

LAST ESCAPE

A Sequel To Mine Command

MADE WITH SCUMBAG

Title: Last Escape

Version: 1.0

Genre: Point and Click Adventure

Author: Fred Rique

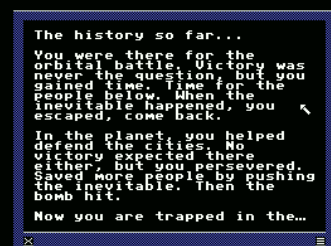
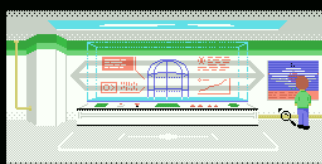
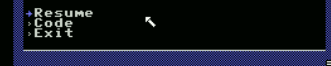
Medium: MegaROM

Hardware: MSX1, 16KB

Mouse support on MSX 2 and above



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The history so far...

You were there for the orbital battle. Victory was never the question, but you gained time. Time for the people below. When the inevitable happened, you escaped, come back.

In the planet, you helped defend the cities. No victory expected there either, but you persevered. Saved more people by pushing the inevitable. Then the bomb hit.

Now you are trapped in the engineering bunker. The blast door malfunctioning. The last hover are about to leave. You have to find a way out.

You tried to save a planet.

You tried to save cities.

Now you must save yourself.



How to play.

This is a Point and Click adventure, so point... and click. Use the keys, a stick, or better yet, a mouse, to control your pointer and pick actions to execute, places to go.

When using the keyboard/stick, the arrows/stick move the pointer and the button 2/shift/control slow the movement.

By manipulating your environment, you must find a way to escape the bunker.

The top part of the screen shows your current location and the bottom part shows information text, your actions and the objects you are carrying.

Click on an action or an object icon to chose it and then click somewhere on your location or an object to perform an action there.

To pick an object from your inventory you must have the Walk or the Get action selected.

Your main actions are, in order:

Walk: Click on a place to go, that is it.

Look: Click something to get a description.

Fix: Try to fix the element you clicked.

Operate: try to use or operate the thing you clicked.

Get: Get an object from your location or the inventory.

Push: Push something and see what happens.

If you have an object selected and click on a place or an object, you will try to use the currently selected object on that thing.

If a blinking ... appears when showing text, there is more to read. Press return or a button to proceed.

The = on the bottom of the screen calls and exit the menu. There you can exit the game. Unfortunately there is no access to disk, but for now you can save your state if using an emulator. There will be disk access or a save code in the future.

On the help screens, the X on the bottom leads back to the title screen and the = to the main menu.

The keyboard shortcuts are:

Mouse/Stick: Move the pointer

Space/Button 1: Perform an action

Button 2/Shift/Control: When using the keyboard/stick slows the pointer.

Q and A: Cycle trough the main actions.

Z: Cycle the pointer color.

M: Toggle the music.

ESC: Calls and exits the menu. On the help screens it goes back to the main menu and then to the title screen.

F1: Toggle mouse and keyboard/stick.



Who, and what, made it.

Last Escape was made with MSXBas2ROM and Basic Dignified using the Simple Creation Utility for Making MSX Basic Adventure Games: SCUMMBAG.

SCUMMBAG is a system for facilitating the production of point and click adventures in Basic on the MSX 1 and up .

It is a series of Python scripts, CSU tables, TXT and PNG files helping to assemble the necessary assets and the logic is done in MSXBas2ROM and Basic Dignified, both of which are just MSX Basic with improvements.

A whole lot of thanks goes in the direction of Amaury Carvalho, the peoples on the MSX Basic WhatsApp group and everyone at MSX-ALL.