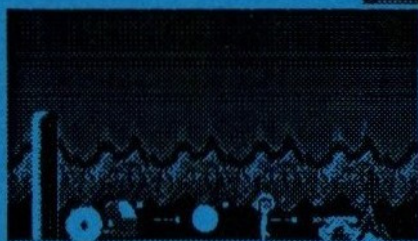




ENERGY: **PROSPERITY** ENERGY REFILLS: 00  
SYSTEM: MSX 2+ 254 BY D. GILTSEN  
PRODUCED BY M.C. FLIS Gouda



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# CYTRON

MSX CLUB GOUDA 1994  
MSX2 - MSX2+ - TURBO-R

**CYTRON**  
**English manual**

Translation by *Gert de Boom*

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# PREFACE

First of all I want to thank you for buying this game. Buying this game you will encourage me and others in Holland to continue writing software for the MSX system.

Unfortunately in Holland almost every game is copied. So there was a need for some security. I have chosen to include a table with codes. The program asks for this code at the start of each game. These codes are not the same as in Black Cyclon. I rather had not be forced to do this, but the software pirates leave me no other option.

I have had lots of fun making the game, creating the drawings, the overall ideas, composing the music and the real programming work. I hope you will enjoy playing the game as much as I did making it !

I want to thank Laura, Lazlo, Joost and Cas for their tips, advise and patience.

**Noud GILBSEN**

programmer

## CYTRON, THE STORY...

It was late in the afternoon and Kohn Dirfield was sitting in his clis on the veranda of the very artistic sphere-shaped house. The two suns of the planet Dratex both are going down very soon. An embie (metal-like bird) is flying high in the air. Then... the phone is ringing. Kohn, who was almost asleep, jumps frightened out of his clis and walks to the communication screen. He pushes a few buttons and looks right in the eyes of someone in army uniform.

A few minutes later Kohn runs to his aircycle. He installs his but on the drivers seat and disappears in the air only a few seconds later.

Kohn Dirfield is one of the greatest test and fighterpilots of the Intergalactic Space Police. This police squad mostly is called the I.R.P. For a few years now Kohn has been working on the CYTRON project. The CYTRON is sphere-shaped space vehicle with double propulsion. It has a very strong short distance laser and a protection shield. This protection shield is fed by 25 energypods. These energypods must be refilled sometimes with energy refill tanks.

The CYTRON is meant to become the standard transportation vehicle of all IRP men. Just tested in test situations and high qualified labs it is time now for the CYTRON to prove itself in the real world.

You can imagine what Kohns orders are. It is his task to solve 5 real world problems with the CYTRON vehicle. These problems are located on the planet RITAX-362, an almost completely robotised planet. Many threads makes this a very risky task. I wish him all the luck, he shall need it !

Slowly the purple dome is closing. Kohn pushes a few buttons on the control panel and steers the CYTRON out of the cargo-hold of the carrier. He is now on the planet RITAX-362. Through his frontwindow he sees the carrier closing the cargo-hold. With a speed you would not expect from such a big spaceship it leaves the atmosphere of RITAX-362. Kohn is on his own now.

Kohn walks through the CYTRON. He is grumbling about the little space in the CYTRON. When he is near the computer he spits in the DNA-recognizing bucket. The screen immediately displays the information about the 5 testcases.

## CASE 1

It was 3 months ago. On the planet Ayion three very modern computers and an important army vehicle were stolen. The computers have many important and very high classified information on their active flashmemory discs and have to be destroyed. The army vehicle is of the type DAS-NX-02. It is about four times the size of the CYTRON. It has short distance plasma-laser and a stasisfield (a kind of protection shield). The CYTRON will explode almost directly if it enters the stasisfield of the DAS-NX-02. Theoretically it is possible for the CYTRON to destroy the DAS-NX-02, but only when you do have lots of energy refills in stock.

The day before yesterday three IRP men were shot at a routine-control in a shed. After some investigation it shows that the fatal shots were fired with a plasma laser. Plasma lasers are very rare these days and therefore it is very likely these shots were fired with the DAS-NX-02. Further investigation with a device called the Vortex (this device is developed to measure computeractivity, with some extra logic it is possible to make a sort of fingerprint of every computer) showed that all three stolen computers are in this building.

## CASE 2

For years without a pause the IRP was following a group of spacepirates which were suspected of slave-trade. These pirates were busted and convicted just recently. One of the suspects confessed they were trading some ECCOS. These ECCOS were captured in a forest on the planet RITAX-362. A total of 7 of them are hidden in the forest in cages, ready to be transported to the homeplanet of the spacepirates.

