

MSX

[zevi-modoki]





*Unfortunately we are basically
uninvited visitors on this planet...*





System requirement

MSX2 or higher with VRAM:64KB

Keyboard, Joypad and mouse is available as a control device.

[CAUTION!!]

Joypad must be connected to port-1. Mouse must be connected to port-2.

How to start

Insert diskette into your MSX floppy drive and boot, and the game will automatically start.

After the title screen, you can remove diskette whenever you hope.

How to play

1. This game is simply what we call shootem'up of only aerial combat.
2. Push any trigger, and the game will start. Your control device is fixed to the triggered one in this game.
3. At the beginning of the game, the leader of three plane formation is under your control. A wingman takes the place soon after you are brought down.
4. Your fighter appears with using after-burner. While its spark shows for about 1.5 seconds, you have no damage by any attack, however, you can not fire either.
5. Remaining wingman is indicated as fighter icon at the right side of the screen. It will be extended at 30,000 pts., later every 40,000 pts.
6. If you are brought down without remaining wingman, the game is over.
7. This game is endless. The difficulty keep getting higher with increase score and level.
8. Score counter will stop at 9,999,990 pts.



Primary characters

Type-Z



3,000 - 6,000 PTS.

A floating fortress with five gunports. Only an open gunport can be damaged. The center one is weak point. You will get higher score by defeating the center after four ones around it.

Type-O



10 PTS.

An oval shaped patrol aircraft. It runs away and spreads curtain fires with preventing a battle with you.

Type-I



30 PTS.

A heavy interceptor. After closing to you it inverts its thruster, and attacks while flying away. It equips with register shield or type-D as a bomb shell in higher level.

Type-Q



50 PTS.

An attacker with quintet horns. It flies round to catch you, often shoots with hovering. It also equips with register shield in higher level.

Type-T



70 PTS.

A troop of teleporting destroyers; the 1st level boss, appears and appears at pivotal points. Shoot down as soon as possible, or you will be surrounded by their curtain fires.

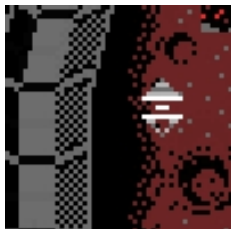
Type-S



100 PTS.

An attacker sigmoidally incoming. It leaves bullets on peaks of its curved track. It leaves bullets on peaks of its curved track, so be careful after you think you kept its body out of your way.

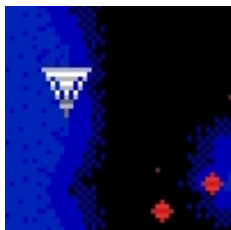
Type-C



300 PTS.

An observer for cannon fire. It never does any attack but don't miss it, or you must withstand a bombardment of type-D.

Type-D



500 PTS.

A high explosive rocket. It will come and come soon after letting type-C pass away. Spread bullets like a fan are seriously danger.

You must discover the other characters by yourself..

Hint

The game title is written in fictional hieroglyph. Don't ask me how to read it. Nobody can pronounce properly.

- Scrolling background is changed along with not level but score. At the same time as starting new scene, game difficulty also one step increases. Watch out: background is not just a decoration.

Note

In 1983, I met my first MSX Matsushita CF-2000 and NAMCO XEVIUS. They led me to the world of programming. Since then, more than 30 years passed. This development was intended to reset myself. As the result, I rediscovered my feelings much deeper than I expected. It will be a great pleasure of mine if you play this game and share something with me.

Any development was done on WebMSX. I respectfully say thank to Paulo Peccin, the author of WebMSX. He brought delight of game programming back to me. Also thanks to beta testers; QBee Sam, MrHydragon, and so on.

This is free software.

Credit

Programming

Character design

Music

Box art

by Nobuaki Washio, GW's-Workshop