

No Back Down

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Granced

USER'S MANUAL



No Back
Down

SoCal 2021

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STORY

What is your favorite hobby ? It's climbing buildings. This practice is prohibited and dangerous. To escape the police, you are helped by your friend, in a chopper, to take off through the roofs.

But the locals won't let you climb so easily. They'll close windows on your hands and throw items at you.

However, falling is not an option. Your mantra is « No back down ! »

QUICKS INSTRUCTIONS

Keyboard	Joystick	Effects
Space bar	Button 1	Start game
Up	Up	Climb
Right	Right	Move right
Left	Left	Move left
Down	Down	Nothing (hey ! No back down)
F1	n/a	Pause

SCORING

Each climb inscrease your score by the step point.

Bonus decrease by 100 per second when you are static.

When you catch the chopper, you finish the level and you are rewarded with the bonus points. If you miss it, no bonus will be awarded.

Some hearts appear during your climb. They will earn you 5,000 points.

You can't exceed a score of 999,999 points.

Every 200,000 points, a life is awarded.

COLLISIONS

You fall and loose a life when :

- You are hit by an item (falling item or clothes) and you don't have both hands on the same window.
- You touch an electric spark.
- The window closes on both your hands.

IN-GAME



Left part

1. Your score.
2. Step climbing points
3. Bonus points
4. Lives remaining

Game part

5. Climber
6. Falling items
7. Closing Window
8. Local

Right part

9. Mini-map
Blue cursor locate you,

SYSTEM REQUIREMENTS

The software is compatible with an MSX1 that has 16K RAM and 16K VRAM.
The megarom uses the ASCII 8 mapper.

CREDITS

Programing, SoundFX	: Metalion
Graphics, Level Design, Documentation	: RibbSayan
Music	: Granced

THANKS

Metalion
 Catherine, for her support.
 Gfx, for the SoCal Logo.
RibbSayan
 Dedicated to my daughter.

THIRD-PARTY TOOLS

Sjasm : Z80 cross assembler
AY Sound FX Editor : FX editor
TuxGuitar : Music Editor
Msx Visual Studio (C#) : Patterns & Maps Editor from RibbSayan
Paint : Sprite Editor
BlueMSX
OpenMSX

