your opponent. Obviously, this happens the other way around for the characters of the QAOP team.

There are four game modes:

1. **Story mode.** Choose you character and defeat the other team. Will you be brave enough to win the game?
2. **Versus mode.** Two players (one from each team) play face to face to see who is more skilled.
3. **Mission mode.** Twenty missions await you, each one with a different objective (remove all the pieces of a certain colour, achieve a specific score, make a number of combos,...).
4. **Endless mode.** Beat the high score... but beware of the speed!

Controls

Controls are easy: you can move the block to the left (◀), to the right (▶), make an instant fall (▲), fall it quickly (▼), turn it clockwise (Button 1) or counterclockwise (Button 2).

By default, all actions are mapped to the joysticks, but they can be reconfigured using the option **Redefine Keys** in the main menu.

Tips

- Have you tried to fall a special block in the board with no pieces underneath?
- There are many ways to get extra points. Clearing the board, for instance.
- It's a good idea to play mission mode in order to get used to the different play mechanics.
- You can't continue in mission mode, but this has an explanation: some stages require you to get an specific score, and you have to win the previous ones getting enough points...
- If you make a combo with more than four pieces of the same colour, you'll send more trash to the opponent.
- Follow the advice of Cobra Kai: *"Strike first. Strike hard. No mercy."*

Créditos

Code, graphics and sound: Manuel Sagra de Diego

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