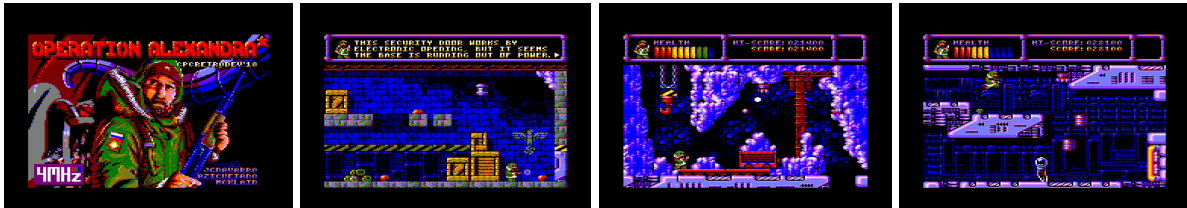


OPERATION ALEXANDRA

An arcade video game with adventure elements for the Amstrad CPC, which takes place in an abandoned Nazi base from WWII.

A story that deserves to see the light of day after all these years in the dark.



ALICANTE - October 28, 2018.

Operation Alexandra is an arcade video game that takes place inside an abandoned Nazi base in Alexandra Land, within the Arctic Circle, inhabited by unknown beings. Our protagonist must use his skills to fight enemies and his intelligence to proceed to the depths of the base and unravel the mysteries that it hides.

Based on real events, the protagonist, an officer of the Soviet army, will participate in events that could have taken place in the mid-1970s. Events that were recently discovered but silenced to avoid social alarm, and that deserve to be known.

This video game has been developed by 4MHz for Amstrad CPCs with 64KB of memory. Fully programmed in assembly language with spectacular performance at 25fps, it displays attractive graphics and animations in mode 0 and an impressive soundtrack.

Video game developed for the [CPCRetroDev 2018 contest](#)

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Video game name: Operation Alexandra

Platform: Amstrad CPC

Minimum requirements: 64KB (Color monitor recommended)

Language: English

Release date: Mid-November 2018

Price: Digital edition download for free in www.4mhz.es.

Additional info:

- Cassette edition coming soon at CPCRetroDev website (Compilation cassette)
- Source code provided under GNU General Public License, version 3

Credits: 4MHz - www.4mhz.es

- Code & Engine by Javier García Navarro
- Gfx & Game Design by Rafa Castillo
- Music & Fx by John McKlain

* For more info, please, contact with 4MHz: contact@4mhz.es