

佛陀新 BUDDHAGSLJE



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Instructions

System Requirement

This software is for MSX with 16KB RAM or higher.
Joypad connected to port-1 or 2 is available. You just have to make use of only trigger-A. Trigger B is also functional as same as trigger-A.

This program automatically distinguish VSYNC by reading IDBYTE(002Bh) and adjust its own speed. It may show an unexpected result if IDBYTE discords from VSYNC.

Story

Prince Shiddhartha made a vow, to make all sentient beings my equal without any difference.

How to play

1. Use keyboard or joypad to control the player character, the Buddha. Your control device depends on which trigger you push at the title screen.
2. Beat off the enemies and the boss guardians of each REALM until he retreats.
3. The game consists of 7 REALMs. After 7th REALM, you can play the next loop with upper difficulty.
4. Even Buddha may be upset if his face is hit three times. Recovery is provided every 100,000 points.

How to control the Buddha

1. The Buddha flies to the direction you input by your control device.



2. Keep the trigger down, the Buddha will be in a defensive pose. With moving to the front (right) he also saves his back (left). By receiving Karma with the sword, a mantra flying around the Buddha increases.



3. Push the trigger and release it soon, the Buddha will bring his sword down.



4. Push the trigger twice quickly, the Buddha will bring his sword down and swing it up.



5. Push the trigger three times quickly, the Buddha will bring his sword down, swing it up, and stick it.



If you have some mantra, an energy shot will be launched as follows.

1 – 3 mantra make a normal shot.

4 – 5 mantra make a penetrable shot.

6 mantra make the strongest wide shot.



Characters

Four sufferings

生 or Birth



Right from the start, birth on earth is pain.

老 or Aging



Aging is also pain.

病 or Sickness



Sickness is also pain.

死 or Death



Death is inexorable ultimate pain.

業 or Karma



Four sufferings spit karma out to the Buddha. It can beat him off but also give power of mantra.

Wheel of life, or 6 realms and higher

Any sentient beings must stray around these realms.

地獄 or Hell

There everything is pain.



餓鬼 or Hunger



Suffering when he nor she doesn't get what he wants.

畜生 or Animal

Eternal confusion under the instinct.



修羅 or Asuras



Endless struggle against any other existence.

人 or Human



An ordinary life is not always in peace
nor perdurable.

天 or Gods

Any pleasure in heaven
is merely a blink of eyes.



涅槃 or Nirvana

???

The characters and events depicted in this game are fictitious.

Any similarity to the name of actual saints or gods is purely
coincidental.

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How to get higher score

Beating multi-enemies by continuous slashing or a
shot, brings multiplier bonus as follows.

2nd enemy 200 pts.

3rd enemy 400 pts.

4th enemy 800 pts.

After 5th 1,600 pts. per an enemy

Books for reference

“The Teaching of Buddha”,

1975, Society for the Promotion of Buddhism

“The Lotus Sutra”,

2007, Bdk America