

# FKD-FAN

SPECIAL  
TILBURG  
EDITION

April  
8th '95

NIHONQUIN  
GUASON

## Emerald Dragon

OFFICIAL  
REFERENCE

オフィシャルリファレンス

SPECIAL  
TILBURG  
EDITION

Price f 4

電撃PCエンタテインメント

2月号ふるく①

# ***EDITORIAL***

---

Hello, and welcome to the special edition of FKD-FAN. You probably wouldn't know us so we will introduce to you. We are a group of MSX-users located in Barcelona called FKD, who is composed by eleven members. You will see a nice picture of us inside the fanzine.

When we published the first number of this fanzine, we pursue one objective: supply the absence of other kind of publications about MSX in Spain. Of course, the task didn't be easy.

Some time before we published our first number, another publication called Nihongo (Japanese in english), that was made by only one person called Ramón Casillas, finished his work. In that moment, the MSX users had only one publication to inform about the last works on MSX, a fanzine called Club Hnostar. Our last director, a guy called Francisco, decided to make a fanzine with the help of Ramón Casillas and the persons who composed the group. Until number three, Francisco was the director of the group and the director of the fanzine. At that moment, the fanzine didn't was very well in presentation, but we made a lot of nice commentaries about programs from Holland and Japan.

After number three, Francisco decided to transfer his tasks inside the group to José Manuel, our actual director, on account of he began to work. José Manuel, with the help of two new members who lives in Sabadell, Jaume Martí and Marc Vallibera, decided to make the fanzine with a good presentation, the presentation that you can see in this number. Now our fanzine is one of the most important made in Spain. Time has passed since our number one, and now you can see this special edition for the Tilburg fair, made in english.

Our dedication above the MSX in Spain have a little compensation with this opportunity to be in the most important fair dedicated to the MSX in Holland, and we will continue with our work, to inform to the MSX users in Spain about the last programs appeared for our nice computer, the MSX. In this special edition we have tried to recopilate some of the best articles appeared in the little history of FKD-Fan. With this edition, we want to show you what FKD-Fan has been this years. We also have commented European releases, but we know there are better publications in Holland to show it. We hope you will enjoy this fanzine as we have enjoyed doing it. We have worked a lot to bring you a quality magazine that may be helpful for everybody. The MSX will never die in our hearts.

FKD Team '95.

---

# SUMMARY

# FKD-Fan

Number 10 - Year III  
April 1995 Third Period

## Special Edition

### **SORCERIAN** 4

With Pyramid and Sengoku Sorcerian.

### **SNATCHER** 11

The Cyber Punk adventure.

### **THE MSX IN SPAIN** 19

Not alive but never death.

### **MSX MUSIC CD's** 22

Original Soundtracks of MSX games.

### **TIPS** 25

Some helps for your games.

**Laser Printing:**  
Marc Vallribera.  
(Thanks to CM62)

**Copystry:**  
Copisteria Telecopia  
Via Layetana, 44  
08003 Barcelona

Legal Dep. B-34857-9

**Director:** José Manuel López  
**Staff:** Jaume Martí Gómez, José Manuel López, Marc Vallribera Ros, David Baena, Pablo Martín, José Miguel Collell, Marc Salvador, Teo and Frans López, Francisco Morales.

**Photography:** Jaume Martí Gómez, José Manuel López.  
**Translation:** Jorge Pascual Llopis, David Rodríguez.  
**Correction:** Jaume Martí Gómez, Marc Vallribera Ros.

**Collaborate:**  
Fco. Jesús Martos,  
Elvis Gallegos Trías,  
Ramón Serna Oliver,  
David Rodríguez.

**Heading, Scanning, Composing and Assamblying:** Jaume Martí.

FKD is not made responsible of the opinions poured by its collaborators.

**FKD-Headquarters**  
Calle Calders, 3, 2<sup>a</sup>  
08003 Barcelona  
Tel.: \*-343 3198946

# SORCERIAN

## User's Manual

If you have seen anytime this great RPG from Falcom / Brother, sure you'll have been desperated with the japanese menu in the beginning, from which you only could exit after half an hour trying everything - or maybe you couldn't do even that. Why so much complication?. In a normal RPG, before playing you have had as much a simple option of changing the name of the main character; the development of the history is prefixed. But this is a RPG where you create the characters and develop your own history with much more flexibility. That's why it's necessary to have some ideas about the possibilities at your reach, if you want to see the game at complete.

### MAIN MENU

#### FIRST COLUMN:

- GO ADVENTURING. This is the option to play the game. There must be a party of adventurers formed. You choose an adventure from any of the scenario disks; in each one they are put in order their difficulty. In someones, the party must be done of a maximum of three characters.
- PARTY DATA.

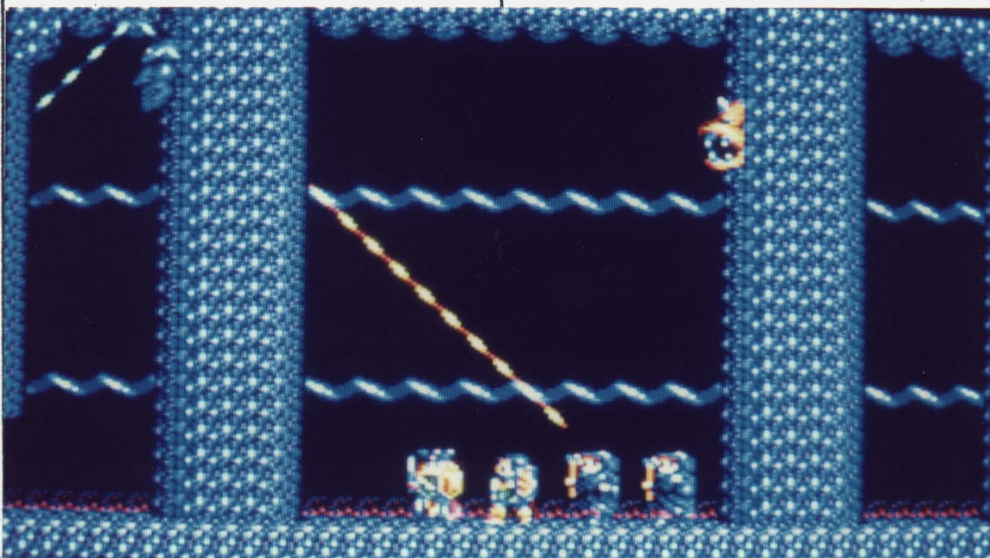


- JOIN THE PARTY. Only equipped characters.
- DISSOLVE THE PARTY.
- GO TO TOWN. Here is where the characters can buy the equipment, rise level, etc. To enter this option, the party must be dissolved.
- SAVE
- EXECUTE UTILITY DISKS. For more expansions of the program.

#### SECOND COLUMN:

- DON'T GO ADVENTURING. Time goes by...

- CHARACTER DATA.
- CREATE A CHARACTER. The characteristics have influence on... STR, weapon attack; INT, magic attack; to be able to use weapons or magic it's necessary for the characteristic to be positive. PRT, deffense against weapons and body against body; MGR, deffense against magic; VIT, power to open some doors; DEX, dexterity (to deactivate traps); KRM, karma (to get better prices and to increase level easier).
- DELETE A CHARACTER.
- CHOOSE JOB FOR THE CHARACTERS. According the job they are doing they earn money and exp. and some characteristics go up and down. Generally you can ignore this option and its great table of jobs in japanese.
- LOAD.
- THE DRAGON ATTACK. This option only appears when a party of veterans is orned, that have managed to pass very difficult adventures. If you defeat the dragons you'll reach the end of the game.





### IN THE CITY...

- Bob Guild. Here you can buy the adequate equipment to any character: Weapon, Armour and shield (warriors and dwarves), walsing stick, wear and ring (sorcerers and elves). You can sell items too.

- Esther's Cabin. You can leave items to this sorcerer to be impregnated with a magical item. This items are the ones which give you the bonus

- Each one is related with a characteristic- and when some of them are combined, they give you the spells. But the alchemy is ruled by intricated laws, and to add some items to another provokes determined transmutations. Other options available are: Free from a curse, resurrect a dead partner, and pick up a left item (it gives three years for it to be ready).

- Chemist's Shop. By using herbs picked up during your adventures, the witch can brew potions with little money. The most usual ones are composed of only one type of herb, but combining various types of them you can discover very curious things. You also have the chance to buy previously made potions, for higher prices. Remember that the potions can be used by anybody, there is no need of positive INT, just as happens with magic spells.

- Order's Temple. The only option that seems to have some utility is the third one, (resurrect dead partners). The other ones are: to pray, to do penance and to offer donatives.

- Elder's premises. Shows you bonus and spells from the items of your team. He suggests you, too (but in Japanese) a sequence of magical items that can be added, and the resulting spell.

- To go up in a level. You have to tell your adventures to the king. He'll change experience for more life and magic, and the top of the characteristics is increased too.

- Trial Field. Here you can exercise to increase in five points any of your characteristics. You can also learn special acknowledgements: Items (you're allowed to recognise bonus

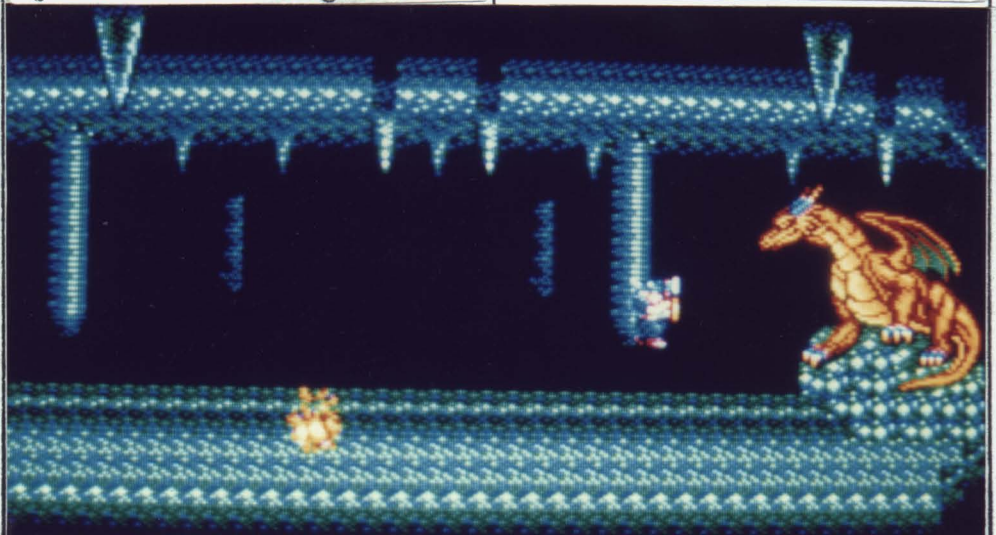
and spells from the items that you have got during the adventure), traps (no one gets you in surprise, although you can fail in deactivating it), monsters (striking the 'M' key you can read information in japanes about the enemy in sight) or herbs (you can use the magic potions many times, using up the herbs which it's composed of). These trainigs last for two years.

- Are you ready?, then, before going on, remember these tips:

- The keys for the game are: Z. Use magic. X. Use weapons. C. Leader change. S. Characteristics. E. Equipment (We will select the item used by each character to make magic). I. Inventory. CAPS. Status. ESC. Pause. To examine a place, you must push ' UP ' (Or in rarer cases, 'DOWN').

- During the game, the traps oar certain enemies can cause the next harms: Illness (purple), not be able to recover life; frozen (light blue). Petrificated (yellow) He can't do anything, and if you leave him, he dies, Damned (orange, dark blue...), there are several curses: Unable to do magic, fear to enemies... Other traps can reduce your life to a half part or tour magic to zero (both can be recovered), or make somebody forget some special acknowledgement (herbs, traps...) for the rest of the adventure.

- If the STR or INT are no both at maximum, during the game they can go up or down depending wether you



fight with weapons or with magic.

