

Brutalo Deluxe 2

ReadMe v4.20

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
	Molotov cocktail
	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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