Five different levels...
Five tough final bosses...
Hundreds of enemies...

...A single hero!

MSX SCREENSHOTS

bit VISION

2016 Bitvision Software

[/CODENAME]:
INTRUDER
イントルーダー

ENGLISH
USER'S GUIDE

512K ROM
MSX MEGA ROM V9990

bit VISION

- Raúl Mayor for the cover.
- ARTRAG for his support on the SCC engine.
- Fernando López for his support.

Additional thanks to:

- Pablo Pablibiris, Daniel González and Ramón Castillo for deep game-play testing.

[/HOW TO PLAY]:

Codename: INTRUDER is a video-game designed for any MSX compatible system (MSX/MSX2/MSX2+/TR) with 16KB of RAM at least and a compatible V9990 extension (GFX9000/Powergraph). Optionally is possible to utilise an external SCC source inserted into a different cartridge slot, improving the game music.

[/GAMEPLAY]:

The player has to pilot the starfighter through 5 different action stages, trying to survive and destroy the final bosses, one per stage. The player starts with 3 opportunities (lives) and it is possible to get more during the game play.

Defenders will try to stop the player's starfighter with different defence systems, such as automatic & static defences, manned spacecrafts, guided bombs, etc.

The starfighter core energy strength is able to cope with several hits shot by enemies, even contact with them, but no contact with any final bosses. Once the core energy strength is drained, the starfighter is destroyed.
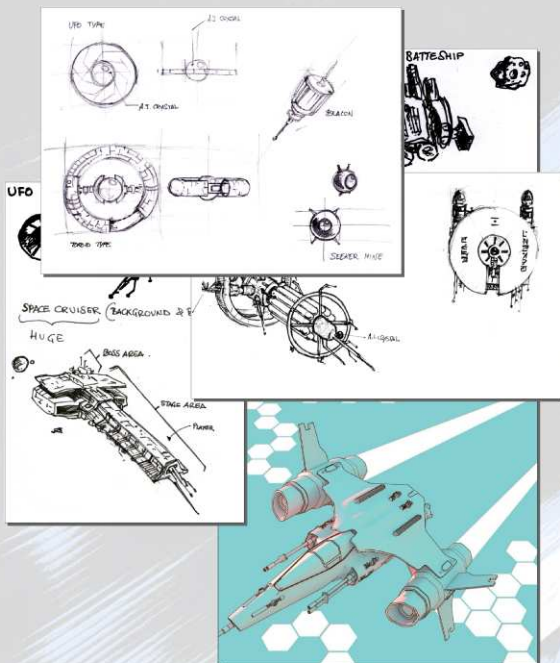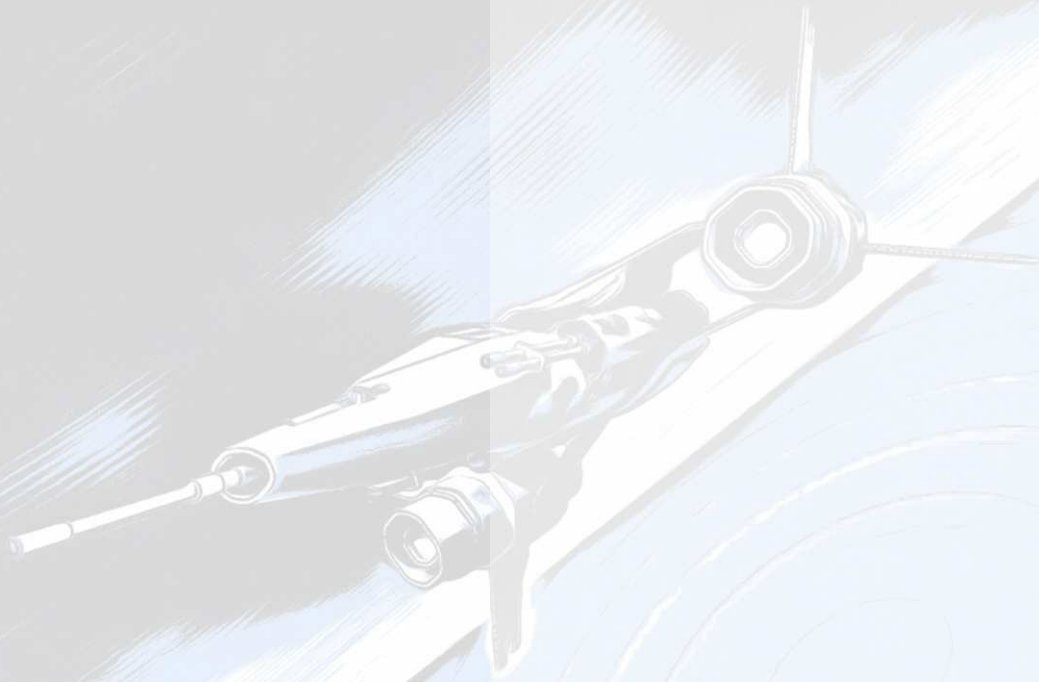
The player's space craft has a single powerful weapon able to destroy any defender but it can be charged by special batteries which will increase its destructive power.