- There are several types of "bad guys", and each attack spell affects to some types or other. There are some of them that the magic simply slips through them; final monsters, per example.

Finally you are playing!. Just like a japanese RPG, the key is to explore all the corners once and again and talk with everybody till the messages are repeated. But, of course, every RPG to be noticed of, has its details almost impossible to discover if you don't "read" the messages, or inclusive, reading them...

- World 1-1 (First disk - first adventure). When you finish the adventure, music changes, have a walk around before leaving it; you'll find two more objects in the vases, and a third one in the room where there's a man (when he has left).

- World 1-3. After opening the sluice and finish the adventure, go out by the door and use the FLY potion to go where the fire is. In there, you'll find an object.

- World 1-4. When another secret pass opens at the end of the corridor, examine the wall in the little chamber; you'll find another pass.

- World 1-5. To get the key from the wall, you have to make the watchman drunk, filling several times his glass from the fountain in the basement of the tower. Later, in the undergrounds you find a submerged tunnel where a message appears; you will only pass if the four switches are down but one (Guess which!). Finally, when you get to the final monster you'll find he's not affected by your attacks; go back to the aunderground and seek again among the bones...

- World 2-1. You must left the objects you find in the two chests in the beginning and in the honaycomb until you answer 'yes' to the frog.



- World 2-2. To be able to finish this adventure, it's necessary in certain moments the helping of a soothsayer and a doctor. This jobs, are, respectively the fourth and the antepenultimate form the first column (table of jobs). Once the princess is rescued, the adventure is not finished yet; you must go down the crater.

-World 2-3. There's an entrance in the ground, at the right part of the forest, not easy to see.

- World 2-4. Passing through a place where there are two tubes that go up to the top, you'll have to look just between them. Apart, in this adventure you'll find three items hidden in places only ables to reach with the FLY potion; just in the beginning, on the right of the fire lake, and on the left of the door that leads to the sorcerer.

- World 2-5. Don't forget to watch every place of the ship; you'll have, sometimes, to go up to the top or go down to earth to do the following step in the adventure. After meeting in several places the sailorman with the reddish beard, you'll find among the barrels in the cellar a secret door. Afterwards you'll be able to finally respond to the answers that the captain makes to you -try until you guess right, and leave to rest in your stateroom.

- World 3-1. The object you get killing the final enemy, is a ring that gives you +1 INT +1 MGR +1 VIT +1 KRM with the BARRIER spell. The normal thing to do is give it to god and receive a good reward, but if you want you can get out with it...

- World 3-2. Taking letters from some words to another, and following the clue (C 3 B 2 A 1), just like in a PLAY sentence, you'll be able to finish this adventure.

- World 3-3. Behind the monster, there's a gallery, despite in the beginning it's closed.

- World 3-4. To make the final enemy go down from the platform, you'll have to get rid of the flames from the ground. If you have the FLY potion you can go up to it and kill him without any complication more, and, if you want, getting a pair of items.

- World 3-5. In the place where the diamonds are placed, when you place the second you'll have to extract the first one. After the changing the music (third diamond), if you look again the little chest you'll find an item, which, despite having its name written in japanese, is a RESURRECT potion. There's another item on the other side of the green lake, on the ground; It is a weapon called GRADIUS that has

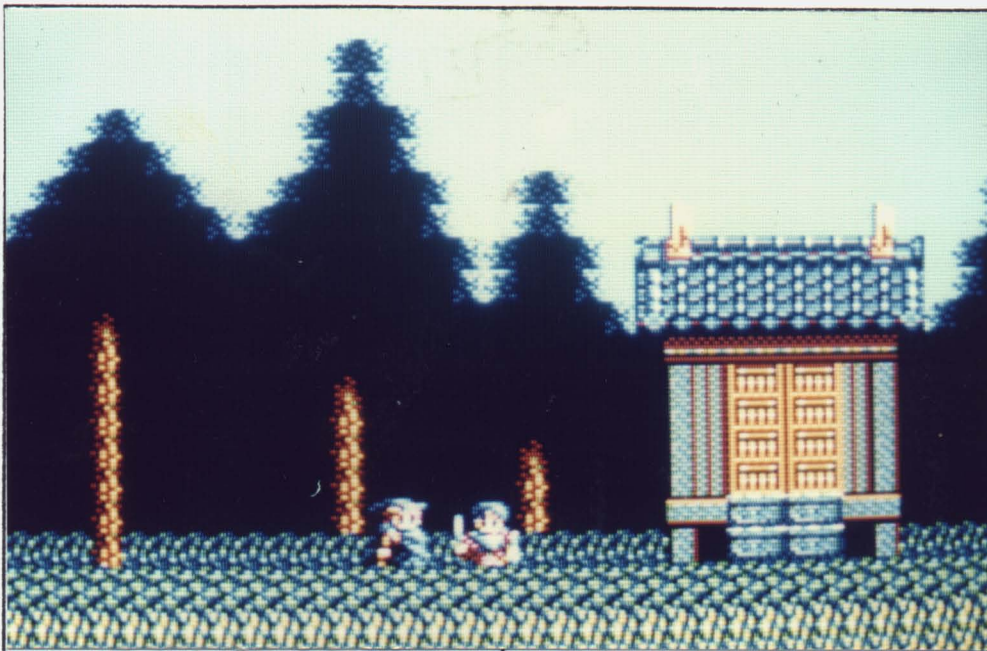


# PYRAMID SORCERIAN

If when booting the utility disk there were already some characters but none party formed, after returning the main menu we'll exit to another where the characters can write their name in Japanese (to be in size with the history, that happens in the Feudal Japan from XVI century), buy and sell items (the existences are limited and they remain saved in the user's disk) or buy spells for any item from their equipment (on exorbitant prices). The Items available in the beginning of the next page.

Once in the main menu, we'll be able to proceed normally to play the new adventures. the beginning you always can go wherever you want but if you don't follow the order you probably won't finish that adventure. There's no problem too on introducing new characters to an adventure, if there's still one of the characters that finished the former adventure. But, speaking plain, this is not a campaign for beginners; even the veterans will have a hard time when confronting final enemies( the items in the chart are not there by chance).

And now, some cryptic help for not getting stuck:



the powerful spell of the NOILATEM attack (read it backwards, and you'll get an idea of what does it consists on), essential for the last dragons in the last adventure.

Back to home. In a Inn in the way. The deal out of the bounty: What can be done with each item? Does any character stay with it?, Do we sell it?, does anybody examine it that has a special acknowledgement?.

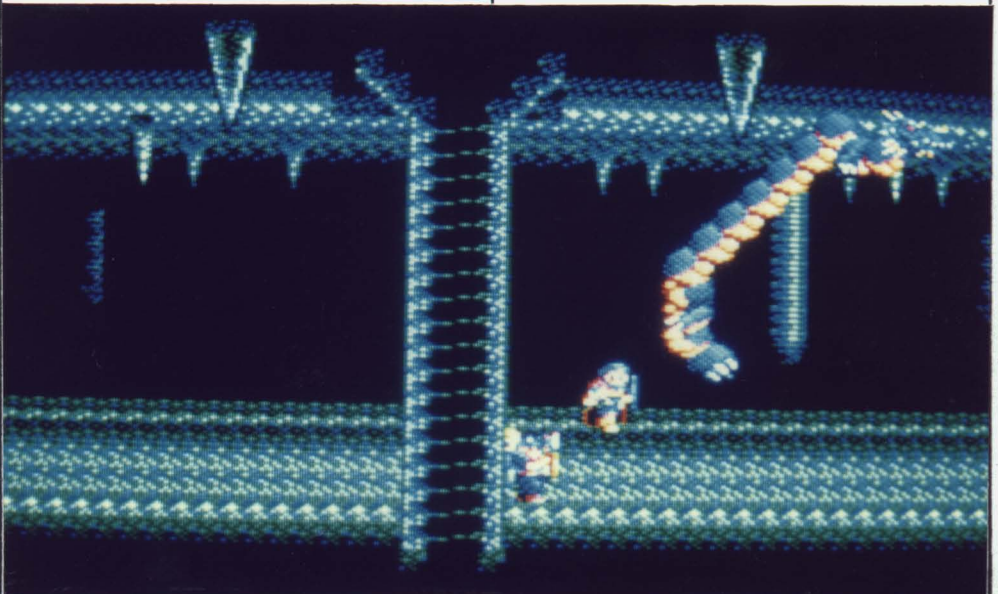
Sometimes, after these decisions, you'll have to decide if you give an item to the king, and get experience: The only items which are worth to keep are the ones from the world 1-1 (a +1 INT +1 DEX walking stick with PEACE spell) and world 3-3 (a +1 PRT +1 MGR +1 KRM shield with STONE TOUCH spell).

Is your disk broken ? The princess graphic in the world 2-2 was a nonsense disorder... Cool! That bug was in the original game too ! -Plas!! Kicking ass for the programmers from Brother-. In the world 2-4 the sorcerer you rescue from the dungeon is bad drawn too, and the worst is that in the world 2-5 there's a kid that is simply invisible. You'll find this kid in the balcony where you can see the sea at night, and when he joins the party, the only way of knowing it is because of the STATUS score.

Now we are going to explain both expansions for Sorcerian: Sengoku

Sorcerian and Pyramid Sorcerian. Contrarily to base game, the adventures in these expansions form an organised campaign: They are played in successive way and with the same characters - three at maximum -, when finishing the last stage, we'll see much more elaborated ending than the simple staff from Sorcerian.

Besides the scenario disks with the new adventures, these expansions have an utility disk that contains a new base program for them; so they cannot be played as direct, but that firstly, is necessary to boot the utility disk with the proper option from the main menu. When doing that we are advised that from that moment, always we are asked for the program disk that will be the disk we must introduce.



Type	STR	INT	PRT	MGR	BIT	DEX	KRM	Spell
Weapon	+15		+8		+3			
Weapon	+10	+2	+9	+1		+1	+1	JET STORM
Weapon	+12				+10			
Weapon			+4		+4	+2		RESURRECT
Stick	+1	+11	+2	+3		+5		D-HYPNOTIZE
Stick	+2	+9			+5	+3	+1	INDIGNATION
Stick		+10		+10		+10		
Armour	+1	+2		+7	+3		+1	TOUCH DEAD
Armour		+2	+8	+14				
Dressing			+2	+10		+8		CHANGE AIR
Dressing		+5		+5	+1	+1	+15	
Shield			+15	+1			+4	
Shield	+1		+9	+8		+2		DISPELL
Ring	+1				+10		+8	FREEZE
Ring	+1		+1		+10	+8		SUN RAY
Ring		+5		+5		+5	+5	
Ring			+1		+1	+1		RESURRECT
Weapon			+6		+8			HEAL

- World 1. Beside the tree on the forest you'll find a hidden way. In another moment you'll be asked for certain herb you picked; the character having it will have to go forwards and give it. No more complications, except the final enemy: To make him go down we'll have to destroy the spears first.

- World 2. If when talking to someone a two colored message appears, you'll have to go rapidly to the tavern, and afterwards seeking on the bridge until finding an item. AT the end of the adventure there are some soldiers in the house where you found the corpse; they can be passed if jumping on them swinging your weapon. Behind them, you'll find the final enemy, to kill it avoiding its re-appearing you'll need an item which is hidden in the room where in the beginning of the adventure you talk to a noble (you'll have to jump for finding it), but you'll need a key. To get that key and later using the item, while fighting with the final monster you'll have to do the next things: hit it during a while on the left, although you hit the wall, and afterwards try to place yourself in the centre column.

-World 3. In this adventure the starring character will be the sorcerer

of the party (it MUST be a sorcerer, it cannot be an elf), who will be the only one able to solve some situations. Besides a hidden door behind the boxes (you'll have to look twice), the rest can be discovered with patience.

- World 4. The headquarters is a ninja gang, as you'll imagine it's a dangerous place full of secret doors. But, none of them is out of your privileged intelligence reach. Only look properly in the kitchen and in the bath, and remember the pond in the beginning.