The ECCOS are a native race on RITAX-362. They live high up into the air and move in a peculiar way. They are colored yellow-orange and can not be killed by lasers. Earlier contacts with ECCOS learned they are a very social race and their advice should not be taken too light.

The suspect was not able to give information about the places in the forest where the cages are. The cages have electronic locks with an unknown code.

Release the ECCOS after finding them.

## CASE 3

This is a very important and equal difficult mission. A very well organized gang has made an army of fully automatic fighting robots. According to our undercover officer this organisation will try to invade a borderplanet within a couple of months.

The army is led by 10 so-called configuration robots. These robots look like a ball on high legs. If you manage to eliminate them, the whole army will become aimless. This will prevent the invasion.

The army mainly consists of big tanks, armed with automatic rockets, and piranha-like vehicles.

## CASE 4

For two days now people living in the neighbourhood of a warehouse for electrical components have gone slightly mad because of very loud house music. Where the noise comes from or who is responsible is not clear, but the music has to be turned off. It will be your task.

This sounds very easy. Do not be mistaken: the warehouse is guarded by Wiresufferers and they can be very nasty. The CYTRON is not isolated enough to keep the music out, so maybe you get crazy too.

Information about the Wiresufferers is not available. The only thing we know at this time is that they are addicted to video-drugs.

## CASE 5

For years now the monks of the Solar Federation on RITAX-362 and the agents of the IRP have been living in disagreement. At first this disagreement was expressed by heavy disputes. Until yesterday. Yesterday they kidnapped CYTRONELLA, the daughter of the CYTRON designer.

Free her as soon as possible. Alive ! The monks have threatened to kill CYTRONELLA within two days if the IRP does not give in to their demands.

## STARTING THE GAME

Cytron is on a single sided floppy. The game is writing some data on the floppy, so this floppy should not be write protected. Put the floppy in drive A and turn on your computer. The game will start automatically.

The intro can be stopped by pressing the spacebar. After you have seen or interrupted the intro, the security-question is asked. You are requested to enter the access code. These codes are to be found on the hard-plastic card supplied with the game.

Example:

The screen displays:

"PLEASE ENTER ACCES CODE"

"CASE 01"

"TABLE 05"

"CODE 13"

Now take the blue card with codes and look for the desired code. You will find "YUW". Type this code.

The program computes a checksum on this code and if it is correct the next part will be loaded. If not, you are asked to enter another code.

Note: **DO NOT LOSE THE BLUE CARD !!**

After the code is entered correctly a menu will show up asking if you want to continue from a previous situation or want to start a new game. If you have made your choice you will have to choose the CASE you want to solve this time.

After you have succesfully completed a CASE the new situation will be written to floppy. This will prevent you from playing the same CASE over and over.

## PLAYING THE GAME

The game is to be played with the cursorkeys or a joystick in port 1 or 2.

Steering the CYTRON is very simple. Only CASE 4 might give a little problem. In this CASE it is possible to jump between levels by pressing the down-key, or pulling the joystick towards you. This is only possible at positions near a pile with an arrow in the direction you can jump.



The game has a PAUSE option under F1. To continue press the spacebar once.

In some CASES destroying enemies gives energy-refills. These refills are used automatically. The number of refills is displayed on the statusbar, just like the full and empty energypods. Full pods are colored orange-yellow , while empty pods are deep-purple.

When texts are displayed the game switches to PAUSE mode. To continue press the spacebar.

## DISKERRORS

The floppy is meant to be in the drive during the game because data is to be read and written to and from the floppy. When a diskerror occurs the game PAUSES. After hitting the spacebar the read or write action will be executed again.







ACCES CODES CASE 1

CODE	NR	001	002	003	004	005	006	007	008	009	010	011	012	013	014	015	016
TABEL	01	MOG	LYF	KYE	JED	IEC	HAB	GAA	FMP	EMO	DIN	CIM	BUL	AUK	BQJ	OQI	NOX
TABEL	02	KYD	JOC	IYB	HGA	GAP	FGO	EAN	DOM	CIL	BOK	AIJ	BWI	OQX	NWV	OQV	NOU
TABEL	03	IYE	HYD	GYC	FAB	EEA	DAP	CAO	BIN	AIM	BIL	OIK	NQJ	OQI	NQX	KQW	ZYV
TABEL	04	GEB	FGA	EAP	DKO	CEN	BGM	AAL	BKK	OUJ	NWI	OQX	NKW	KUV	ZWU	YQT	XKS
TABEL	05	EEC	DAB	CAA	BEP	AEO	BAN	OAM	NUL	OUK	NQJ	KQI	ZUX	YUV	XQV	WQU	VET