On top of that the player's starfighter comes with another weapon (discharge battery) able to discharge its power in a powerful and destructive flash, which will destroy all enemies and bullets on the screen. This power can be used just once until another battery recharge is available.

[/MISSION BRIEFING]:

"Our sensors are detecting a fast approaching UFO in Flashing Gamma Star, our early warning orbital station. Our intelligence shows that this intruder is hostile..., in fact it is the same one that unsuccessfully tried to penetrate our planet defences. The damage caused to our defences last time was almost catastrophic...

"**THIS IS AN EMERGENCY**, we must destroy this intruder immediately... All stations, I repeat, all stations this is **RED ALERT!**".

"We will rely on our 5 levels of high defence zones to intercept the intruder"

"1st is the asteroid zone containing unexpected dangerous meteor swarms. Our defences along with this hostile environment are more than a match for any intruder in this zone."

"2nd is the spaceship cruiser belt, still containing the debris from the recent unsuccessful attack by the intruder. His last mission was halted in this zone."

"3rd the Super-Dreadnought has enough attacking power to stop any invasion."

"4th is the our main defence system at our natural satellite."

"5th Our planet is the last stand and our last line of defence. Over land and sea, from the ground and the air we will eliminate the intruder."

[/BITVISON SOFTWARE STAFF]:

Code:
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Cutscenes:
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SC2 Art:
Óscar Centelles

Special thanks to...

- Antonio J. Estrada (Assembler) for explaining many things about the V9990 technology.
- OpenMSX dev team for building the best MSX emulator ever.

[/ITEMS DESCRIPTION]:

Energy charge. Sets starfighter's core to full energy.

Blast. Recharges starfighter's discharge battery.

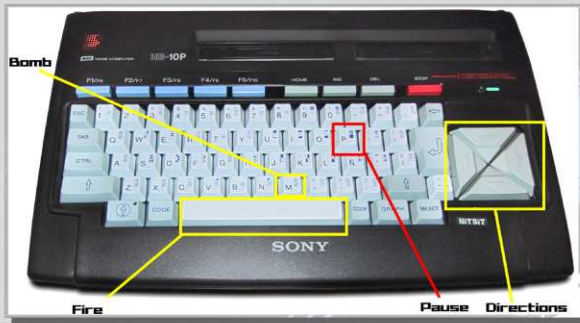Power weapon. Temporary special weapon available.

Extra life.

[/GAME SCREEN INFO]:

[/GAME CONTROLS].

Keyboard or Joystick.

Keyboard keys are cursors, 'space' key to shoot the starfighter laser, 'M' to fire energy blast and 'P' to pause the game.

Joystick directions, first fire button shoots starfighter shot, second fire button fires energy blast.

If you are using the SCC extra, be aware of it will play top volume by default. You may adjust the SCC engine volume by means of:

- Boot pressing 1 until the V9990 logo is displayed. SCC engine will reduce 1/3 of volume.

- Boot pressing 2 until the V9990 logo is displayed. SCC engine will reduce 2/3 of volume.

[/ABOUT V9990 EXTENSION].

This game needs a V9990 VDP extension to work. This video-chip is provided by GFX9000/Powergraph video cartridges. Both cartridges have an external video connection, so please use this video connection as your main display. Optionally you may connect your MSX regular video connection to display extra related information (presentation, level map, ...hidden stuff ;-))

Please, read your V9990 based extension documentation or contact the manufacturer to obtain details about how to get the best out of this amazing extension.

This game was developed by the Bitvision Software team during 2016 using different tools such as:

Linux OS, Aseprite, Gimp, Geany text editor, Sjasm assembler, Java, Nmsxtiles dev tool, LibreOffice and more. We would like to thank all this tool's creators for providing their technologies to make this game happen.

Please be aware of all the material used to develop this game was crafted from scratch.