- When playing a while a Level 100 - Wow!! - samurai joins you, he will be the leader on finding things.

Before, you'll have had to have found something in the left wall of the Buda; now, you'll have to go several times through the fortress seeking in every corner. Finally, you'll be able to enter the magic door, and some any further a final enemy awaits for you (tell how the hell you can kill it...).

SPECIAL  
TILBURG  
EDITION





# SENGOKU SORCERIAN

When booting utility disk, we exit to the main menu of Pyramid Sorcerian. On the contrary as seen from now, the adventures in this campaign are not loaded from the sorcerian main menu, but in this. It's options are: Play next adventure, return, sell the bounty (if you want to examine and distribute it you must return), load and save (the situations in this menu and the main are no interchangeable). If the

party of adventurers was not formed yet, there only appear return and load options. During the campaign no more new characters can be included, if done, you start again.

- No more to explain, so let's do some clueing...

- World 1. Inside the pyramid there are many hidden gadgets, but nothing will be impossible to discover. But, remember that when there's a prosecution it's not enough to cut the escape way to the fugitive, you'll have to attract him to a blind alley.

- World 2. Among the trees beside the house there's a hidden way, but you won't find it till the moment comes. There you must wait for a



ただしぼうけんでてこいれたせんりひんは、ここでぶんばい  
することができんぞ。  
ぶんばいしたいときはいったんペンタワァへもどってくれ。▼

while until a fairy comes. Another hard point is finding the correct combination to avoid working the bats trap. Ohterway, the final enemy seems very difficult but if we manage to put it in certain exact place... Ah! Something more!, when leaving, when passing by the beginning column, turn back and return to the house. You'll be given two complete equipments of objects with spells, adequate equipments to the leadering character: weapon, armour and shield, or stick, wearing and ring, and, also two potions: one makes the DEATH spell and the other REJUVENATE spell.

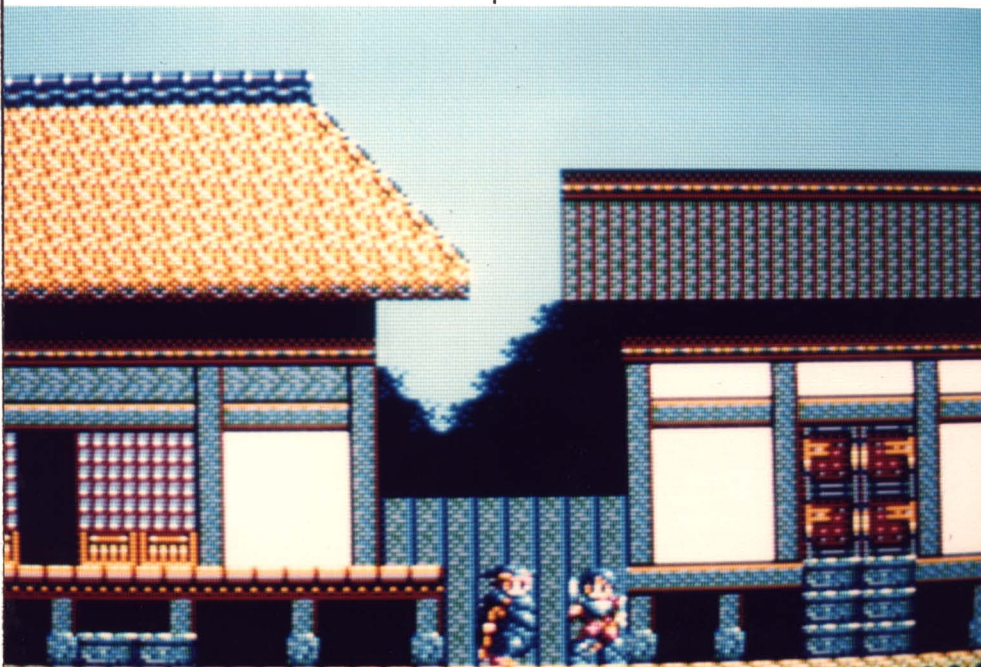
- World 3. The only complication is to discover in beginning the order to place on the objects under the stones, to have the door opened. From there to the final enemy, everything

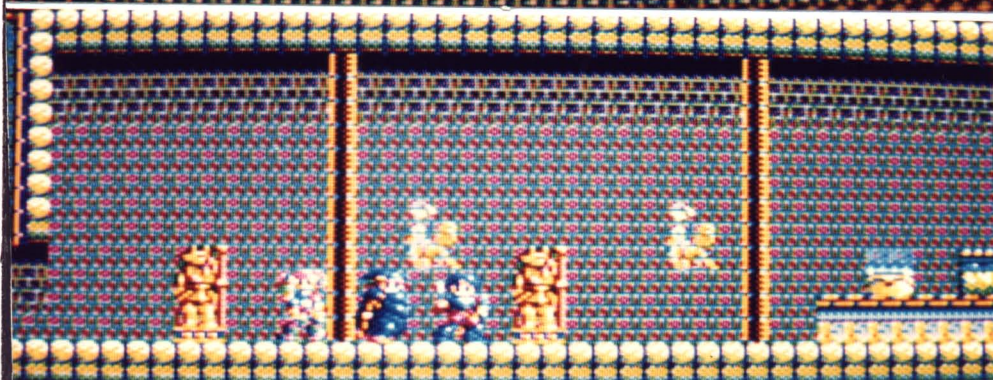
depends on you, and when you kill it, before leaving by the right door, take first a pair of hidden items: One in the magician room and another in the little platform where the bomber beetles are.

- World 4. In the basements of the tower, there's an old man. The first time you fall in there nothing happens, but the second one, he asks you for a barter: If the character he talks with has positive INT, and an available item in the fifth position of the chart - not in the sixth -, he'll change it for another (a shield or a ring, depending the

character type) with an unsortable spell of similar effects to FLY potion. Higher, on the third floor, you'll find a statue; in certain moment, you'll have to jump in order to examine its hand. About the fourth floor monster, better jump, it's impossible to kill it (another similar ones in the seventh floor can be killed). More tricks: If you

seek beside the throne where the magician was, you'll find a key, but it can be only picked by the fighting character. Now, drink from the last fountain on the sixth floor -that provokes a similar effect to the FLY potion, but later-, go upwards to the seventh floor and beginning from the inside, go outside walking to the right, and keep flying till getting to a room suspended in the air. Entering in it through the door, you go to the other side of the tower, no go down and you'll get to a room full of chests, where you'll get lots of





money. Meanwhile, the effect of the fountain will have finished, the use the potion given to you by the old man.

- World 5. Just beginning, you'll find a dwarf talking to a monster; you'll have to shoot the monster to death. Later, in the rooms isolated by the water you'll have to go from one to another a pair of times and you'll have to look into the chest that it's under the candelabrum (it has to be done with a character having positive INT); once done, you can switch the switches that extend the bridge. A little further, there's a cave where a fairy lives; once she don't allows you to approximate the wall, fall into the downside black pond and look for the key that opens the chests in the other side. The key will only appear once you have gone through the screen several times, from the

left wall to downside the candelabrum on the right part. Another difficulty are the teleporters: Any of them, when travelling back and forth to the other ones, gets blinking; take it now and it'll get you to another place. More things: Once the dwarf rescued from prison

recovers, he'll explain to a character (having positive INT) how the remaining chest opens. Afterwards, no more complications until reaching the final enemy; but once the door through the two fountains opened, still don't enter through upwards door. Turn back and look in the barrels room (where you find the magician in the beginning) and in the chest under the candelabrum you'll get a pair of very interesting items. Finally, when you front the final enemy, you are asked a question; if you answer 'NO' the adventure

finishes and you can save the position (then, when loading it, you only have to walk a little and you appear directly in front of the final enemy). The bad side of this option is that forces you to sell the items, so if you want to keep them you'll have to answer 'YES' and continue just as normally. And if you want both things - Finish the adventure with all the items and also have a saving in front of the final enemy-, you'll have to play the adventure two times.

That's all folks!. I hope that with all this tips, anyone could finish both programs if he proposes to, with no necessity of knowing Japanese. But, when I know that someone is already soured, I'll tell how I got through these tremendous final enemies: with the HEAL spell, which is "Saint's hand", and if I'm forced, with a RESURRECT one, if the case. Also, it's commendable to play firstly the Pyramid and afterwards, the Sengoku, in that way, the characters get there prepared for what is waiting for them.

