

# Brutalo Deluxe 2

ReadMe v4.10

## About the Game






Brutalo Deluxe 2 is a 2D single player deathmatch game with flesh and blood. It is written in C++ using the Allegro game programming library.

## Controls






[A]	Move left
[D]	Move right
[W]	Jump
[R]	Reload
[E]	Use powerup
[Left mouse button]	Shoot
[Right mouse button]	Grenade

## Weapons and Powerups

### Weapons

	Pistol
	Machine gun
	Shotgun
	Minigun
	Sniper rifle
	Rocket launcher
	Flame thrower
	Grenade launcher
	Grenade

### Powerups

	Health
	Grenades
	Double fire rate
	Heat seeking projectiles
	Slow motion

## Custom Maps

- Create a new file named <MAPNAME>.bdm (where <MAPNAME> is not longer than 10 characters) and put it into the folder "bdm"
- Create (up to 26) bitmap files (16 x 16 pixels) named <TILE\_1>.bmp, <TILE\_2>.bmp, ... and put them into the folder "bmp"
- Open <MAPNAME>.bdm with your favorite text editor
- Enter header information:
  - Width and height of map (in pixels)
  - Upper background color (RGB values)
  - Lower background color (RGB values)
  - Depth effect on/off
  - Number of tiles
  - List of tiles

- Enter mapdata (width/16 x height/16 characters) separated by a whitespace

Character	Tile	
.	Background	
a	<TILE_1>.bmp	
b	<TILE_2>.bmp	
...	...	
z	<TILE_26>.bmp	
0	Box (max. 32)	
1	Barrel (max. 32)	
A	SP	
B	SP + J	
C	SP + MR	
D	SP + ML	
E	SP + J or MR	
F	SP + MR or ML	
G	SP + J or ML	
H	SP + J or MR or ML	
I	J	
J	MR	
K	ML	
L	J or MR	SP: Spawn point (min. 1, max. 32)
M	MR or ML	J: Jump
N	J or ML	MR: Move right
O	J or MR or ML	ML: Move left

### Credits

Brutalo Games is: Frank Drebin

### Contact

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