

# WITCH DAY



MSX-1

'WITCH DAY' is a game developed by 'joesg' and translated and tested by Daniel González.

## Used tools:

asMSX12e - Eduardo Robsy  
WYZplayer/WYZtracker - WYZ, Augusto Ruiz  
nMSXtiles - Ramón de las Heras

## Context of the game:

The story of the game is about ANABEL, an old catholic woman who lives in the surroundings of PENDLE HILL, in the north of ENGLAND, beginning century XVII. An age when the catholicism was hated and oppressed. A uncertain, superstitious age, where the church, laws and kings, like JACOBO I with his DAEMONOLOGIE, encourage to discover, pursue,

and destroy all man or woman with any connection with the witchcraft.

After the death of her daughter and her son-in-law because illness, the elder have to take care of her grand-daughter working hardly at the family farm.

Her grand-daughter, ÁNGELA, is a young girl with a rare gift that hide distrustfully, but finally they decided to share with the people that needs it, because ÁNGELA request it to ANABEL, instead the danger that could suppose. It's her hands. Can Health.

Although their lives are hard, with neighbours and friends help, ANABEL and ÁNGELA are happy with the gifts that GOD offers and with the things their offer to HIM and to the community.

The game begin when ANABEL come back home after a short trip made to assist some far familiars problems, and ÁNGELA taking care of the farm meanwhile. But when ANABEL arrives she lives the worse nightmare. Something that will severely put her live and her FAITH in a hard proof.

## GAME INTERFACE:

**1:** It's basically the screen where game characters move, included ANABEL who will be controlled by the player.

**2:** Here we have some diferents useful informations for the player. In the big center windows you'll can read the dialogs with others characters, the messages that ANABEL have to transmit to to you during the game and other necessary informations. In the little left window we have the inventory of ANABEL, that is, the most relevant objets we have at this moment.

We can also see at the bottom a brief remind of the meaning of the keys 'z', 'x', y 'c' (open, talk and action/search, respectively).



## CONTROLS:



i = move ANABEL up  
k = move ANABEL down  
j = move ANABEL left  
l = move ANABEL right

z = open/enter (doors)  
x = talk to NPC's  
c = actions (search, get, push, etc)

space = continue when the game is paused

When you want to talk to a character you must get closer to him until you are next to him and then press the 'x' key.

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1. If you press 'x' in this situation the conversation will not happend, with the corresponding "I should get closer" message.

2. If you press 'x' in this situation ANABEL will talk with the farmer.

Moreover, the two characters must have their feet on the same plane.

To enter and exit buildings, houses, etc, place ANABEL on the corresponding door and then press the 'z' key.

To interact with the scenery and with characters use the 'c' key. Depending on the situation a result will be produced. For example, get an object when you put ANABEL above it or next to it, or use an objet that it is in your inventory if you are in the adequated place and context.

## START TO PLAY:



If you play for first time, press '6' to start a new game. You will see indicated in the well: "Chapter I".

Press 'space' and the game will start.

When you finish a chapter a password will be given to you. The password will contain a sequence of symbols. Reset the MSX and introduce the numbers that correspond with the password symbols to start the next chapter.

Also is possible to obtain secret passwords that will give some extra contents to the most meticulous players who likes to discover all its misteries.