WROTE by

**Fco. Jesús Martos**

TRANSLATED by

**Jorge Pascual Llopis**

PHOTOS by

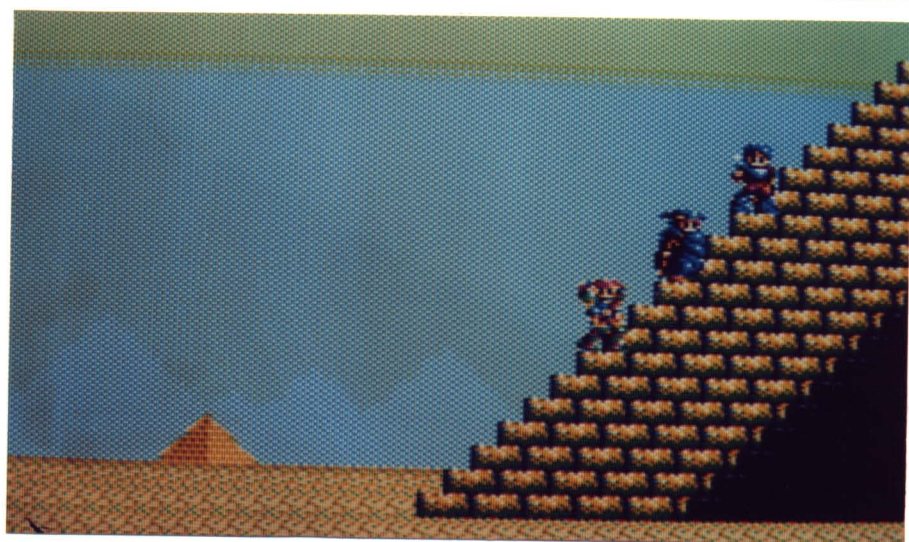
**José Manuel López**

LAST ARRANGEMENTS by

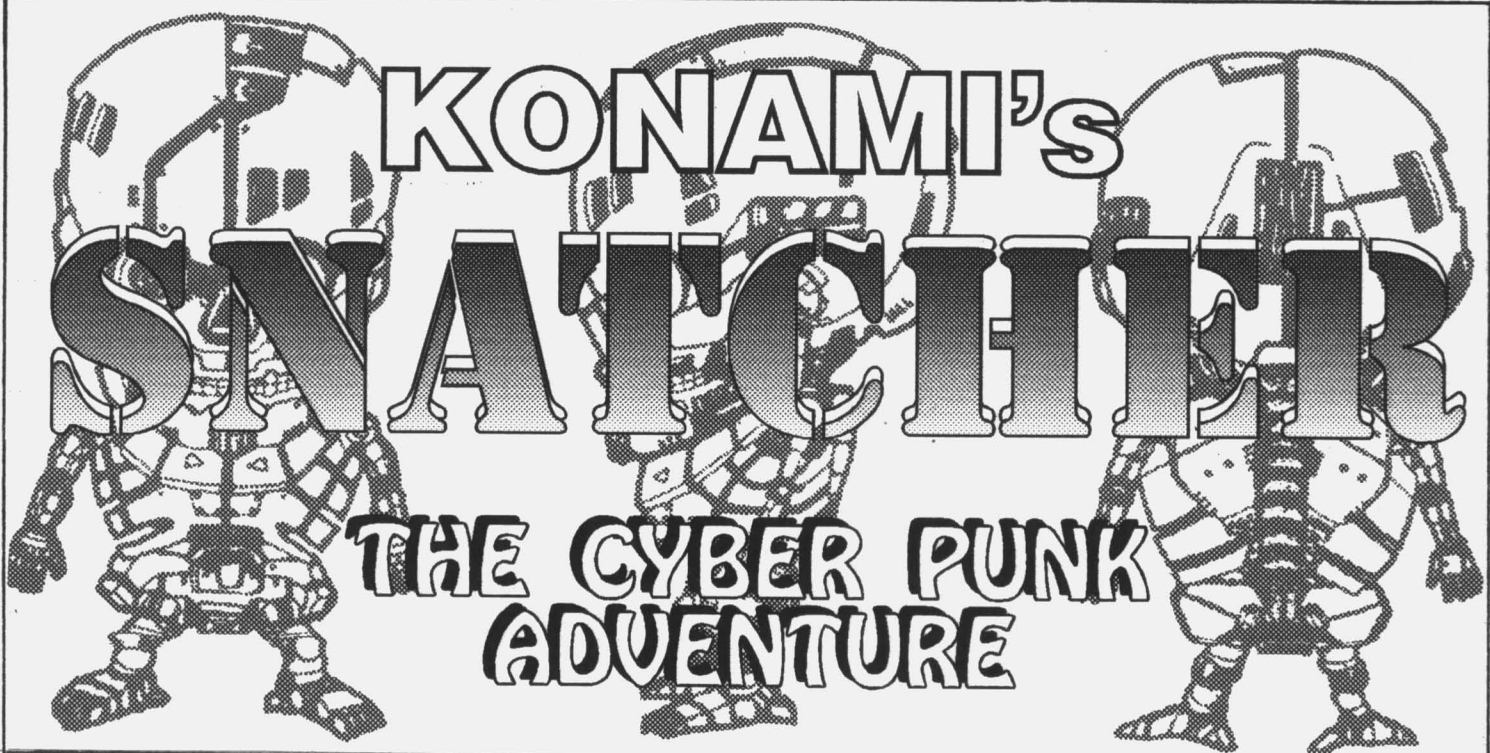
*FKD-Magicians :*

**Marc Vallribera Ros**

**Jaume Martí Gómez**



# KONAMI'S SNATCHER THE CYBER PUNK ADVENTURE



## How to finish Snatcher

The game starts with two options : The 0 key is used to start the game, and 1 to load a game. After this, they will appear another two options : 0 to write a name for the protagonist, and 1 to play with Guillian Seed who is the main character.

### ACT 1 : SNATCH

We are in Junker's entrance, and we talk with the secretary. After introducing ourselves, she says her name : Mika Slayton. We go on talking until she explains us the Junker's departments : (with 0 we can exit of every rooms) :

0 - The Boss office (Benson Cunningham), we will talk with him and he will give us information about our mission, our weapon, Jan Jack Gibson (name in Runner code) and Navigator (our sensor). Finally he give us the identifying target.

1 - Weapons department : the manager (Harry Benson) won't be there in that moment, but the secretary will talk us about Little John (Jan Jack 's Navigator) and her daughter Catherine Gibson.

2 - Files room

3 - Computers room : The secretary will give us technical information about the computers.

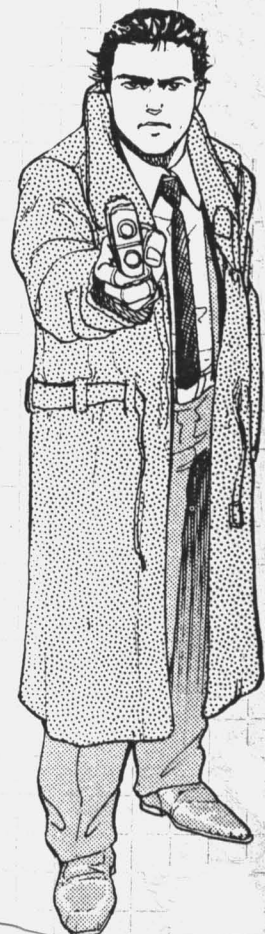
4 - Shooting room : when we will have a gun we will practice here.

We will come back to the Weapons department, where we will see Harry Benson, who will give us our navigator : Metal Gear MK-2 model. We talk a bit more and then we will receive our Blaster gun. From the Metal Gear J.J. Gibson will call us asking for help. We will leave the Junker and we will take the car fastly (key 0), we will choose destination (key 1), then we will go out of the car (0 key) and we will find a



*Guillian Seed*

deserted factory. From now on the options 0 and 1 are used to go ahead and come back respectively. We will come into and we will find Little John.



Then we will extract him the memory chip. We will go on until we will find the decapitate body of the Runner. We will look for a key and a target. Metal Gear will scan his body (blood, skin ...) and the murder's blood.

Suddenly, two strange people are running along the corridor, and trying to catch them, we will find out a

temporised bomb. We will fastly escape until finding Little John again, whom we will talk and he will give us a sensor which we can detect the cyber insects with (the insects were left by the Gibson's murders). Suddenly we can't come out from the factory, and pushing SHIFT key, a target will appear on the screen. From now on, every time, when we will push any number key, we will shot from any squared board target:

7	8	9
4	5	6
1	2	3

Once destroyed all the creatures, we will quickly go out from the factory which will explote. Returning to the Junker, we will meet Mika who will be crying her husband's death. We will talk with the boss and we will explain him Gibson's death and we will give him Little John's memory chip, to be analyzed.

In Weapons Department we will find Harry who will be drunk. Harry will show us picture, a bottle of Napoleon's brand and a telephone number related with the bottle.

#### How to use the computer

When we are in the Computer's room, we will push 6 to start. They will appear three options : 0 (write a code), 1 (search information) and 2 (to leave the room).

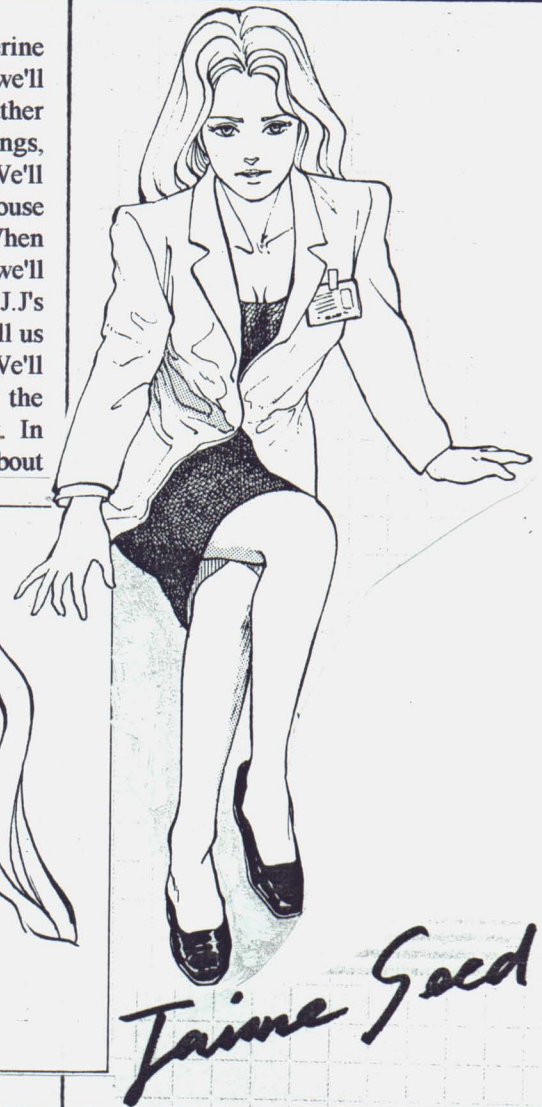
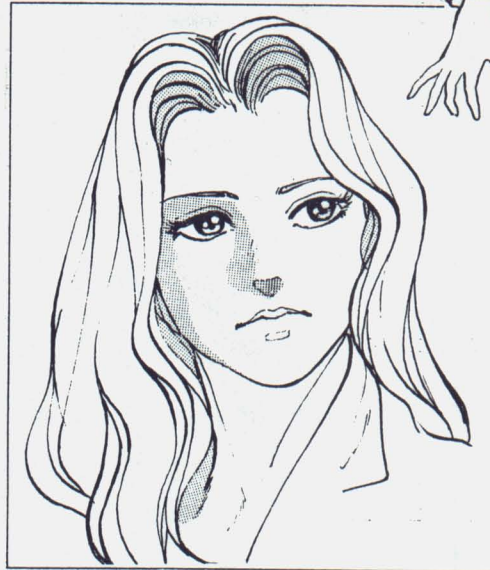
We push the 0 key and will appear a blank in the screen; it only accepts katakana signs. Every sign is corresponded with a key (in the end of the article you will find the codes). We can input any name that we could know. Then we will go towards Gibson's files room. Looking into a drawer and a wardrobe we will find a chess token (the Queen) and a floppy disk.

We will come back home where we will find an identification card of our wife, Jamie Shido. Thanks to the card we will be able to call with the videophone.

Afterward, we call Jamie and she will give us information, however, in a short time the communication will be interrupted. We will go to Jan Jack's house but the door will be closed. Knocking and trying to be opened, we will can input a code (Gibson's age, that is 55), and then we will must input another code (his daughter sizes : B81

W58 H83).

When in, we'll meet Catherine Gibson, Runner's daughter, and we'll tell her the bad news about her father having care of not to hurt her feelings, otherwise, she'll fire us. We'll investigate all around the house avoiding to use the '6.0' option. When getting to the computer room, we'll analyse it until we get a J.J's Photograph and a little bottle that tell us something about "Joy Division". We'll use the computer with the help of the diskette to discover the J.J's Diary. In which, the P.D. tells us something about



a "Bounty Hunter". In the bottom of the house we'll find the lot, where we'll meet Alice (The family's doberman), and we'll find it's carrying an estrange bright necklace. If we keep investigating, a false alarm will occur (just after using the computer). We'll say good-bye to Catherine, and we'll leave the house. Once outside we'll call that 'Napoleon' (39-5644). He'll ask us for a keyword, we'll enter it, then, he'll ask us to go to a place called 'Altamila'. We'll get the car and we'll go there.

Once there, Metal Gear will

analyse the place until meeting Napoleon (It will be clearly represented in the screen). We'll talk until we are given information from a place called 'Joy Division' and from something called 'Liquid Sky'. We'll call Joy division (Videophone), which is a black market.

We'll drive the car to there. We'll talk with the seller until we are given a mask. Once we got the mask, we'll go back to Altamila, where, after waiting for a while, we'll see Napoleon who will talk us about a place called Outer

Heaven and about something called Liquid Sky. We'll get the car and we'll go to Outer Heaven, there, we'll meet a strange werewolf, who won't let us in if we don't wear the mask. We'll go in and we'll see a dancer and many rare clients: An alien, a monkey-man. We'll talk to the barman, who wears a science-fiction mask. After talking with him for a while, we'll manage to talk to the dancer, whose name is Izabella Velvet. After chatting with her for while we'll go out (Avoid to insist in some options or show the Junker I.D., if not, we'll be dismissed at once).

Back to Junker we talk with our boss who'll give us information. We go to the Computer Room and we'll find one more option ('1'), in which we'll be able to look for portraits. After 500 tryings, we find the right combination, that will give us information about two people: Ivan Rodriguez and Freddy Nilsen. The computer will print the pictures and when going into the car we'll be able to go to two more places: Ivan's Home and Freddy's Mansion.

*Mika Slaton*



We'll go to Ivan's home where we'll find two homeless to whom we must show the portrait printing. Once done this, we'll be able to go to Ivan's room. There, Metal Gear will analyse the zone and after this we'll be able to knock the door. Ivan will answer, and after showing him the Junker I.D. twice, he'll open fastly the door to cover us with a gun. Very fast, we shoot in the centre (5) to hit the hand that holds the gun. He'll fall backwards unconscious. After this, we'll examine the room till finding a surfing board, a little of LSD (The Liquid Sky from which Napoleon was talking). We'll cover Ivan until he tells us the drug procedure. Then, Metal

Gear will examine Ivan's body, it will demonstrate that he collaborated in Gibson's murder. We'll leave Ivan, and we'll go to Freddy's mansion with the car.

