

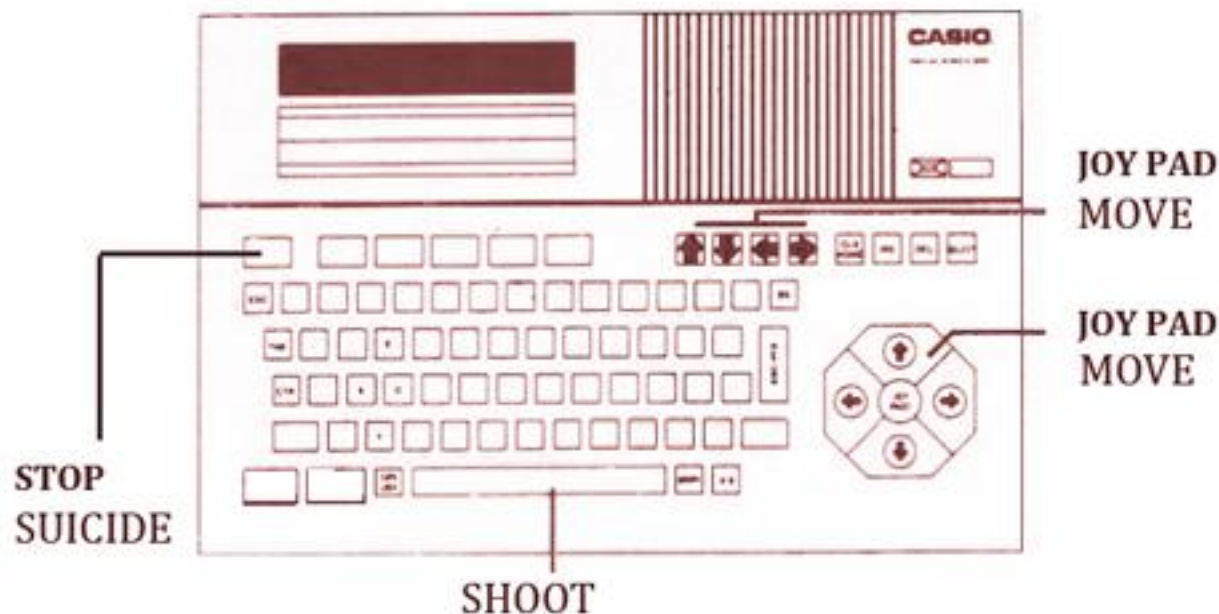


PRETTY Kingdom

ENGLISH
MANUAL

<PRETTY KINGDOM (MSX)>

- MSXDEV'14 contest version
- Requirements: 16 Kb MSX1
- 32 Kb ROM
- PSG Sound
- ★ MSX compatible. MSX2 or a superior system allows 8 sprites per line.



<STORY>

Vincent is a brave warrior in a quest for fortune and glory through all the kingdoms in his way. During one of his travels he learns about the unique treasure of the tower of MOZABAR.

It's the tallest and most dangerous tower of the known kingdoms. What is waiting for him on the top?

Only you, noble warrior, can reveal the secret by playing and enjoying PRETTY KINGDOM!



<HOW TO PLAY>

- Pretty Kingdom is a puzzle game. The main character must walk inside the tower and climb floor by floor to the top, where he'll achieve a misterious goal.
- Use the ARROW KEYS (or a JOYSTICK plugged in port 1) to move through the screen. Push the SPACE BAR (or JOYSTICK button 1) to shoot sound beams.
- The player must collect all the coins of the room (sometimes there are hidden ones) to open the door to the next stage.

<HOW TO PLAY>

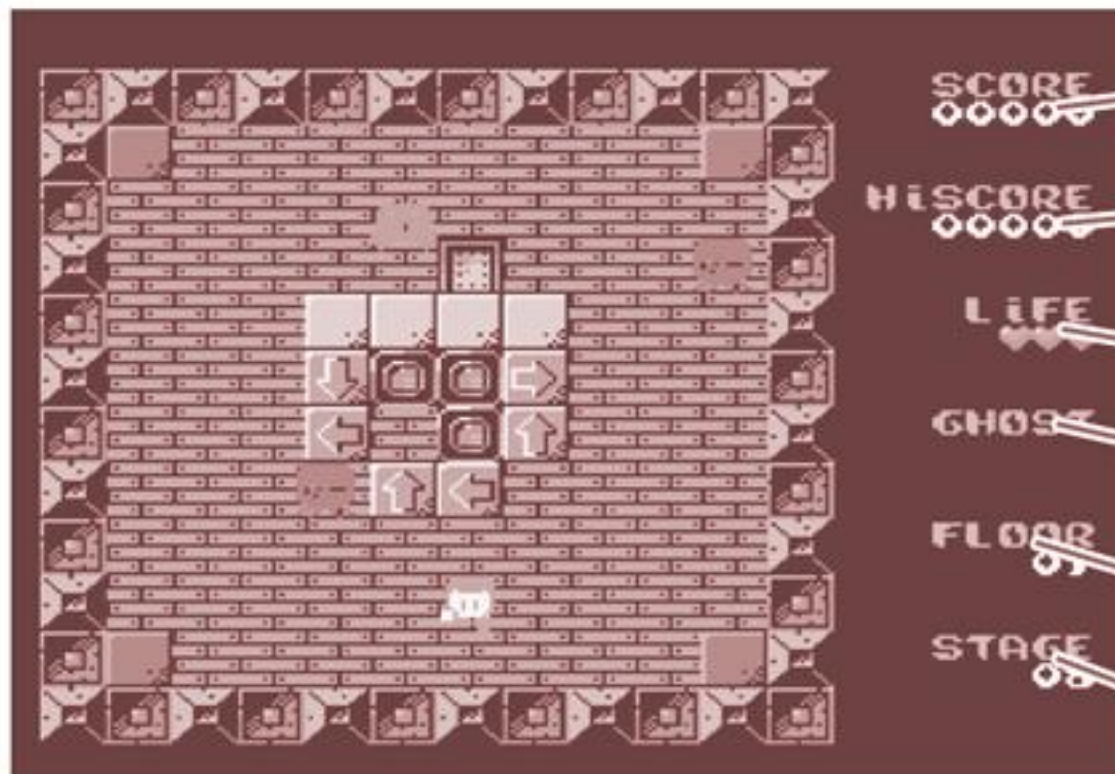
- Certain types of block can be destroyed by shooting beams. You can find coins and hearts (extra life) inside these blocks.
- There are blocks that can be pulled by the player. You can pull some of them in all directions and there are special blocks that can be pulled just in one direction.
- You'll fight against three kinds of enemy in the rooms. Only one of them is vulnerable to the beam shoot.

<HOW TO PLAY>

- As a puzzle game, it's possible to get stuck in a room while trying to solve a puzzle. To restart the room you have to press the SUICIDE key (STOP key). Pressing the key, one life of the player is sacrificed in order to retry the stage.



<SCREEN>



SCORE



Score

HI SCORE



High
Score

LIFE



Lives

GHOST



Ghost mode
timer

FLOOR



Tower floor

STAGE



Room

CREDITS

Coding: Alberto De Hoyo Nebot (ALHONE'S)

Graphics: Dario Fas Marín (DarioFormatSudo)

Music: WYZ

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