

INFINITE **MONTANA JOHN**

and the Templar's
Treasure

Instruction manual

English



Montana John and the Templar's Treasure

Montana John, a brave adventurer without fear has inherited a diary from his late uncle about the greatest treasure known to mankind: the treasure of the Templars.

The Templars were a famous Christian military order in the Middle Ages. Their task was to grant Christians safety on their pilgrimage to Jerusalem. The organization of the Templars grew rapidly in membership, power and wealth. The Templars started banks worldwide and invented the world's first credit card!



Montana John sets out on a journey to the Templar's temples located in a dark forest. During his adventure, supernatural forces and creepy animals try their best to prevent Montana to get to the treasure chamber. If that wasn't enough already, the temples feature fiendish puzzles. Will Montana make it to the treasure room alive..?

Specifications

Montana John and the Templar's Treasure is a MegaROM, with a size of 128KB. Any MSX with 64KB main RAM will be capable of running this game in ROM format. At the moment this manual was made, there were no ROM loaders capable of running the game from RAM. This restricts you to playing the game using an emulator or playing the game using an MSX after flashing it onto a Mega Flash ROM or any programmable ROM that supports the Konami SCC mapper type. For details about the capabilities and usage of your flash ROM, revert to the appropriate manual.

Where available, an SCC-I chip is used for better quality music and sound effects. This chip is shipped with the Konami games Snatcher and SD-Snatcher. A regular SCC will also work, but due to a hardware flaw in this version of the chip, the music will not sound as it was intended. If you have both types of chips inserted in you MSX, make sure that the SCC-I is inserted in the slot with the lowest number.

This game was designed to be compatible with all MSX systems. However, on machines with an MSX2 compatible video chip, extra colours and effects are used to improve the visual quality of the game. If you want to enjoy this game to the fullest extent possible, you should play it on MSX2 or higher.

Special considerations for use in emulators

The ROM file is compatible with most current emulators. The ROM is of the Konami SCC type and MSX emulators should normally detect this and select the appropriate SCC configuration. If this is not the case, any SCC game can be

selected in the second slot. It is currently not necessary to use an SCC-I in an emulator as the hardware flaw that forces this requirement on real machines is not emulated.

Emulators offer various settings that can influence the gaming experience. Settings that can be particularly influential are those that determine potential delays of keyboard and joystick input. Also configurable sound buffers can cause lag between the visuals and the sounds. Consult the manual of your emulator to determine the optimal settings for you system.



Starting the game

After the ROM is inserted and the MSX computer turned on, the game starts automatically.

The game was designed for European MSX machines that start at a display refresh rate of 50 Hz. If the game is used in a MSX2 or higher machine that starts at 60 Hz, it switches the display back to 50 Hz. If this causes problems with your monitor or television, the frequency change can be overridden by holding the [SELECT] key at start up.

If the game is played with a regular SCC inserted, but the sound quality is such that it cannot be enjoyed, the [F1] key can be held during start up to disable the SCC check and revert back to PSG only sound.

The game can be played using the keyboard or using a joystick in port 1 with at least one fire button.

The game starts with the Infinite logo followed by the prologue of the story. The prologue can be skipped at any time by pressing the space bar or the fire button.

The game menu

After the prologue the player will enter the game menu. The heart shaped pointer can be controlled using the cursor keys or the joystick. Pressing the space bar or fire button will activate this option. When in a submenu, the [ESC] key or second fire button (when available) can be used to go back to the previous menu.

The options in the main menu are:

NEW GAME
PLAY INTRO
PLAY MUSIC
PASSWORD
SCC BALANCE

New game

When no valid password is given, the game will start where the story starts: in the dark forest. Whenever the user has given a valid password, some or all levels can be played.

Play intro

This option plays the prologue once more.

Play music

This section features all the music from the game. The songs that can be selected depend on the given password. To prevent spoilers, the player may only hear what he has played up to before. Songs that can be played are shown in white, the songs that have yet to be unlocked are shown in red.

Password

In this section the user can enter a password. In this password, four elements are encrypted: experience-level, game-level, experience and hit points. The yellow arrows can be used to move the password cursor left and right, the green 'enter' icon can be used to submit a password and the red cross exits the password section. After submitting the password, the corresponding values will show to confirm the password.

When the player exits or finishes a game, the corresponding password for his or her situation can be found in this menu.

SCC Balance

Use this section prior to starting the game. The balance between the computer's own PSG chip and Konami's SCC chip isn't the same among the various brands and models of MSX computers. As one of the chips being either too soft or too loud would mean an incorrect balance, use this section to equalize the SCC output compared to the PSG. The sound plays the same tones alternating on first the PSG and then the SCC. Use [LEFT] to decrease the SCC volume or [RIGHT] to increase the SCC volume. When the volume of both tones is approximately equal, press space or fire button one to accept the setting.