Once in the entrance, Metal Gear will examine the door so we can enter. Once inside, we'll meet an estranged woman, Lisa. We'll find an urban map of Moscow, and after a while examining and showing items, we'll be able to get in the W.C. of the mansion, where we'll find more LSD. Once this done, we discover the true identity of Lisa: A snatcher. Fastly, we'll finish her shooting her in her head. After analysing the rest of the robot we'll leave the mansion to enter again after having been the lights turned on, which shows that there's still somebody inside.

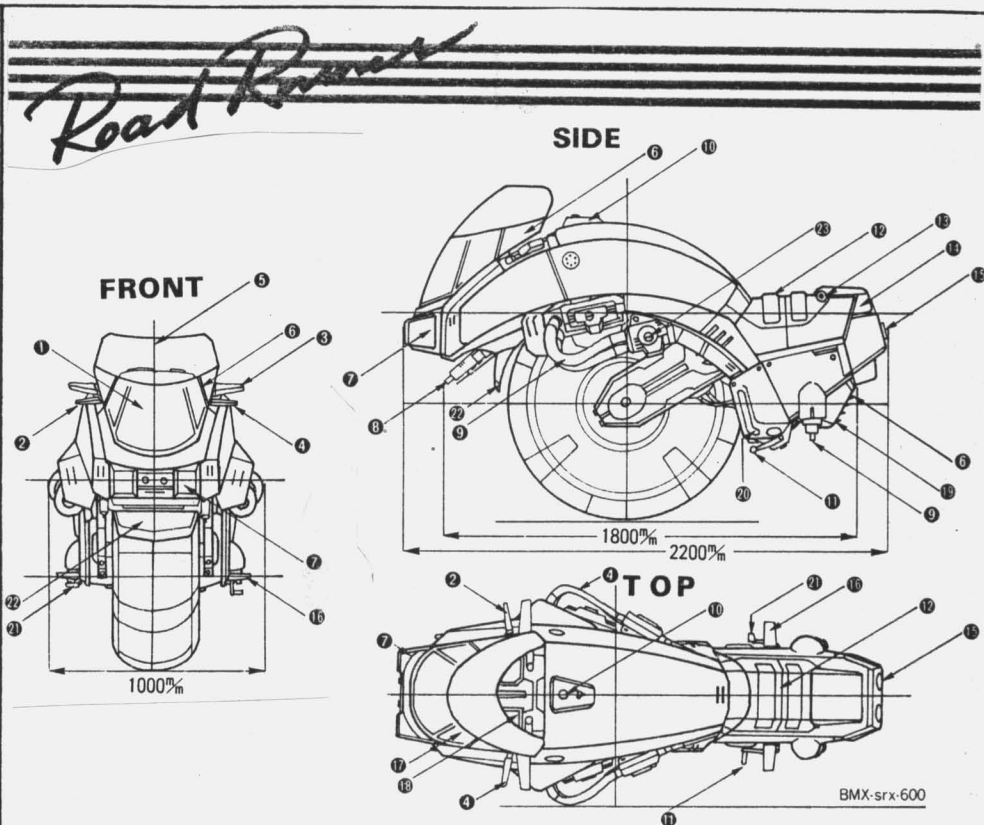
Before going in, Metal Gear will discover the access code of the door. We go in and, after watching the room for a little, we'll go into the W.C., where we find Freddy waiting for us to attack us by surprise. He'll grab us by the neck, so shooting him will be very difficult because the target point will change of position. You have to be careful not to shoot your body, it would be fatal. If we manage to shoot him three times in Freddy's head, we'll see that he's not harmed at all. He'll rise us, and he'll seem to finish us, but suddenly his head will explode and he will release us.





*Random Hajile*

everything is in QUEEN. We'll prepare to go to that hospital, but in the way to hospital, the Tricycle loses control. There'll be some new options and if we try them we'll know that the car has been sabotaged; after some tense moments Random will come to help us



in a very spectacular way.

We'll go into Queen (now Random goes with us), and behind Door number 3, if we examine the candelabrum, we'll find a secret small trapdoor, but we won't go in there yet. We'll go into door number 1. and we'll find a skeleton that is a snatcher. We'll finish it fastly (But we'll be attacked in a second chance, so we'll have to remate it) and after examining the rooms we'll be able to enter the small trapdoor, that leads to an underground with four rooting corpses. Metal Gear will analyse the corpses until finding that they belong to Freddy Nilsen, Lisa Nilsen and Chin Shuho and to... Benson Cunningham!!, so we'll know that the boss is a snatcher. In that moment, we'll be shot and hurt. We'll know that the one that handles everything is Chin Shuo who will kill us, but Random will sacrifice with T.N.T. implemented in his body.

We'll turn the lights on, knowing in that way that we are in the sewers and in a very uncomfortable position. We'll go up and we'll get to Freddy's W.C., going out through the small trapdoor that there was in his bathroom. We'll leave the house and we'll get a cab (our car is destroyed). Once in the cab, we'll discover that the taxi driver is a snatcher too. Once destroyed we'll drive the cab to Junker just to finish up with the last remaining snatcher: Cunningham.

Once in Junker, we'll see that in reception the shield is up. We'll talk to Mika (in a semiconscious state) and she'll tell us that Harry was shot. We'll see the blood-covered body of Harry, and, after talking with him, he'll die.

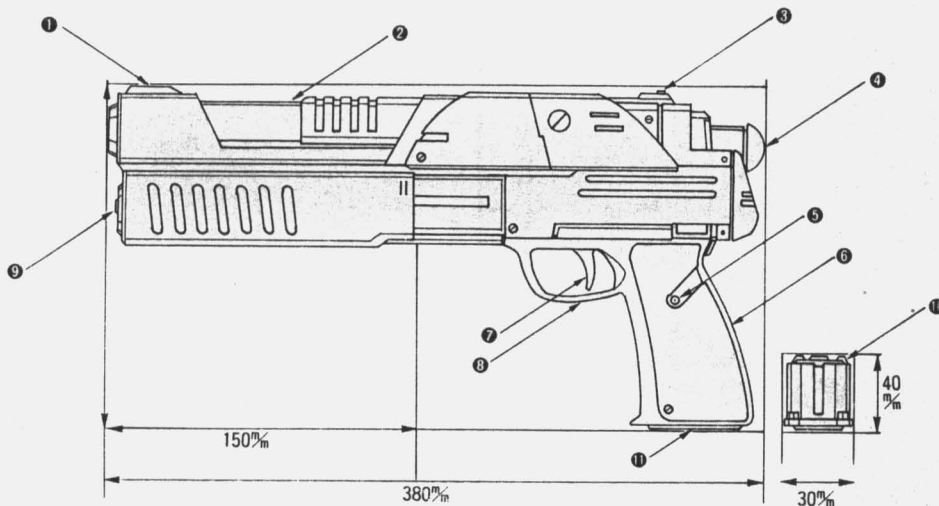
We'll go to the different places of Junker examining as much as possible until Metal Gear locates the boss. In that moment, we'll go to Cunningham's office and we'll find blood drops falling from above, due to he's hanging from the top. We'll shoot him in the head and he'll fall, but he'll hide again.

We'll examine again every room of Junker until our Navigator finds Benson again. We'll go to reception where we'll find Benson using Mika just as a shield. We'll destroy Cunningham having care of not to hurt Mika. Once destroyed he'll say his last words and we'll see the hoped ending.

**NOTES:**

- In the beginning of the game, we won't be able to save. We only will be able to do it when we are given Metal Gear.
- Not in every place will be necessary to chose every option, but, just in case, choose every option till messages are repeated.
- It's not necessary to look for names in the Junker computer, we are only given information that, in case of knowing it

*Blast*



Then, we'll meet our savior: Random Hajile, the "Bounty Hunter". After talking with him for a while, act one will finish.

### ACT 2: CURE

We'll go to the boss room, he'll take off from us some items like the computer printing, the little bottle. J.J.'s photograph, etc. At the end, he'll give back to us the memory chip of Little John, which tell us something about OLEEN Hospital.

We examine every place of Junker showing the hospital photograph and, afterwards, we'll call Jamie who will give us information, and afterwards, we'll call Napoleon too, who will ask us for the same password that in act 1. After entering it, we'll go to Altamila, where after examining the place Napoleon will arrive disguised as Santa Claus.

We'll talk with him until we'll be able to go to OLEEN Hospital with our car. We'll go in and we'll find that is a veterinary hospital, because we see a dog, a penguin and a hen. After inspecting the place for a while we'll leave it. When in the car, Mika will ask us to go immediately to Catherine's home. Once in there, we'll go in (Before going in, Metal Gear has to examine the place.). When going in we'll find fight marks all over the house. We'll look everywhere till getting to the lot, where we'll find Catherine's dog necklace. We'll analyse it and we'll leave it to find the Alice gutted corpse. Lately, we'll go home where we hear a gloomy music (not the one regularly heard, but

another one), we'll know that there's somebody inside. After examining a the place for a while we'll go inside and we'll head the W.C. (You hear water falling). Once inside, we'll find a bra that we'll get. The we'll know that there's somebody in our shower. We'll look inside and we'll find our life's surprise. The one inside the shower is not one but Catherine!, who, surprised wets us with the hose.

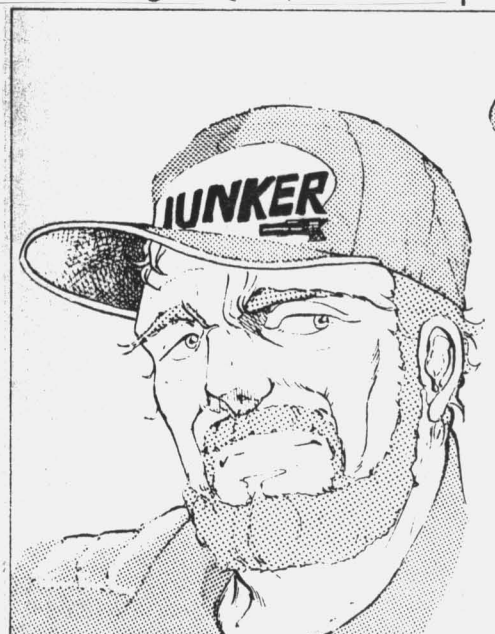
Lately we talk with her and we see that she keeps a list of hospitals. This will be very useful for us, because, we were wrong in the hospital we were going to. We will be asked a keyword, it will be QUEEN (the neons in the entrance looked like OLEEN).

Once this done, Catherine will comment us that she knows a people related with this hospital, called Chin Shuho. We'll go to Queen, where we'll

find three doors, 1,2,3. To go in, first of all we'll have to open them. In the 3 one we'll see the light turned off, so we'll have to turn it on (the one before the last option). We'll lead the light beam with the number keys until we find a book called "Outer Heaven" a Kremlin Photograph and a card with Chinese words.

We'll leave and when in the room that accesses the three doors, if we investigate a little, we'll see that there's a false alarm (you NEED to do this!). We'll call Jamie and we'll show her our new aquirements. She'll ask us to call Napoleon. We'll do this and a werewolf will answer us, who will invite us to go to outer heaven. We'll go right there, and we will be received by that werewolf with whom we'll talk and we'll go inside.

Once inside, we'll know that the werewolf is Napoleon disguised, and if we show him items, we'll be asked a new password, that keyword asks us what does the Chinese card mean. We'll enter the right answer ("BENSON") and we'll go to Junker. Once there, we'll see that neither the boss nor Harry are in there. We'll investigate through the offices and we'll find a card in which is written "Face to Face" in Harry's office



*Harry Benson*



we won't need to find it The only necessary thing is find the portrait but this option won't appear until you have played a lot.