ACCES CODES CASE 2

CODE	NR	001	002	003	004	005	006	007	008	009	010	011	012	013	014	015	016
TABEL	01	LKD	MGC	NGB	GCA	HCP	IOO	JON	CKM	DKL	EWK	FWJ	OSI	BSX	AOW	BOV	KKU
TABEL	02	JGG	KEF	LGE	EMD	FOC	GMB	HOA	AUP	BWO	CUN	DWM	OOL	NOK	OQJ	BOI	YEX
TABEL	03	HGF	IGE	JGD	COC	DOB	EOA	POP	OWO	BWN	AWM	BWL	KOK	NOJ	OQI	NOX	WGW
TABEL	04	FCA	GMP	HOO	AAN	BCM	CML	DOK	OQJ	NSI	OQX	BOW	YQV	ZSU	KOT	NOS	UAR
TABEL	05	DCP	EOO	FON	OCM	BCL	AOK	BOJ	KSI	NSX	OOW	NOV	WSU	XST	YOS	ZOR	SCQ

ACCES CODES CASE 3

CODE	NR	001	002	003	004	005	006	007	008	009	010	011	012	013	014	015	016
TABEL	01	KAE	NMD	MMC	HIB	GIA	JUP	IUO	DQN	CQM	FOL	EOK	BYJ	OYI	BEX	AEW	NAV
TABEL	02	IMF	LCE	KMD	FKC	EUB	HKA	GUP	BSO	ACN	DSM	COL	NKK	OEJ	BKI	OEX	ZCW
TABEL	03	GMG	JMF	IME	DUD	CUC	FUB	EUA	BOP	OOO	BON	ACM	NEL	KEK	NEJ	OEI	XXC
TABEL	04	EIP	HKO	GUN	BOM	AIL	DKK	CUJ	NOI	OYX	BKW	OEV	ZOU	YYT	NKS	KER	VOQ
TABEL	05	CIA	FUP	EVO	BIN	OIM	BUL	AUK	NYJ	KYI	NEX	OEW	XYV	WYU	ZET	YES	TIR

ACCES CODES CASE 4

CODE	NR	001	002	003	004	005	006	007	008	009	010	011	012	013	014	015	016
TABEL	01	JOB	GKA	HKP	MWO	NWN	KSM	LSL	AOK	BOJ	OKI	BOK	EGW	FGV	CCU	DCT	YOS
TABEL	02	HKA	EIP	FKO	KQN	LSM	IQL	JSK	OYJ	BKI	OYX	NKW	CAV	DCU	AAT	BCS	WIR
TABEL	03	FKP	CKO	DKN	ISM	JSL	GSK	HSJ	OKI	NKK	KKW	NKV	ACU	BCT	OCB	BCR	URQ
TABEL	04	DWG	AQF	BSE	GUD	HWC	EQB	FSA	KEP	NGO	YAN	ZCM	OEL	BGK	OAJ	NCI	SUX
TABEL	05	BWF	OSE	BSD	EWC	FWB	CSA	DSP	YGO	ZGN	WCM	XCL	OGK	NGJ	KCI	NCX	QWV

ACCES CODES CASE 5

CODE	NR	001	002	003	004	005	006	007	008	009	010	011	012	013	014	015	016
TABEL	01	IUC	HQB	GQA	NOP	MOO	LYN	KYM	BEL	AEK	BAJ	OAI	FMX	EMW	DIV	CIU	ZUT
TABEL	02	GQP	FWO	EQN	LOM	KYL	JOK	IYJ	BGI	OAX	NGW	OAV	DOU	CIT	BOS	AIR	XWQ
TABEL	03	EQA	DQP	CQO	JYN	IYM	HYL	GYK	NAJ	OAI	NAX	KAW	BIV	AIU	BIT	OIS	VQR
TABEL	04	COF	BOE	AYD	HSC	GOB	FOA	EYP	NCO	KMN	ZOM	YIL	BCK	OMJ	NOI	OIX	TSW
TABEL	05	AOG	BYF	OYE	FOD	EOC	DYB	CYA	ZMP	YMO	XIN	WIM	NML	OMK	NIJ	KII	ROX

# Cytron



ENERGY ██

ENERGY REFILLS ∞

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