LILLY'S saga

THE STONES OF EVERGREEN

ENGLISH MANUAL

v1.1

FABULOUS **8** BIT

MSX 2

1. MSXDEV

This game is an entry for the MSXdev 2022 game competition.

Category	MSX Freestyle
Genre	Platform
Author	Fabulous 8bit
Format	ROM, megarom

2. THE GAME

The game is a take on the classic platformer genre. With many fresh ideas and gameplay elements, this game has its own special identity. At the same time, the game ensures to pay tribute to legendary titles like Wonder Boy, Super Mario Bros, Legend of Zelda and others.

You play as Lilly, the little mythical heroine from the legendary Evergreen village. The evil lord Abaddon has stolen four magical and sacred gem stones from the village and Lilly's up to the task of getting them back.

There are four worlds where each world holds a number of levels which take place in different environments. Some are up in the mountains, some by the sea shore, some are down below and inside caves, some are just outside, and leading up to, castles and some are inside castles.

You will meet many hostile creatures along your path. Most enemies can be jumped and stomped, but be aware that some require other means to get rid of – or just keep your distance. Furthermore, be prepared to end off every world with a boss-fight, in good old retro fashion.

Pay attention and look for the huge amount of hidden bonus levels and hidden chests which have content that will help our heroine.

Mushroom power-up
Get the mushroom and you will be invulnerable to enemies

Wings power-up
Use the wings to fly or float smoothly through the air

Hourglass
Get the hourglass and you are rewarded with extra time

Hammer helmet power-up
Using the helmet, some bricks will break when hit

Wading boots power-up
With these boots you move quickly in shallow water just as on land

Token power-up
With this token all upcoming rewards will be doubled

Pouch
This pouch with 25 coins takes you closer to an extra life reward

Letter
Letters give you important clues about the road ahead

When playing, there is a timer counting down. The faster you get to the end of the level, the more bonus points you are awarded.

And watch out, if you miss, you will lose your current power-ups. Also note that power-ups have a strange way of wearing out just before meeting bosses. Quite inconvenient.

Carefully adjust the height of your jumps by holding down the jump button at the right duration. Some places you need to jump high and far and some places you need to avoid hitting the ceiling and lethal spikes.

Pick up as many coins as you can. You get points for each of them, and you are rewarded with an extra life for every 200 coins.

To make progress in the lands of Abaddon, you will need both your agile movement skills as well as your brain to solve puzzles.

Godspeed on your journey!

3. HOW TO PLAY

The game comes in ROM-format and uses an ASCII 16 kB-mapper. The mapper type should be autodetected, but in case the game does not start properly, you can try setting this manually.

PHYSICAL CARTRIDGE

The ROM size is 1216 kB and any megaflashrom product with this capacity, or more, should be able to deliver the game, like the *MegaFlashROM SCC+ SD* or similar.

EMULATORS

openMSX 18

The game has been developed using this emulator. Make sure you don't use versions lower than 18, as they do *not* have a required MSX Music-fix.

Other emulators have been tested, but they all have in common that there are some things that are not emulated correctly and thus we cannot recommend them. Especially, the audio is an area where the quality varies significantly.

4. CONTROLS

Use either a joystick or the keyboard.

- ⬅ Move Lilly left
- ➡ Move Lilly right
- ⬆ Climb up
- ⬇ Climb/Warp down

- Ⓐ Jump (hold to jump higher)
- Ⓑ Pause or save game*

- F1 Pause or save game*

When using keyboard, use spacebar for Ⓐ.

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* save games are only persisted in the *Premium* version

5. TECHNICAL REQUIREMENTS

System   MSX2 or higher
Audio   MSX Music (music), PSG (sound effects)
RAM   64 kB
VRAM   128 kB

6. CREDITS

PRODUCER
Pål Frogner Hansen

PROGRAMMING
Pål Frogner Hansen

MAIN GRAPHIC ARTIST
Julie Trevland

MUSIC
Wolf

SOUND EFFECTS
Wolf

LEVEL DESIGN
Pål Frogner Hansen

Additional credits and acknowledgements are listed in the game.

7. FUN FACTS

- The music in the game accounts for more than 70% of the ROM size – it is 20 different tunes featuring 23 minutes of 9-channel FM pleasure
- Running this game without MSX Music is in practice possible, but should be considered a sin
- This game was written during Covid-19 pandemic
- Even if this is an action platformer, there is a proper backstory which is presented after the title screen and runs for a whopping 4:24 minutes
- For the programmer, this is the result of around 3000 hours of ~~work~~ fun during the last 2.5 years while listening massively to Jogeir Liljedahl on Spotify, eating way too much Ferrero Rocher and drinking excessive amounts of coffee
- Except for the use of an external decompression algorithm (pletter), everything in this game is written from scratch. Graphics-engine, 9-channel music-player, 3-channel sfx-player, memory-management and so on
- What makes this MSX-platformer different is the full screen horizontal scroll with clean cut edges *normally* only found on MSX2+ and higher
- Just as in the arcades or the best classic Konami games, the game runs demos of the game if you wait out the title-screen
- This game will also be released in a physical cartridge as a *Premium version* which includes the ability to save games onto the cartridge itself
- As the author of the game is a fan of giving maximum control to the player, the player movement was deliberately made without inertia in horizontal direction
- For more tidbits, read more on this web page: https://lillyssaga.com/?p=243

8. MORE INFORMATION

To find more information about the game, visit the game's website at https://www.lillyssaga.com