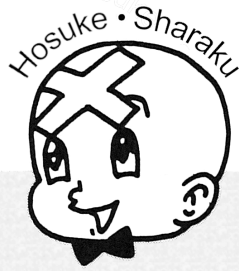




三日月がしる

©1989 NATSUME

● INSTRUCTION MANUAL



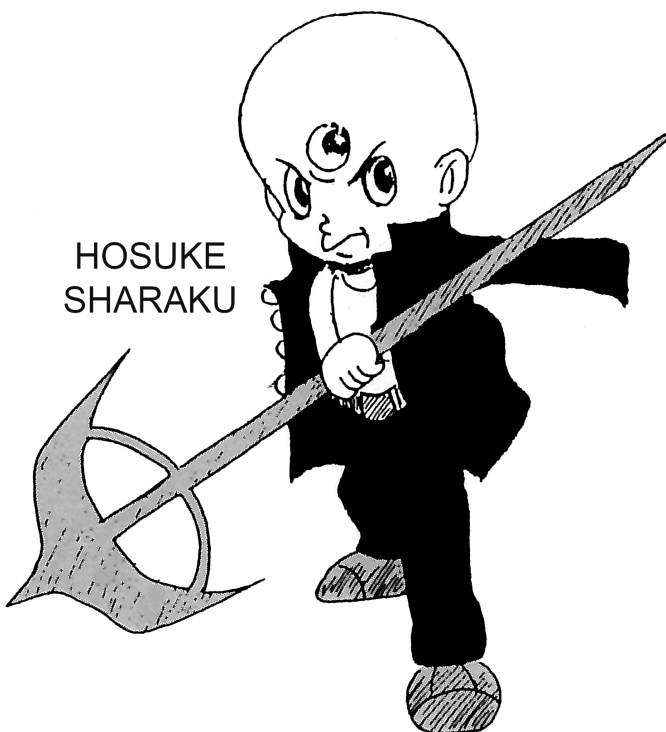
Action & Adventure

1. GAME STORY

THE THREE-EYED ONE

One dark and stormy night, a strange woman knocked on the door of a certain Dr. Kenmochi. She bore a child in her arms, and begged the good doctor to take care of him. Upon the woman's forehead, Dr. Kenmochi immediately noticed a third eye, of all things! He instinctively took the child, at which point the woman quickly began to run off. Though he tried to give chase, it was only a moment later that a bright flash lit up the heavens, accompanied by a mighty roar... and when everything calmed, Dr. Kenmochi beheld, in horror, that the woman had been stricken down by a bolt of lightning.

The good doctor raised the boy, Hosuke Sharaku, as his own. But as time drew on, he noted that a third eye much like the woman's had begun forming on the boy's forehead as well. Once it had fully taken shape, the boy began to exhibit paranormal abilities... and he seemed to be using them toward dubious ends, displaying a natural proclivity toward immoral behavior. Assuming the third eye to be the source of this malevolence, Dr. Kenmochi decided to cover it with bandages so Sharaku could live a normal, healthy life. By doing so, however, Sharaku's intelligence level seemed to suffer as well, causing him to behave in rather childish ways anytime the bandages were applied.



As Sharaku grew older and enrolled in the local junior high school, he befriended a girl named Chiyoko Wato, whom he unfailingly addressed as "Watosan." She was, ultimately, his only real friend. But then one day, she suddenly disappeared! Sharaku was beside himself with worry. Dr. Kenmochi couldn't bear to see the poor boy like this, and made the difficult decision to remove the bandages from his forehead, giving him access to his innate paranormal abilities once more. The good doctor's hunch was that Watosan's disappearance was somehow related to Sharaku's mysterious origins as possibly the last surviving member of the ancient three-eyed ones -- though only time, and fate, would tell if this proved to be true...



Action & Adventure

2. GAME PROGRESS

THE THREE-EYED ONE

This is an action-adventure game in which you control Hosuke Sharaku, the mysterious three-eyed boy, as he searches for his missing girlfriend, Watosan. The game has a total of 5 stages, each of which requires you to search for information and clues that might help lead you to your next big break in the case. Once you've pieced together the puzzles that each stage has to offer, you'll face off against a huge boss enemy. Defeat this boss, and the story will automatically progress, taking you to the next stage to see how the adventure continues.

