

Credits

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Graphics, Musics & Stages: Jon Cortazar Abraido

Additional Stages: Rebeca Llaguno

KAROSHI
CORPORATION

PICTURE PUZZLE

Instruction Manual

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Connect the EAR jack of your MSX to the PHONES entry of your CD Player. Adjust the volume of your CD Player to approx. 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**
CORPORATION



8KB

RK706

System requirements:
32KB RAM / 16KB VRAM

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RK705

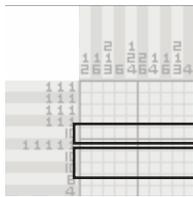
Introduction

Test your power of deduction with this extremely addictive puzzle game trying to find the hidden pictures. Your goal is to fill in the correct holes... which hole are you suppose to fill in, you ask?. Well to figure out which hole you are suppose to fill in, you have to look at the numbers to the left and then on the top. Looks easy, but this game will trap you hours and hours trying to figure out the solution.

How to Play

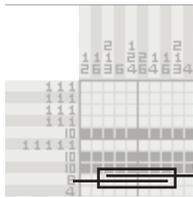
This is how the game works!. You must fill the correct blocks in each stage to find the picture. For this, you must look at the numbers in the left and in the right, because they mark exactly the number of painted blocks in a row and in a column: note that the numbers tells you how many blocks are painted but not the exact position, so you must match both top and left numbers to discover the painted blocks.

Here is an example!. Pay close attention!.



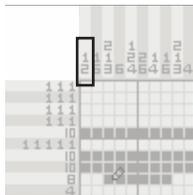
Let's start with a big number, which will offer plenty of valuable hints.

As you can see, the 5th, 7th and 8th rows from the top are all blacked out!.

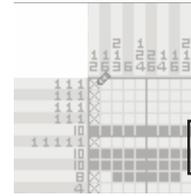


Next, look for the squares which can be definitely blacked out.

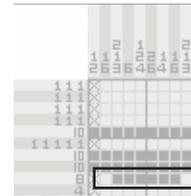
The 9th row from the top is 8, so count 8 squares from the left. In the same way, count 8 squares from the right side. The overlapping area will be blacked out no matter which direction you start.



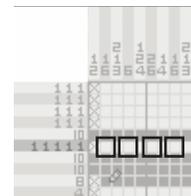
We didn't find any squares you can black out in the horizontal direction, so let's move on to the vertical direction. The first column from the left shows "2-1" starting from bottom, but these are already blacked out. That means that none of the other boxes in this column can be blacked out.



Next, let's take a look at the 10th column from the left. Here we find the number "4". In this column, 4 continuous squares in a row have been blacked out, which means that the white space between the 2-1 can also be blacked out!. The other squares in this column cannot be blacked out.

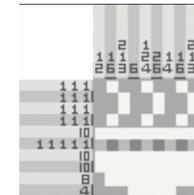
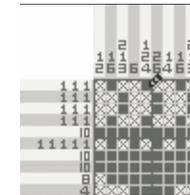
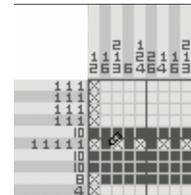


Let's return one more time to the numbers in the horizontal direction. Both ends of the 8th row from the top are already marked with an X, so we can black out the remaining two boxes.



Next, when we look at the 6th row from the top, we see the numbers "1-1-1-1-1". Following the rule that there must be at least one empty block between numbers, the minimum possible number of white squares is 4. This number plus the total of the numbers, which is 5, equals 9. This number is exactly equal to the number of empty squares. Because the square on the right end is blacked out, we black out every other square starting from that point. Use this method to black out the squares one by one.

Completed. It's "CHINESE NOODLES", isn't it?



Controls

Cursor Keys or Joystick (port 1) - Move cursor, navigate options.
 SPACE / Joystick (port 1) Button A - Paint a Block/Mark a suspect block
 GRAPH / Joystick (port 1) Button B - Clear a Block/Mark a blank block