- To go back, you'll press '0' and to go forth '1', but for looking in different places of Junker you'll have to choose '0' and from there you'll be able to go wherever you wanted. To leave Junker and getting into the Tricycle you'll first have to go to reception, and from there, to the car.

- You can not always go to every place you want by car. It only can be done once the necessary actions are done. When everything possible is done in a place we won't be able to return.

- In the first act, Napoleon will ask us a question when calling him through the videophone and to answer it will be necessary to put four or three letters in katakana. We use the four letters combination. When entering any password it's possible we have to put some small letters (that is made by



pressing SHIFT and the key), with a colon or with a little circle.

- When entering a password written in KATAKANA: \* The letters "SHI" and "TSU" look like each other. \* The password OWATTA has a "TSU" in small letters. If you see a dash you'll have to write it too. It can be made in HBF700S by pressing shift and the "" key. But don't write a dash when calling somebody through the videophone.

- To be able to go to "Outer Heaven", you'll have to talk to Napoleon several times and give him money (watch out! money is not shown on screen). If Napoleon doesn't appear in Altamila after waiting for a while, he'll have to

be "videophoned" and we'll to enter the password.

- To have the 'PORTRAIT' option, you'll have to show the J.J. Photo to Izabella Velvet twice, only then will appear new options. We choose all the options and when going to the computer the 'PORTRAIT' option will appear.

- In the beginning of ACT 2, you have to talk to Harry to get the memory chip of Little John.

- When at OLEEN HOSPITAL (The one of the animals) and have used up every option, you'll have to press SHIFT to leave it.

- If Catherine is not in the shower, we'll have to chat and examine all over Junker and the most of all, in Altamila (Keep cool, it's impossible to Napoleon to appear).

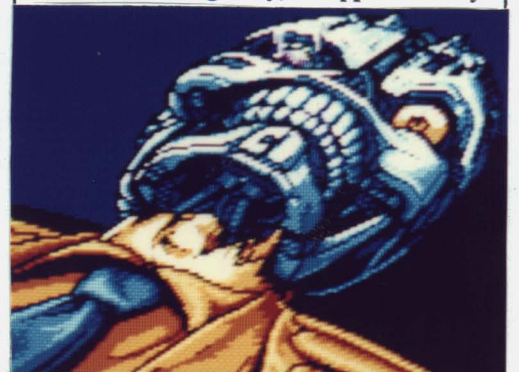
That Ransom Hajile is the bounty hunter from who the boss and Gibson were talking. As you'll know he's the blond from the S.D. Snatcher, but he's not in the archives of Junker, so he can't be found in the computer.

In Catherine's house we can die from a shoot, the question is who has been...

Harry meet Napoleon to us thanks to the bottle carrying his name, but he doesn't give us none of the two keywords we are asked. Investigating in the computer, there'll appear two names in red. Contacting with a Japanese teacher we find that the first one meant "A new govern born, the 100 days one", and, (chronologically) is approximately



*Jan Jack Gibson*







what truly happened. In the other we searched in history books were we found its linking to Waterloo battle, if it isn't its true meaning.

- Just as a curious data the password 'OWATTA' is taken from the sentence 'Kakumei wa owatta', that means 'The revolution is over'.

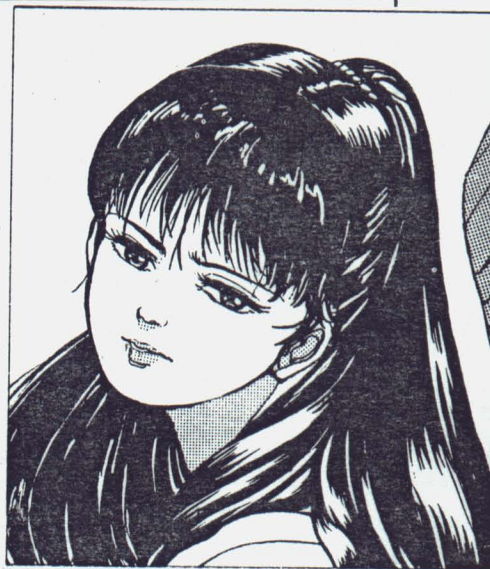
#### FINAL HELPS

- Videophone Numbers:  
39-3444: JAMIE  
39-5644: NAPOLEON  
69-1107: JOY DIVISION  
39-1009: JAMIE (ACT 2)
- Gibson's computer password:  
IE (HOME in kanji). Obtained just pressing the HOME key!
- Portrait:  
HEAD: 1  
EYES: 3  
NOSE: 1  
HAIR: 3  
MOUTH: 1

#### CAST

- Gilian Seed. Age: 31 (Runner)
- Harry Benson. Age: 55 (Junker Mechanic)
- Benson Cunningham. Age 46 (The Boss of Junker)
- Mika Slayton. Age 23 (Junker Secretary)
- Catherine Gibson. Age: 14 (Runner's daughter, holograms model)

- Little John. (J.J. Gibson's navigator)
- Metal Gear. (Gilian Seed's navigator)
- Napoleon. (Biography.)
- Jan Jack Gibson. Age: 55 (Runner)
- Izabel Velvet. Outer Heaven dancer.
- Iván Rodriguez. Runners' assassin.
- Freddy Nilsen. Runner's assassin.
- Snatcher. - Lisa Nilsen. Snatcher.
- Chin Shuho. Snatcher.
- Randam Hajile. Bounty Hunter.



*Kathalino  
Gibson*

#### CONCLUSION

For me, this is the best AVG ever made and it's the best Konami game too!. With the game development it's not easy saying if we are playing or if we are watching a film (concretely in the corpses chamber scene).

Many thanx to Martos, for importing this game; to Ramon Casillas, that, without his Japanese Course it would have been completely impossible to manage to finish it and to Jordi Navales who lent us his Turbo-R!.

**GAME FINISHED : Teo López**  
**WROTE : Teo & Frans López**  
**TRANSLATED:**  
**Jorge Pascual Llopis**  
**David Rodriguez Alemany**  
**PHOTOS : José Manuel López**



# SD FKD-FAN



JOSÉ MIGUEL COLLELL



MARC SALVADOR



PABLO MARTÍN



DAVID BAENA



JOSÉ MANUEL LÓPEZ



MARC VALLRIBERA



CARLOS REDONNET



JAUME MARTÍ

MEMBERS

# MSX *in Spain*

*Not alive but never death...*

## Back to the beginning ...

The beginning of the end was in 1991, when **MSX Club**, the only official MSX magazine in Spain stopped publishing without warning previously. Their last issue was the 80th, but during the last two years the magazine lost a lot of quality and everybody thought that the end was approaching. However, it wasn't the end of the MSX in Spain but the user's didn't surrender: at the same time when in Europe where growing a lot of MSX groups, here the user's started to organize as well. In this way it was born the first magazines in our country: **Nihongo, Draken, Nexus and BCN, Super MSX, FKD, Hnostar, MSX-Journal, Pyramid ...**

For instance, **Nexus** was a wonderful project: *Angel Cortés* and *Angel Culla* tried to join the MSX users in a great unique group and make a global publication with the collaboration of all MSX users in Spain. But finally the



Angel Cortés dream never succeeded.

The magazine **Intruder** was the result of his project but he and few people made all the work. After all, **Intruder** was the best magazine during 2 years. **Intruder** was the most complete magazine, with a lot of information, interesting articles and, specially a great section of modem communication: **Nexus Net**. At the same time, *Angel* and more other people made **BCN**, a disk magazine with graphics, music and programs. At the end of 1993 *Angel Cortés* was obligated to finish in publishing **BCN** and **Intruder** due to his work. But **NEXUS** didn't die !!! Now it's the unique and the best BBS exclusively dedicated to MSX in Spain and *Angel Cortés* is the *Sysop*!

But since 89/90 they were borning the first magazines published by some clubs that wanted to offer something more complete than **MSX Club**, that in those times was a shit. Step by step, powerfully these fanzines assumed the

responsibility of maintaining alive the system.

**INTRUDER**  
**INTRUDER**

**NEXUS**

SPAIN **Nº 8 WAVE**  
**MARZO - 1992**

**MSX 2+** **HR MIDI**

**CLUB MSX**  
**HNOSTAR**

ENCUENTRO  
DE USUARIOS  
EN BARCELONA

Software View  
The Tower of Gazzel (Esp)  
G. Collection Woody Pecc

# NIHONGO

日本語

NUMERO: A  
15 ENERO 1992

BURAI  
RUNE MASTER 3  
PSYCHO WORLD



For example, the magazine **HNOSTAR** was born in Santiago de Compostela in 1989. Its parents are *Tarela brothers*: *Alvaro, Jesús and Angel*. It is the most complete magazine in Spain. Until now they have published 30 issues and recently they have celebrated their 5th birthday. **HNOSTAR** club deals Sunrise stuffs and it's the only magazine that arrives all over Spain.

After the closing of **MSX Club**, *Ramón Casillas* (from Barcelona) published **Nihongo** with the intention of continuing the section "**Coleccionable del Japón**" (MSX Club's section where *Ramón*, with *Martos's* help, commented the latest Japanese games). He made the most popular magazine in Spain dedicated, exclusively, to comment the newest Japanese software. **Nihongo** gave to the user articles and maps to finish the big Japanese games, which were just beginning to arrive more frequently thanks to groups that were importing Japanese software. That was the big **BOOM** of MSX users after the end of MSX club. **Nihongo** was only published during half a year (was mensual). The last issue was the 7th.

Despite receiving a lot of collaboration, *Casillas* gave up the magazine because he said that he was wasting money and he hadn't got enough time.

But after the closing of **Nihongo**, a new generation of magazines appeared: **FKD** (Barcelona), **Draken** (Barcelona too), **MSX-Journal** (Girona), **Club MESXES** (Palma de Mallorca), **Pyramid** (Tarragona) ...



Thanks to the polemical **LASP** a lot of Spanish users could enjoy Turbo-R (ST & GT). **LASP** was a little dealer from Zaragoza who imported Neo-Geo consoles and Turbo-R. *Luis Sanz* was the **LASP's** manager and he was unpopular by a lot of people who believed that he was selling his products with abusive prices.

About 1992, *Rafael Gutiérrez* organised **Meridian**, an alternative importation group from Madrid. **Meridian** had an extensive catalogue with the most updated Japanese programs. But the users hadn't responded and *Rafael* lost a lot of money.

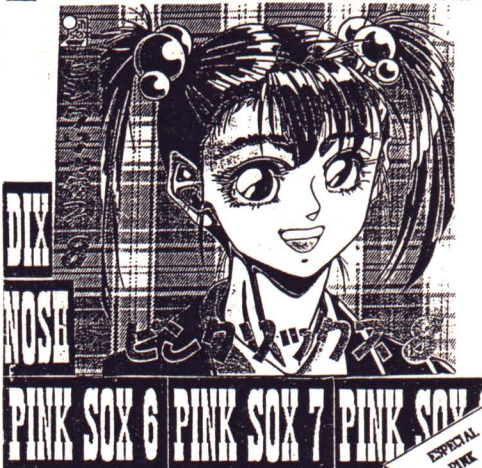
From now on you will find the way that every MSX groups have followed:

- **DRAKEN**: **Draken** club was form by *Javi Lavandeira* and *Carlos Garcia*. They published 6 issues of **Draken Club Magazine**, the best Spain disk

## MSX-JOURNAL

UTILIZACION USUARIOS ORDENADORES PERSONALES MSX2, MSX2+, TURBO R

NUM 3



200 ctas



## SD MESXES

Número 2 - Enero 1995 - 250 pts.



BLADE LORDS S.P.D. #13 3D DEMO  
BARCELONA '94 ZANDVOORT '94  
y mucho más...

magazine that I never seen. Recently *Javi Lavandeira* made a **Arkanoid** game called **Matrix**. In desember 94 *Carlos* and *Javi* made a **Moonblaster** musics disk with great musixx: **MB Mania #1**.

