

USER'S MANUAL

Z80ST-SOFTWARE 2010

System requirements

- MSX1 computer with, at least, 16K of RAM (if loaded using compatible flash cartridges) or 64K of RAM (if loaded on RAM).
- Recommended: MSX2 computer (or higher).
- Best performance: MSX2 computer with 128K of VRAM (or higher).

How to load game

- Use ODO loader on a 64K or higher MSX machine.
- Use Pazos' Mega Flash ROM Cartridge (8Mb version) or Mega Flash SCC+.
- IMPORTANT: This game can't be loaded using Pazos' Mega Flash ROM SCC cartridge.

Story

You want to play your favorite game, but your CRT monitor is in danger. Inside, dead pixels mutate into a dangerous particles called QBIQS. These particles interfere the path of cathode rays, so images do not display correctly.

Only you are able to clear the path of cathode rays. Take the controls of one of the three ships (Ray, Glow or Beam) and clean the ten levels of QBIQS. Will you reach the end? Who is behind these dangerous mutations?

Controls

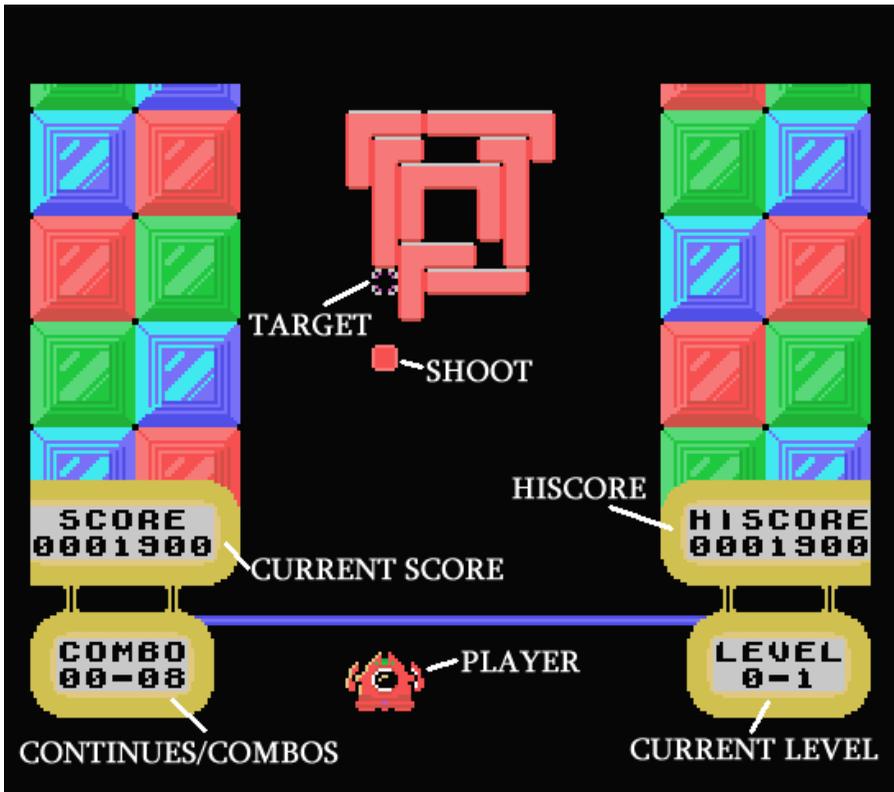
- Player1: use keyboard (arrow keys and space) or Joy1
- Player2: use Joy2
- For each player:
 - Right, Left: move ship
 - Up: increase QBIQS' speed
 - Down: decrease QBIQS' speed if you have enough COMBOS (see COMBOS section for more information)

- Trigger: shoot a QBIQ (only 4 QBIQS at same time for each player)
- Pause: F1

Game objective

- 1P mode: clean 10 stages full of QBIQS avoiding them to touch your ship. If during a game you reach a level, you will unblock it to select it as initial level (on 1P mode) and/or ear level's music.
- 2P mode: destroy your opponent's ship or be the first to clean the stage.

Game screen (1 player game)



- COMBOS: indicates the number of combos player obtained (from 00 to 99). See COMBOS section for more information.
- LEVEL: indicates the intra-level zone where the player is. Same as on 1P mode.

COMBOS

- How to obtain combos: if you make more than 1 piece disappear at same time, you will earn as many combos as pieces you combined.
- How to use combos: combos allow you to decelerate QBQS' speed if you press down in your control. Combo counter will decrease if you hold down for a while. If there are no more combos, QBQS' will approach you at normal speed.
- Combos on 1P mode: when you accumulate 100 combos, you will obtain a continue. If your ship is destroyed and you have continues left, you can continue the same game on the stage you've been destroyed, but score will be restarted to 0.
- Combos on 2P mode: when you make a combo, you will increase the speed of your opponent's QBQS. The more pieces you combine, the more time the speed will be increased.

Menus:

- 1P SINGLE GAME
 - LET'S PLAY: start a 1P game starting on selected level
 - SELECT LEVEL: select start level (only unblocked ones)
 - BACK: back to main menu
- 2P VERSUS GAME
 - LET'S PLAY: start a 2P game with current configuration
 - LEVEL P1: select difficulty level for player 1 (0-9)
 - LEVEL P2: select difficulty level for player 2 (0-9)

- SCROLL MODE: if both players will play at same level, you can choose between three different Scroll modes:
 - FREE: each player will have to clean different pieces
 - EQUAL: both players will have to clean the same pieces
 - MIRROR: same as EQUAL, but pieces are mirrored
 - BACK: back to main menu
- CONFIGURATION (it has effect on both 1P and 2P modes)
 - SCROLL: select QBIQS' scroll pixel or tile based
 - MUSIC: set ingame music ON or OFF
 - REFRESH: select 50/60Hz (MSX2 or higher)
 - BACK: back to main menu
- JUKEBOX
 - MUSIC TO BE PLAYED: select the music to be played (only unblocked ones) and press trigger to start playing it. Press trigger again to stop playing.
 - BACK: back to main menu

If you don't choose a menu option for a while, auto-play demos will show you how to play both 1p and 2p games.

FRANKY / PLAYSONIQ

This game can use Franky/PlaySoniq vdp card. When detected, an initial menu will allow you to select INTERNAL VDP or SEGA VDP to play the game.

If you don't choose, automatically the game will be played using internal VDP.

License

This game is freeware. The ROM file should always be distributed with this User's Manual and Game Sticker.

CREDITS

CODE & DESIGN

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GRAPHICS

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GREETES & THANKS

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