



English Manual



# BLASTOID

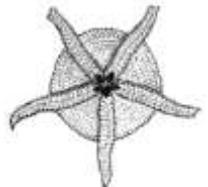
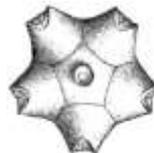
**Tank vs Echinoderms**  
**They're Extinct For a Reason**



A game by Matthew Thredgold  
for MSX Dev 22



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# BLASTOID

Travelling back into deep geological time in your time machine tank you want to bully those spiky skinned echinoderms into oblivion. You'll take them all out, sand dollars, sea urchins, starfish... but for some strange reason you really have it in for those blastoids. You're madman enough to say that five fold radial symmetry deserves an explosive shell right into their ambulacra. They're not going to survive the Permian extinctions. Come on Psycho, blow them out of the water. Wipe them from Planet Earth.

Blastoid requires an MSX 1 or later or emulator and is a 32Kb ROM image.

Blastoids is a riff on a 1978 arcade game called Blasto from Gremlin Graphics. Blasto had its only home port, to the Texas Instruments TI-99/4A, in 1981.

Blastoid was written by Matthew Thredgold in C for MSXdev22. It uses the SDCC compiler and MSX SDCC Make Script, and the msxbios and msxromcrt0 libraries by Danilo Angelo (adapted from mvac7/303bcn and Konamiman respectively) and the SDCC AY-3-8910 playFX Library from mvac7/303bcn.

Blastoid is Freeware as per the MSXDev22 rules.

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# Game Inputs

## **Game Inputs**

There is no need to choose keyboard or joystick, as all inputs work at all times. A single button joystick is sufficient.

## **Title screen**

Press space bar or trigger button to advance to the game select screen.

## **Game Select Screen**

Press 1 for the first game.

Press 2 for the second game.

Or select with the arrow keys / joystick up and down and trigger.

Press I for some on screen Instructions

## **When a level is being played**

The arrow keys and the space bar are the same as the joystick movements and the trigger button.

Arrow keys / joystick moves the tank.

Space bar / trigger button fires a shell.

ESC quits the current game and goes back to the game select screen.

Q quits the current level.

## **Failed Screen**

Press space bar or trigger button to replay the level.

Press S for skipping the level.

## **Success Screen**

Press space bar or trigger button to advance to the next level.

Press R for repeating the level.

# How to Play

Blastoid is a race against the clock. Clear the level of all blastoids and starfish before time runs out.

Your score is how many seconds are left when you clear the level. Your score over 8 levels is the score for the game.

You are a tank. You shoot shells.

Shells blow up:

- Slow down squares
- Blastoids
- Starfish
- Sandtimers (they give you 10 extra seconds)
- Bombs (and you lose)

Blastoids and Starfish chain react. You can't be standing next to one exploding as you'll spin and be sent back to your starting position with a 10 second penalty.

Shells get absorbed by:

- Walls
- Maelstroms
- Side of the screen

When the tank moves you must move into empty space. You can't move through any obstacle. All obstacles are benign, except the maelstrom which will spin you and you will lose the level.





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