- ◇ On the title screen, use the cursor keys to select either START (play from the beginning of stage 1) or CONTINUE (play from the beginning of the last stage you reached before experiencing a Game Over). Highlight one of these options and press the SPACE key to select it. (Or, if you have a controller connected to your MSX system, use the directional buttons to highlight an option, and trigger 1 to select it.)
- ◇ Sharaku's movement and actions are controlled via the cursor keys + the SPACE key and Z or X key (or, in the case of controller input, the directional buttons + triggers 1 and 2).
- ◇ Various enemies and bosses will stand in Sharaku's way during his adventure. Fortunately, Sharaku will get his hands on a variety of weapons, as well as junk items, to help fend them off. Some enemies will even drop helpful items of their own when defeated!

So what are you waiting for? Let's embark on this adventure and rescue Watosan!



CHIYOKO "WATOSAN" WATO



Action & Adventure

THE THREE-EYED ONE

- ◇ If Sharaku's Health Points drop to 0 or he falls off the bottom edge of the screen, a Game Over will be triggered.
- ◇ Game maps scroll horizontally, but side streets, doors, etc. may appear along Sharaku's path. Pressing UP or DOWN at these junctions as appropriate will cause Sharaku to take these detours, moving him to a parallel map or, if another character is present inside the designated house or chamber he's entering, triggering a dialogue scene that may help provide valuable clues.

