

Golden Tail

This is an original game by Juan J. Martinez (@reidrac) for the Amstrad CPC 464 or compatible.

Introduction

The Shogun stole the golden tail and used its power to besiege Osaka Castle. He was unaware that the talisman would reveal his true nature, and his heart was evil...

The land rot and monsters were summoned, until Bishamon scattered the stone in 30 pieces, all over the doomed valley and the castle.

It is said that the golden tail can be restored, perhaps this time for good...

You play the ninja spy Kitsune, that is on a mission to collect all 30 pieces of the **Golden Tail**.

Controls

The game can be controlled with the keyboard or a joystick.

The default keys are: cursor to move, jump and crouch, space to activate the magic.

Press 'h' to pause/resume the game. Press ESC to skip the intro and to end the game.

Kōga Magic

Kitsune can perform Kōga Magic that will allow him to disappear from the action for a short period of time.

During the time he is invisible, he will move faster, jump higher and enemies or hazards like poisonous water won't hurt him.

The magic can be used in different ways: without moving, running, jumping or even mid-jump when Kitsune is on the air. All these moves will have different results, so it is vital to understand the magic in order to finish the game.

Monsters

Flying skull

Tortured souls that roam the valley. They're fast and deadly, but easy to avoid.

Walker

Deceased that slowly walk the land as if they were still alive.

Vampire

Giant bats that can be found in the caves. Some will wander around, others wait for prey to attack.

Kappa

Imps that will try to lure people into the poisonous water to devour them.

Oni Samurai

The elite soldiers of the Shogun, doomed to protect Osaka Castle forever. They will use their demonic arts to stop any intruder.

Yūrei

Ghosts of women that used to serve the Shogun. They can see the light of all living creatures and their touch is deadly.

Author

Programming, sound and graphics by Juan J. Martinez.

For further information and updates, please visit:

<http://www.usebox.net/jjm/golden-tail/>

Thanks to José María Velo (@octopusjig) for his help testing the game.

Thanks to Fran Loscos (@Metr81) for his help reporting bugs and pushing the game to its limits.

Licence

TL;DR: This is *freeware*. You can distribute it freely as long as you include the following licence text in all copies. Contacting the author is always appreciated.

This is version 1.0.2 (released 2016-08-09).

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