Playing the game

The game is one from the traditional platform genre. Montana John collects items, jumps from platform to platform and fights with enemies in order to advance through the game.

Montana's physical abilities

Walking

Use the left and right cursor keys or use the joystick to move Montana into the expected left and right direction.

Jumping

Use up on your keyboard or joystick to jump. Note that Montana cannot jump when he is located near a ladder. Montana can only jump high enough to reach platforms of just below his own height. Montana can jump off platforms of any height without dying.

Climbing

Use cursors or joystick up and down to climb up or down a ladder. Note that Montana is vulnerable during climbing as he cannot attack enemies while on a ladder.

High kick

Use the space bar or fire button to perform a high kick.

Low kick

Use the space bar or fire button in combination with the down direction, to perform a low kick.

Montana's health

Montana's health (**HP**) is displayed in the panel, at top of the screen. When Montana gets hit by an enemy or by some of

the temple's other dangers, Montana loses some HP. When the HP reaches "000", Montana dies, and the game is over. A HP-value of **073/100** means that Montana's current health is 073 and his current maximum health is 100.

Montana's experience

For each enemy that Montana kills, some experience (**EXP**) is gained. When the experience level reaches a certain level, Montana's health is replenished and the maximum increased. An EXP value of **024/050** means that Montana's current Experience is 24 and when the next level is reached when the experience counter reaches 50. The more enemies Montana kills, the stronger he gets, and with that his chances to survive will increase.

Montana's death

The game ends when Montana dies due to one of the following events:

- Montana's HP becomes 000
- Montana is crushed between a wall, ceiling or floor by a block, transporter or elevator
- between transporters

Sometimes a mistake is made that makes it impossible to finish a level. In such case the level can be restarted using the [F5] key.

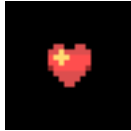
In-Game Menu

The in-game menu can be accessed by pressing the [F1] key or second fire button (if available). From this menu, the player can restart a level or exit the game.

Collectable items

In the buildings of the Templars, various essential items can be found. Some of these items are hidden in chests.

Large heart



A large heart refills Montana's hit points with a maximum of 80. When Montana's HP is already full, a large heart cannot be picked up.

Small heart



A small heart refills Montana's hit points with a maximum of 10. When Montana's HP is already full, a small heart cannot be picked up.

Antidote



This green potion can heal Montana when he's been poisoned by a spider. It doesn't refill his hit points however, it only stops the poison from draining Montana's hit points. An antidote cannot be picked up when Montana is not poisoned.

Chest key (yellow)



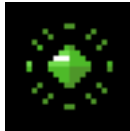
A yellow chest key can open chests, only one yellow key can be carried at a time.

Door key (yellow-green)



With this key a door can be permanently opened. Montana can only carry one door key at a time.

Gem



These are to be collected in order to go through a door with gem sockets. The panel indicates how many gems are still required and how many gems Montana has already found. These gems are usually scattered around the temples.

Enemies

Skeleton



A skeleton marches on the music and looks at the player on specific musical accents. It can be killed, but will resurrect after a short while. The skeleton's strength will increase during the game as the player advances.

Ghost



A fast moving ghost that will resurrect shortly after it has been killed.

Spider



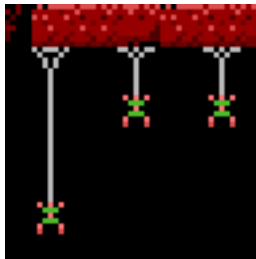
A spider crawls on floors. Sometimes they jump to higher or lower platforms. A spider can occasionally attack Montana by jumping towards Montana, there is a chance that the spider will poison him. When this happens, Montana's HP is slowly drained until Montana picks up an antidote. A heart will boost Montana's HP but will not cure his poisoned state. Spiders will not resurrect after they've been killed.

Bat



A bat is the flying enemy of the game. It is able to fly to any place on the screen regardless of walls or ceilings. A bat will not resurrect after it is killed. A bat will fly around for a while before it tries to find a spot to rest. If Montana comes too close to a resting bat, it will wake up and fly away immediately.

Hanging spider (only in the *Spiders Lair* stage)



These are deadly spiders and impose a serious danger for Montana. They cannot be killed but are not poisonous either.