- **MSX-JOURNAL**: at the beginning it was form by *Elvis Gallegos* and *Eduard Caula*, but now it only rests *Elvis*. **MSX-Journal** looked like **Nihongo** (as **FKD-FAN**, that wants to be a continuation of **Nihongo**). *Elvis* & *Eduard* published 6 issues. Now, *Elvis* is developing some projects as **Video Animator**, a videoanimation's program for Sony HB-V1.

- **Club MESXES / SD MESXES**: Now the club members are *Ramón Serna*, *Néstor Soriano*, *Juan Salvador Sánchez* and *Marcos Rosales*. First of all, that guys made 3 issues of **Club MESXES**, a failed attempt of magazine. But

recently, (August 94) they have started again with the publication of **SD MESXES**, a great little magazine with the most updated information. Among their productions there are **3D-Demo** (with the Magic Eye pictures) and **Mestre Fighter d'Oli Clar Games** (an unfinished fighting game).

- **PYRAMID** : that group from Tarragona published 3 issues of **Pyramid Magazine**, a good disk magazine. They have made a SC12 digit **Cindy Crawford demo** as well. The people that formed that group were *Oscar Salgado, Jesús Gutierrez, Eduard Fernández* and *Xavi Sorinas* (alias **IVAX**).

- **LEHENACK** : this group comes from Barakaldo (Basque country) and they publish a paper magazine with articles of several Japanese games). Until now they have published 3 issues and a pair of extra disks.

- **FKD-FAN** : (hey!, we are these !!). *Frank Morales* created the magazine with the idea of giving continuity to *Ramon Casilla's* magazine, *Nihongo*, but in a new dimension : not only did we want to coment Japanese software,

# FKD-FAN

# Nihongo Quin Quason

Nº 9 SEPTIEMBRE 1994  
2º ANIVERSARIO DE FKD-FAN



but we wanted to give information about the borning European software as well. Since february the 93 *José Manuel López* became the new director of FKD, because *Frank* had to incorporate at the military service. Until now we have published 9 issues (with this special issue, 10) and little by little we are trying to offer updated information, the



best keys to finish the great MSX games and every time with more quality.

I hope this article have given you, in outline, a vision of the MSX users history in Spain. Our best wishes from FKD team for you !!!

**ORIGINAL** by *Jaume Martí Gómez*  
**TRANSLATED** by *David Rodríguez*  
**PHOTOS & SCAN** :  
*José Miguel Collell*  
*Marc Vallribera*  
*Jaume Martí*



# FKD-FAN

# Nihongo Quin Quason  
Nº 7 FEBRERO 1994



# MSX Musix CD's

In this article we'll comment, just as curiosity, and in the most complete way as possible, almost all the CD's based in MSX games that can be found in Spain and we actually have.

## FALCOM

Let's start commenting the majority known Falcom CO. LTD. from which we have almost all the CD's collection from the YS saga.

- **Ys-I:** This CD has 40 original BGM's from the game, that we'll divide in two groups: The first 34 ones are MSX original. What do I want to say with that? It's very simple, they are played in PSG, just the same that in our YS. And the other 6 ones? They are in Super Arranged Version, arranged with synthesiser or orchestra, just like a plain song (but they are not plain, they are terrific!). To the lovers of hard things, they are gonna love them, they are absolutely incredible.

- **Ys-II:** Just like the former CD, this has many songs too; a total of 55 tracks (some of them are no songs). This time divided in three groups: The first one takes from song 1 to 25



are PSG songs, not from the MSX game but from the PC9801 game (in this case, it's the same, PSG is PSG whatever it's said). The second part is made from songs in Arranged version, they're the ones from 26 to 30, yes, only 4, but I'll dare say that they're the best from all the collection. And the last group are sound effects from the game (31-55).

- **Symphony Ys:** If you want to have all the orchestra at home, this is your CD. It contains 6 mini recopilations from the best music themes of this saga in classic music version. If you are fan of classic music, you'll find

this CD blockbusting.

- **Wanderers from Ys (Music from Ys III):** This CD contains 29 songs, all of them in PSG. It contains almost all the original songs from this wonderful game, when you hear it, you'll remember for sure those marvellous moments...

- **Ys III Super Arrange Version.:** With no doubt one of the best CD from the saga. Here, we'll found 11 songs, arranged with all the themes from the game (known by everybody). Here, we'll found a variety of musical styles, among these ones, we'll say that half of the CD is composed of fairly heavy songs: specially recommended for collectors of this kind of music. Listening to believing, the delicatessen for all the freaks of Ys-III.

- **The Vocal From Ys (Lilia):** This single CD was an special edition dedicated to the character of Lilia (from Ys II), who seemed to have many fans in Japan due to her great beauty. It consists on 3 songs, two of them are performed by Lilia, one of them has been sung in Japanese and the other in English.





- **Plus Mix Version:** It contains a music selection from the well known games of this company: Ys, Ys II, Sorcerian and Star Rader (this game is an arcade, according to the pictures from the CD, from which we don't know anything more). This CD is another curiosity more...

- **Surround Theatre (Sorcerian):** This CD is actually the rarest thing ever seen (until now). It consists of a Theatre Play in which the history of this game is interpreted. If you know Japanese you'll have rid of everything, but if you don't... Look for somebody to have the patience to translate it for you... (If he can!!); if not, sorry, but you are the same as us...!

- **Ys I & Ys II perfect collection:** They are two CD's but we don't have the original ones. It's the best from the best of these two games, because they are both arranged versions. For the lovers of hard experiences, these are THE CD's!. We'll give them the max mark. Absolutely Recommendable.

- **Ys. Dramatic Concert:** This other CD from the saga is not concretely linked with the MSX game, but it's linked to the Japanese anime series (cartoons). It consists on 17 songs. But despite it's linking to the anime series, you are going to recognise some of the musics immediately, because this serie proceeds directly from our most affectionate game. As it's name indicates, we'll find a large

selection of orchestral musics, despite the last ones are specially recommendable for the lovers of hard rock.

- **Provincialism Ys:** We'll say that this one is another from the best of this saga. In this one we'll find a very special compilation, despite there are only 6 songs. As you can imagine, it's very special because it leaves the normal style. To begin, we won't find original PSG versions, these six songs are a remix of House Disc Version, in which the best themes from the YS saga are played. Really recommendable for the lovers of House, or for the ones that simply like a different style of music.

- **Ys IV (The dawn of Ys) :** In spite of this game has never actually been

programmed for MSX, it needs to be commented to finish the collection of this fantastic saga. It consists of 11 songs from the FM-Music of the Japanese PC. With no doubt they're still in the same musical trajectory.

- **Dragon Slayer. The legend of heroes (Perfect Collection):** It is a double CD, presented in a deluxe shell. One contains the game BGM, and the other has the same BGM but in arranged versions!!. The arranged ones are terrifying, it contains with no doubt the best musics from this game and they are very well "re-touched".

- **Dragon Slayer. The legend of heroes (New version):** This new musical version contains all the best arranged musics. This CD has been given a completely different outlining, and it's the hardest!. It's another version to realise!!.

### KONAMI

Another well known company it's the mistycal and known KONAMI.

- **Konami All Stars:** It consists in a triple CD presented in a deluxe shell.

The first one contains a live concert of the best musical themes from the games of Konami. A total of 12 wonderful songs. The second one has an amount of 6 songs, all of them in





Finally we'll comment a selection of CD's from various companies.

T&E SOFT

- **Rune Worth:** This CD contains a total of 35 songs, all of them in FM. A complete collection of all the musics from this enigmatic game.

COMPILE

- **Disk Station. "Best of 3 years":** This CD which is included in Disk Station 32, has 16 songs. A wonderful compilation of all the best musics from Compile in a very speedful tone. We consider it essential too.

GLODIA

- **Emerald Dragon. Music Vol. 1.:** Another great recopilation with 28 arranged songs from the MSX game. Fairly well realised.

BOTHEC

- **Ranma 1/2:** A little recopilation in charge of Pony-Canyon, which contains the musics from the Anime series placed in the MSX-Turbo-R game. A very singular CD.

That's all, folks. We hope you enjoyed this little review of CD's. This summary is fruit of our toil in order to collect CD's for our lovely MSX.

**WROTE :** José Manuel López  
**TRANSLATED:**  
**Jorge Pascual Llopis**  
**PHOTOS:** José Manuel López  
**ARRANGED** by FKD-Magicians

arranged versions. This songs are the best BGM from the best games in MSX and consoles... The third CD consists of 17 mini mixes which contain all the musics from all coin-op games from 1986 to 1987. An unsurpassable collection from the Konami trajectory.

- **Space Manbow:** Another wonderful game with insuperable musics. This CD contains sixteen SCC songs from all the BGM's of the game.

- **Metal Gear 2. SOLID SNAKE:** This CD, just as the former, has 37 SCC songs. Here we can found all the BGM's from the game. Good packing in the CD, just as the other ones, and as a curiosity, it contains a beautiful sticker from the game.

- **Saramandra Again:** It has 31 songs from Salamander. The first 13 songs are taken from the two coin-op games, the next 14 are from the MSX game, and the last 4 ones are arranged. A perfect collection from all the musics of this game.

- **The Cyber Punk Adventure SNATCHER. Zoom Tracks:** A recopilation of the best BGM's of this game, perfectly arranged. This tracks makes this CD one of the best of Konami. It contains 11 musics, and is one of the most recommendable from all the ones which are exposed here.

Now is the turn of one of the last companies which in the later times, has won a place not only in graphics but also on its great music quality: MICROCABIN.

- **Microcabin Sound Collection:** (Xak II, Rising of the Red Moon & Fray) A wonderful CD with a total of 51 FM songs from this two games that have left a great mark on the MSX. It has 45 songs from the XAK game and 6 from FRAY. With no doubt, a good recopilation.

- **Illusion City:** The best game produced for Turbo-R couldn't stay out of CD. With 33 songs, 17 of the ones are played in FM and 16 of them in MIDI (CM32L / CM64), lovers of this game will have all it's soundtrack compiled in here. We think the original MIDI songs overcome this ones, but never mind!





# TIPS

## ILLUSION CITY

As you know, every MicroCabin game has a secret programmer menu. Illusion city couldn't stay without it's menu. Here it is:

At any time press and hold the SHIFT key and press this keys in this order:

UP, UP, DOWN, DOWN, RIGHT, LEFT, RIGHT, LEFT and then SPACE. It doesn't works at the first time, you have to try a lot. If anything moves on the screen, you'll have to repeat the combination. This are the options listed in the menu:

- Modify main character's level.
- Increase money.
- Change the map inside the current disk.
- Sound test.
- Change game disk.
- Save game at any time, without need of terminals.
- Restore live and magic.
- Without use.
- Avoid fights.
- Invulnerability.

*Martos*

## WHIPPLE

Here are some tips for this nice game:

- There is no need to have three blocks beside, you only have to put three blocks on the same row.
- If you have a Turbo-R, load the game with R800, the game will increase in speed and addiction. The musics will sound as well.

*Jaume Martí.*

## CHUKA TAISEN

During the game, press ESC to pause it. Then press SHIFT+F2 (F7). Nothing will happens, apparently, but now we are in a secret programmer mode. Now this keys have special functions:

A: Our weapon will be increased one unit.

B: We can select our secondary weapon.

C: Invulnerability.

D: Disable invulnerability.

F: One more live.

M: Start the stage again.

BS: Start the next stage.

RETURN: Disable pause and continue the game.

*Jaume Martí.*

## PINK SOX

If you want to "de-censure" every PINK SOX censure, press all the keyboard, specially the left part.

*Jordi Navales*

## XAK The Tower Of Cabin

Pressing the SELECT key, the texts into the intro sequence will go faster. The same goes to the Cabin Times.

*Teo López*

## PEACH UP'S Summary #2 Disk a (Mirror Maze)

The head-key for the last enemy is:

Red hair, right side.

Red hair, right side.

Red hair, right side.

Blue hair, looking forward. (Not to you).

