

Credits

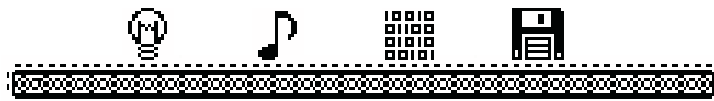
Game Concept, Graphics & Musics: Jon Cortazar Abraido
Coding, Extra FX: Eduardo A. Robsy Petrus

Testing: Salva Perugorría Lorente

FACTORY INFECTION

KAROSHI
C O R P O R A T I O N

Instruction Manual



ORIGINAL GAME, © 2004 KAROSHI CORP. MSX IS A REGISTERED TRADEMARK OF THE MSX ASSOCIATION (JAPAN). ALL RIGHTS RESERVED. PROGRAMMED BY EDUARDO A. ROBSY PETRUS & JON CORTAZAR ABRAIDO (SPAIN) FOR EDUCATIONAL PURPOSES ONLY.

Connect the EAR jack of your MSX to the PHONES entry of your CD Player. Adjust the volume of your CD Player to aprox. 3/4. Type BLOAD "CAS:",R and press RETURN. Press PLAY on your CD Player. The game will start loading. If not, try adjusting the volume again and repeat the process. When a disk drive is present, remember to press SHIFT key while booting the computer.

MSX **KAROSHI** 
C O R P O R A T I O N

8KB RK705

System requirements:
16KB RAM / 16KB VRAM

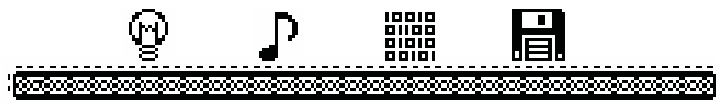
KAROSHI
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Introduction

Have you ever asked yourselves from where the videogames come?. If you think that creating games is a hard work where programmers, artists, musicians and much people are involved, you are mistaken. In fact, videogames are created at huge automatic factories, with immense production lines. Believe me, it's true!. I have seen them and they are really impressive!. And Karoshi Corporation has one of the greatest factories of ideas and concepts, where their games for MSX1 are born.

Everything worked perfectly until that fatal day: the day in which a tremendous computer virus infected the automatization system of Karoshi's factory. They are still trying to find the identity of the malicious programmer of the virus, but, meanwhile, there is a pile of bad ideas, terrible graphs and crappy musics that are being strained in their MSX productions. It's necessary to try to destroy them. But Eduardo and Jon are occupied trying hard to design an anti-virus to finish definitively with the problem. Can you help them to fight against the virus and to save the new Karoshi's releases?.



How to Play

Your goal will consist of destroying the bad graphs and ideas that are being strained in the factory because of the virus. The elements that conform a videogame are appearing through a conveyor belt from the right of the screen to the left. When you see something that has been generated by the virus, you will have to destroy it before it arrives at the end of the conveyor belt.

For that purpose, you count with two powerful lasers, one in the left zone that moves from top to bottom and another one in the right zone that moves from left to right. You will pass the stage when you obtain the quota of ideas necessary to produce a videogame. Be brave, since each videogame will be harder to create, the quota of concepts will raise and the speed of the conveyor belt will increase. Ah, one thing more!. You have only 3 misses in each screen. A failure will be counted if an object created by the virus is not destroyed and arrives at the end of the conveyor belt and if you destroy an object that has not been generated by the virus. Be sure to get the correct timing using your lasers!: when you shoot, the cannons will be slower!. And also, when you stop firing, the laser will stay active a little bit!. How many videogames can you create before the virus appropriates the productions of Karoshi Corporation?.

The Elements

These are the different objects you'll find in the Factory:



This is concept, an idea. Probably it is the start point of a new Karoshi production, who knows.



This groovy musical note is the base of a lively song that will be part of the background music of a video game



A robust well-built piece of code, hard tested for its perfect operation. Probably a simply but necessary routine.



A nice penguin-like graphic. Don't you think is perfect for making an MSX1 platform game?.



In the process of making games, it's recommended to save as many backups as you can. This is a security backup!.



Well, here we have a complete font, ready to use in a game, with all needed characters defined.



This is a graphic for a shoot'em up game!. Travel the skies with this amazing spaceship!.



And here is the virus that is infecting the whole system. You must destroy the infected elements, so... shoot at him!.



One of your powerful laser cannons, ready to destroy every object, infected or not. Use it to kill damaged elements.

Controls

Cursor Up
Cursor Down
Cursor Right
Cursor Left
Space Key

Joystick Up
Joystick Down
Joystick Right
Joystick Left
A Button/Trigger

> Move left cannon up
> Move left cannon down
> Move right cannon right
> Move right cannon left
> Shot both cannons