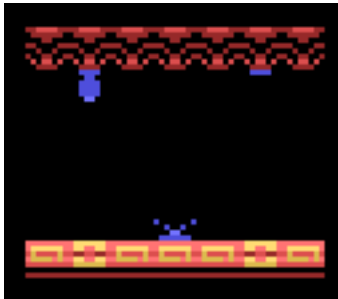
Other threats

Sword



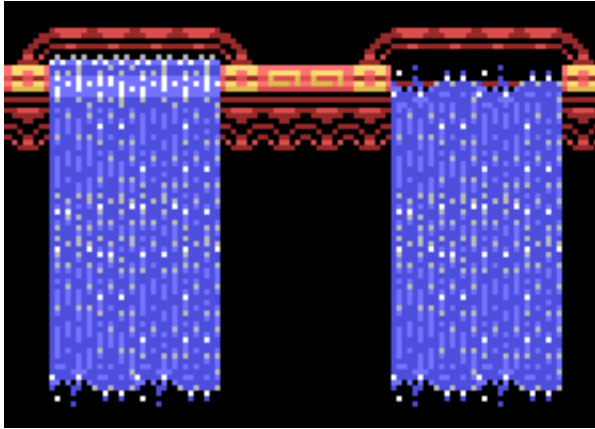
A sword which comes out of a ceiling with irregular intervals can hit Montana's head and do some damage.

Water drop



A small drop of water that comes out of a ceiling with irregular intervals does a little bit of damage to Montana.

Waterfall



A waterfall comes out of the waterfall-mouth at irregular intervals and quantities. The waterfall does damage to Montana for as long as he is hit by the water.

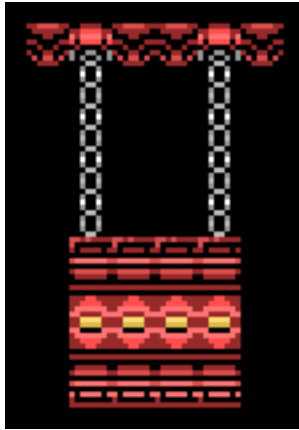
Special features

Bridge



A fragile bridge, just strong enough to carry Montana. It is not strong enough for rocks to be pushed over. Upon doing so, the bridge will collapse and the rock will fall down.

Block



Being a primitive elevator, blocks are pulled up slowly and lowered down fast. Montana can use such a block to move to higher platforms. Be sure not to crush Montana between the block and the ceiling, or between the block and the floor!

Rock



A rock can be pushed around and dropped off platforms. Rocks can be stacked. At least half of the rock needs to be supported by an underlying platform or other rock. Montana can only push rocks located on the platform that he walks on or one step lower. Enemies can be killed by a pushed or falling rock. Note that Montana walks much slower when pushing rocks, so keep a look out for those enemies as he is still vulnerable!

Transporters



Transporters are moving platforms that can carry Montana around. They can move upwards, downwards, left and right. They will not go to adjacent rooms.

Elevator



A traditional elevator that can carry Montana upwards and downwards over a distance that can span several rooms.

Door



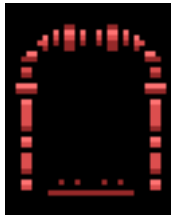
A door that can be opened with a door-key.

Socketed door



A door which can be opened with a door key after Montana has collected all the required gems to fit into this door. Note that Montana is especially vulnerable to enemies while inserting gems in the door.

Teleport



A magical door that warps Montana to another place in the temple. Two such teleports are linked to each other. To enter a teleport, use the up direction on cursors or joystick. Note that Montana cannot jump into a teleport, thus any teleports which are not standing on the floor cannot be accessed. By going into the teleport at the other end of the connection Montana can fall out of this teleport however, this is thus a one-way connection.

Ladder



A ladder to climb to lower or higher platforms.



Credits

Montana John and the Templar's Treasure was created between December 1st 2007 and August the 1st 2008, and is an entry for the MRC MEGA-challenge contest which was running from 2007 until summer 2008.

Concepts

Wolf
Edwin Velds

Code

Edwin Velds

Graphics

Wolf

Maps

Edwin Velds
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Chao5

Game play testing and bug hunting

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hap

Music and sound effects

Wolf

ROM label and manual

Wolf

Legal

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All code, graphics, music and story elements are © Infinite. No animals were hurt during the creation of this game. All women not present in this game had the age of 18 when they were drawn. This story is fictional, any link to living or undead corpses is coincidence. Infinite is not responsible for any damage caused by this game, for instance by wrongly plugging in an SCC cartridge. No Easter eggs are known to exist at present day.

Links of interest (as of 2008)

Infinite

www.infinitemsx.org

MSX Resource Center

www.msx.org

MSX Licensing Corporation

www.msxlc.com

Mega Flash ROM

<http://personales.mundivia.es/mpazos/flashrom/index2.html>