*Teo López*

## PEACH UP'S Summary #2 Disk C (Card Game)

With the third option you can enter this codes. They are in Romanji:

1.- O-KO-NO-MI-YA-KI

2.- O-KA-SHI-RA-TSU-KI

3.- KI-NA-KO-MO-CHI

4.- NI-KU-MA-N

*Teo López*

## PEACH UP'S Summary #1 Disk A (Girls Saver)

Now 4 passwords for the girls of Girls Saver.



- 2nd girl Up, down, left.
- 3rd girl Up, space, down, space.
- 4th girl Down, left, right, right.
- 5th girl Enter, space, enter, space

*Teo López*

### RANMA ½

If you put on the computer with the final demo disk in the drive, there will appear a BGM menu with all FM musics of the game.

If you use ARMI.COM (it is in almost all MicroCabin games), you will find some .RCP files in the final demo disk. They are the original FM musics passed to MIDI.

*José Manuel López*

### THE TOWER OF CABIN

Insert disk number 3 and wait until the screen is blank and the disk halt. Then press P key and you will access into a sub-game called "GO, GO, PIXIE.", an arcade game very similar as Fray. Now the main character is Pixie and he must fight with her eternal opponent, Fray. The game has a menu (like in Fray) to choose weapons, magic,... The final enemy will be a big Fray, as big as the screen!

*Jaume Martí.*

### SILVIANA

Using a disk editor (MST's Disk View fits OK!), enter this information in SAVEDATA.DAT file or directly into sector number 834. You can backup the original file renaming it to SAVEDATA.BAK, for example.



	<u>Hex position</u>	<u>Write</u>
GOLD	00D,00E	FF FF
LIFE	009	FF
POWER	00C	FF
SHIELD	00D	FF
BREAD	011	FF
BOTTLE	012	FF
EYE	013	FF
KEYS	00F	FF

*Jaume Martí.*

### SANATORIUM OF ROMANCE 2:

Just when the GREEN screen appears, hold the S key. Doing it you will enter the Music Mode where you can found all the songs and sound effects of the game.

*Jordi Navales*

### SUPER RUNNER

If you enter the password that the game brings you at the last stage

(20), you won't see the final demo. You will then enter a new stage, stage 0, that is the most difficult of the game. If you finish it, you are not human!

*Martos*

### SORCERIAN

When you were in the city, hold the S key. Now you have suppressed the wait state. The options text will appear immediately, not with scroll. In the game, the speed will be increased. This produces an unequal scroll speed, but it doesn't matter because you increase the speed.

*Martos*

### PEACH UP'S #7 (3 DON)

Here are the passwords to see the 5 girls of the game.

- 1: POKET.
- 2: EXCITE.
- 3: APPLE.
- 4: CHICAGO.
- 5: HOT CAKE.

*David Baena*

I hope you enjoyed this section coordinated by Jaume Martí & Marc Vallribera.

### WROTE by

**Jaume Martí Gómez**

TRANSLATED by

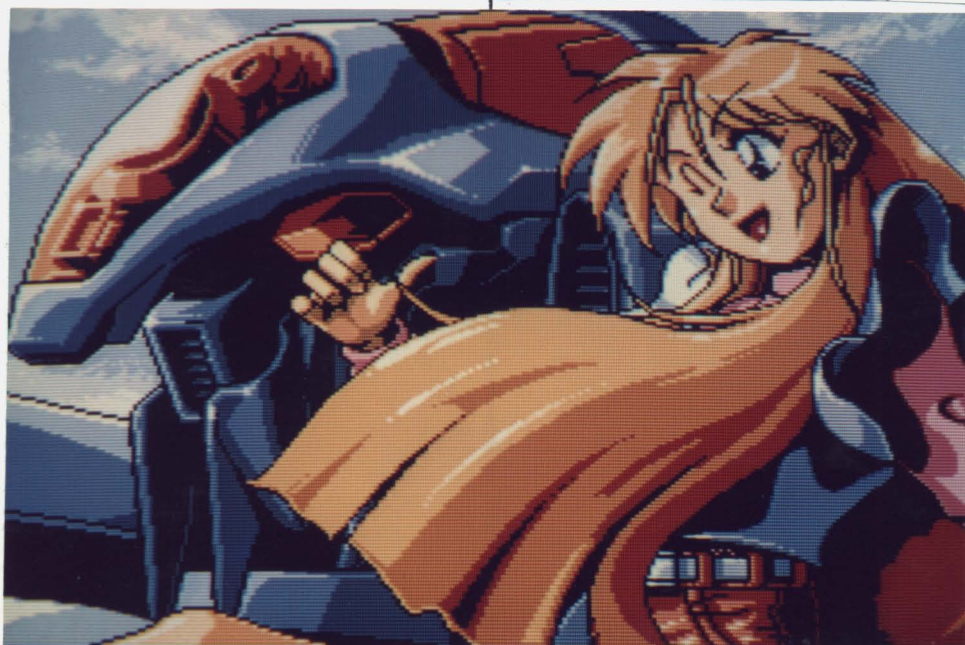
**Marc Vallribera Ros**

PHOTOS by

**Jaume Martí Gómez**

Special Thanks to :

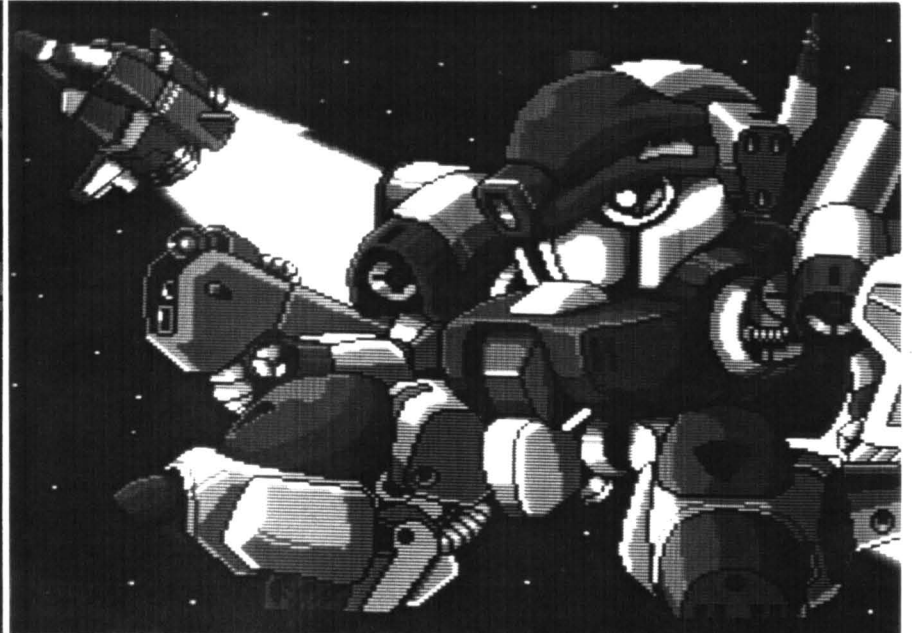
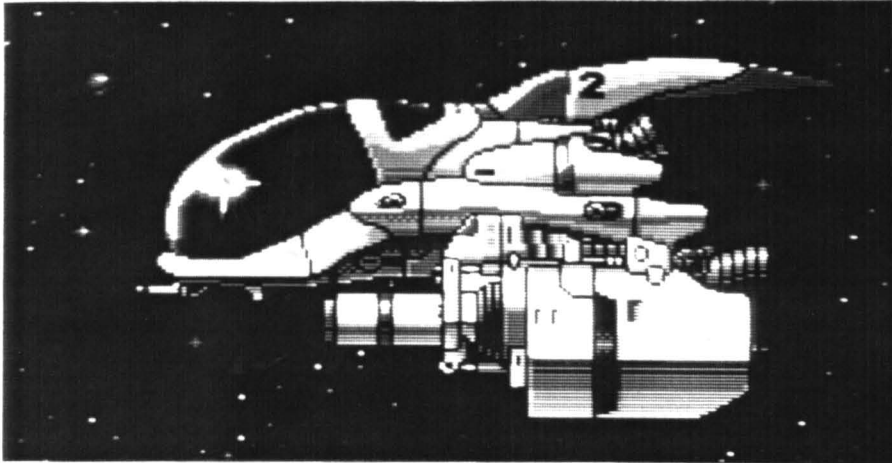
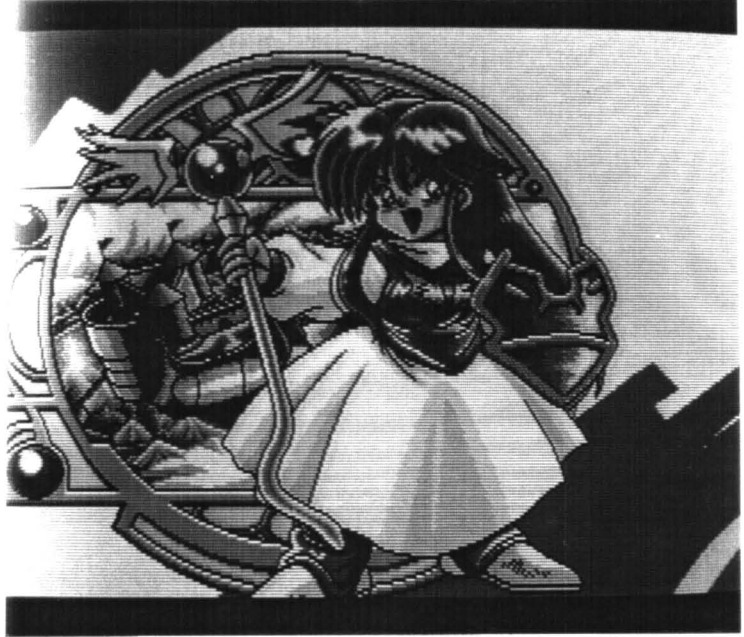
David Baena, Fco. Jesús Martos, Teo López, Jordi Navales.



# MICROCABIN

## ART GALLERY

by  
J.M.G



# Dragon Slayer<sup>®</sup>

## The Legend Of Heroes



ゲイル

リュナン

ソニア

セリオス

ディーナ

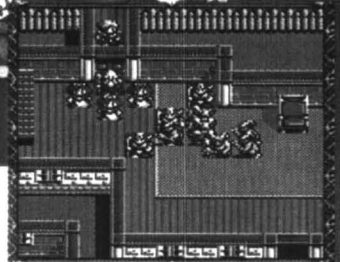
ロー

### ドラゴンスレイヤー英雄伝説

MSX2 MSX2+ 版

VRAM128K

■RAM64K・VRAM128K以上 ■FM音源対応  
 ■FM PAC対応 ■ジョイスティック対応  
 ■MSX2 2+ ■3.5 - 2DD 5枚組  
 ■定価 ¥8,700(税別)

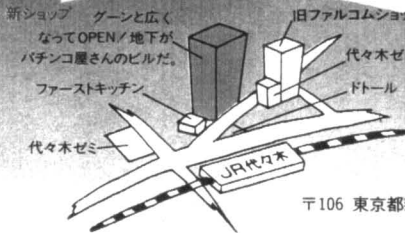


- MSX2ならではの美しいグラフィック。●移動のスピードも3段階で調節できます。
- FM PACを使えばFM音源によるBGMでプレイでき、またSRAMにセーブできますので、ディスクの入れ換えが少なくなります。
- セーブしたユーザーディスクを新しいディスクにコピーできます。 ●☒は、アスキーの商標です。

好評発売中

Falcom  
 キャラクター  
 ショップ  
 OPEN!

キャラクターグッズはもちろん、CD・書籍・コミックまでなんでも揃う、ファルコム・ショップ。  
 誰よりも早く、新製品を手に入れよう。



ファルコム・ショップ代々木

〒106 東京都新宿区代々木1-37-2 ショーエイビル2F

Falcom<sup>®</sup>  
 NIHON FALCOM INCORPORATION  
 〒190 東京都立川市城崎町2-1-4 西0425-27-6501