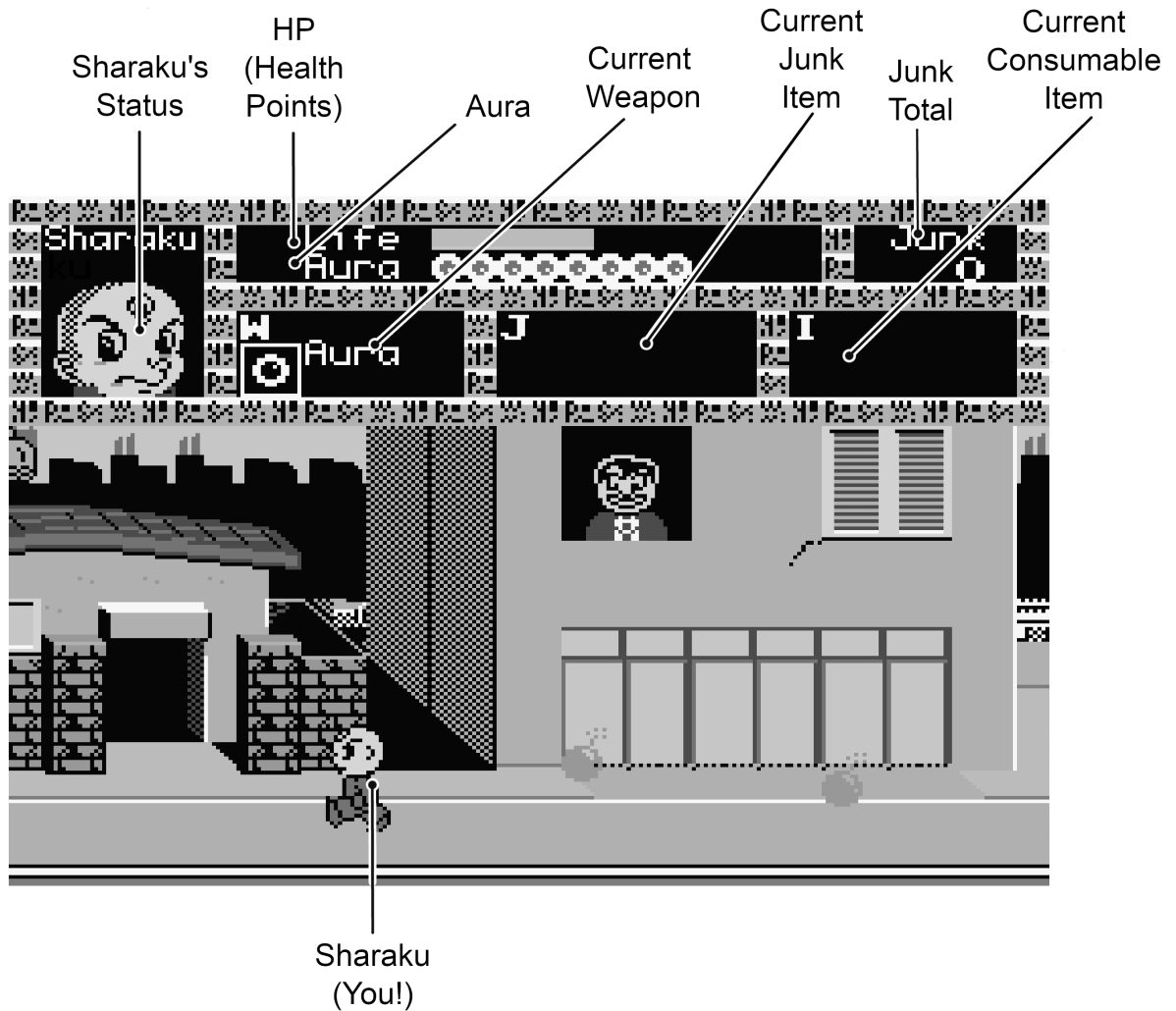




Action & Adventure

3. GAME SCREEN

THE THREE EYED-ONE

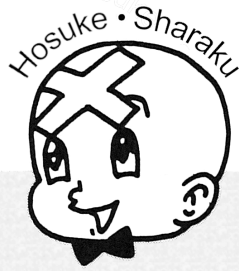


Sharaku

You control this representation of Sharaku directly with the keyboard or a controller. See page 6 for details.

Sharaku's Status

Displays a close-up of Sharaku's face, showing whether or not his third eye has been bandaged. Sharaku's third eye is the source of his paranormal power, so if it's bandaged up, he won't be able to attack! Fortunately, the bandages will fall off by themselves after a certain amount of time has passed (though Dr. Kenmochi can also remove them for you, if he's nearby).



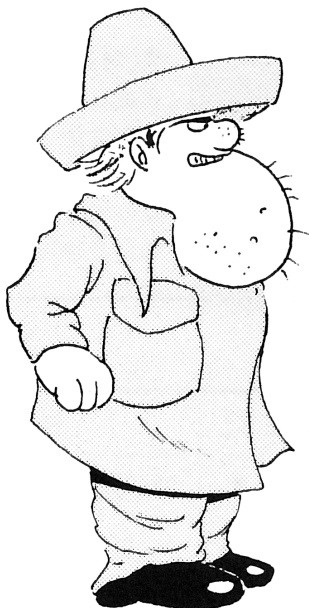
Action & Adventure

THE THREE EYED-ONE

- HP (Health Points)** A bar indicating Sharaku's current physical condition. If it hits 0, that's Game Over!
- Aura** Depicts Sharaku's current power level. The more open eyes there are, the more damage his weapon will inflict on enemies. This depletes after each shot, but quickly refills if Sharaku is given a moment to recover.
- Junk Total** Indicates the amount of junk on hand that can be consumed to use junk items (see page 8). Touching a junk panel on the map will increase this number, up to a maximum possible value of 100.
- W (Current Weapon)** Displays the currently selected weapon.
- J (Current Junk Item)** Displays the currently selected junk item.
- I (Current Consumable Item)** Displays the currently selected consumable item.

Item Panel

Square icons depicting different types of weapons and items will sometimes be left behind after defeating enemies, or may simply be sitting around in hard-to-reach places on the map. If Sharaku passes over one of these icons, he will collect the item it represents, adding it to his inventory. (Note that some items are given to Sharaku automatically as part of the story as well, so be sure to read the game text carefully for any such mention!)



TEN
GALLON
MAN



Action & Adventure

4. GAME CONTROLS

THE THREE-EYED ONE

★Normal mode

KEYBOARD	JOYSTICK	Operation
← & →	← & →	Move Sharaku left or right.
↑	↑	Move up (when able), enter a door or opening, or proceed up a path leading into the background.
↓	↓	Squat, move down (when able), or proceed down a path leading off the bottom edge of the screen.
SPACE	TRIGGER 1 (A BUTTON)	Jump.
Z OR X	TRIGGER 2 (B BUTTON)	Attack with current weapon.
↑ & SPACE	↑ & TRIGGER 1	Use current consumable item.
↑ & Z OR X	↑ & TRIGGER 2	Attack with current junk item.
↓ & SPACE	↓ & TRIGGER 1	Open the menu.

