

COINZ
are Mine!

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ZX Spectrum Adventure Game

Designed exclusively
for Yandex Retro Games Battle v3
2023

About the game

COINZ are Mine is a challenging puzzle platformer game for the ZX Spectrum 48/128K computer.

Each level's goal is to reach the coin (sometimes it's extremely complicated!), and then bring it to your gate (the hero's starting point).

You'll face a number of puzzles and enemies along the way.

In addition to single-player mode, the game features a multiplayer (capture-the-flag style) and several various arenas.

Beeper soundtrack is available for all ZX Spectrum versions.

The 128 KB version of the game comes with an additional AY music track.

Single-player mode

Each level requires you to reach the coin placed inside a large gate somewhere on the map.

You will encounter various obstacles, power-ups, and enemies along your way.



When you find the coin, grab it right away and get out of there!

To complete the level, you must arrive to the starting gate along with the coin.

You can't just drop a coin into the starting gate: you must leave the level together!

A coin (or, for example, a boulder) can be used as a weapon. Press the Fire button to throw the coin at the enemy. Make sure you will be able to pick it up beforehand!



Character Skills

Being a simple 8-bit guy, your character is able to perform the following simple actions:



Stand



Stand with a gun



Jump/fall



Suffer



Run with a gun or without it



Carry weights

We recommend that players avoid contact with enemies, heavy objects and bullets.

Not following these instructions could cause the character to suffer!

Cast Characters

You are sure to meet several inhabitants of the castle during the game.

All of the game characters are listed below.



Main hero

The only good character in the game



Ghost

Small, but very malevolent!



Carnivorous flower

Careful, he loves spitting!



Bat

It flies in the blackness of the night

Items

Just to make it funnier, we've added a few cool items that you can interact with.*



Gold coin

It must be obtained at all costs!



Gun

Stylish and aesthetically pleasing



Boulder

If it falls on your head, you won't be happy.



Gate

Can be opened with a lever



Lever

Push it to open the gate

** ZX Spectrum physics can be traumatic for the psyche!
It is recommended to play wearing an aluminum foil cap!*

Playing together

Do you have any friends? Great, then you can battle them in a PvP mode!

The objective is to steal your opponent's coin and bring it to your base (place it inside the gate). It's important to keep your own coin in your gate!

Throw boulders, shoot your opponent, run and hide. And may the strongest win!



Character you control



*The opponent's character **

* The opponent's character differs from your own in disgusting personality and crooked legs.

Controls

This game supports keyboard and Kempston Joystick input.

In PvP mode, only one player can use Kempston Joystick.

Default keys:

Player 1		Player 2 *	
Left	W	Left	J
Right	A	Right	L
Up	S	Up	I
Down	D	Down	K
Fire	Space	Fire	M

Redefine the keys in the main menu if necessary.



Pause menu

Pressing Break (Caps Shift+Space)** allows you to pause the game.

When paused, you can exit to the main game menu or restart the level.

* Using the standard layout in PvP mode can cause the second player's fingers to get tied into a knot.
It is recommended to use Kempston Joystick!

** If you are playing in an emulator, check which keys of your modern keyboard correspond to the real ZX Spectrum keys. In most cases they are Caps Lock+Space or Shift+Space.

Tips and tricks

Despite its apparent simplicity, the game is full of small but sweet tactical tricks.

Here are some of them:

■ **Crouching**

Sometimes the only way to avoid getting shot is to crouch down in time.

■ **Locking your enemies up**

Ghosts and other enemies can be locked in a narrow corridor with the coin or a boulder. Just think of the right moment to do it!

■ **High jumps**

Sometimes you'll come across ledges that you can't just jump on. Try to find and put a boulder underneath!

■ **Jumping with weights**

If your character is carrying something, it's hard for him to run fast and jump high. Sometimes it is a good idea to flip the coin in front of you to get over the dangerous place faster.

■ **Pixel-perfect shooting**

While running, the gun in the hands of the hero wobbles, so at certain moments the bullet can fly a little lower than usual. Effective if your opponent is crouched.

■ **Watch out for the low ceiling**

If you need to make a throw and the height of the ceiling does not allow it, try to crouch and throw the item from a lower position. This will keep the boulder or coin from hitting you.

Completing the levels

Just in case, we'll show you how to complete the levels, using one of the first locations as an example!



Locate the coin and make your way to it

Avoiding enemies, grab the coin and carry it to the starting point



Be sure to bring the coin to the starting point



Please note: You cannot carry things in corridors that are too low. Both the hero and the coin in his hands must fit the height of the corridor!

↗ COINZ are Mine! ↘

Code

Nikolay Zapolnov

Art

Dexus (*game sprites and opening screen*)

Nikolay Zapolnov (*game complete screen*)

Music

n1k-o

Level design

Nill:Rem

bedazzle

Testing

Evgeniya Zapolnova, Maria Sharkova

*Special thanks to all the subscribers of the Drunk Fly YouTube channel
who provided invaluable support in the development of this game.*



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