★Menu mode

KEYBOARD	JOYSTICK	Operation
↑ & ↓	↑ & ↓	Select a menu screen (weapons, junk items, consumable items).
← & →	← & →	Highlight a specific weapon, junk item, or consumable item.
SPACE	TRIGGER 1	Select and equip the currently highlighted weapon, junk item, or consumable item.

★Conversation mode

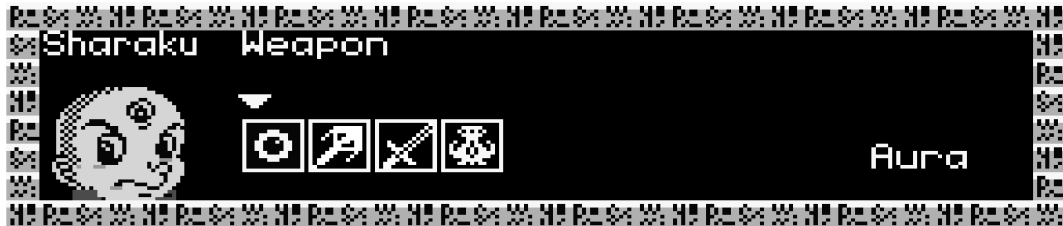
KEYBOARD	JOYSTICK	Operation
Z, X OR SPACE	TRIGGER 1 OR TRIGGER 2	Continue to the next line of dialogue, or hold to make the dialogue display more quickly.



Action & Adventure

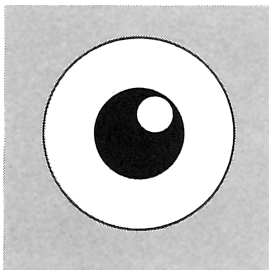
5. WEAPONS

THE THREE-EYED ONE



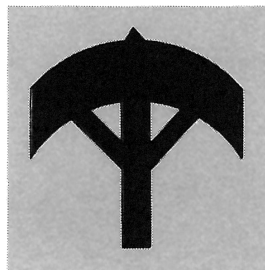
Weapons are the main tools Sharaku uses to attack enemies. With each shot, his Aura is consumed, weakening the weapon on its next shot unless he takes a moment to let his Aura recover before firing again. When bandages are applied to his forehead, weapons cannot be used until they're removed.

In addition to weapon panels appearing in-game, a panel that contains the letters "POW" can sometimes be found as well. Touching this panel will permanently power-up whatever weapon is currently equipped, turning its icon blue for level 2 or red for level 3. This is a limited resource, however, so make sure you have the desired weapon equipped before touching this panel! (Also note that this powered-up state is lost when continuing after a Game Over!)



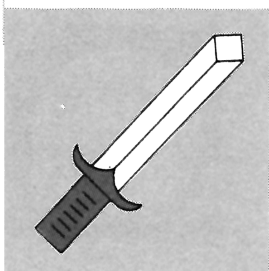
Aura

Projects Sharaku's aura directly into the enemy. This is the first weapon Sharaku uses, which he is equipped with at the game's outset. Initially, only one shot can be fired at a time, but leveling it up with POW panels can double or triple this.



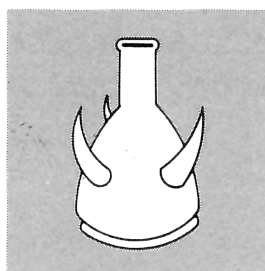
Red Condor

Fires powerful bullets that penetrate clean through enemies. As it's leveled-up, the range and speed of its bullets increases as well.



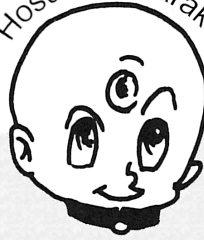
Excalibur

A legendary sword handed down from warrior to warrior within the three-eyed tribe. Naturally, since it's a sword, it has a very short range, but it more than makes up for this with its raw power.



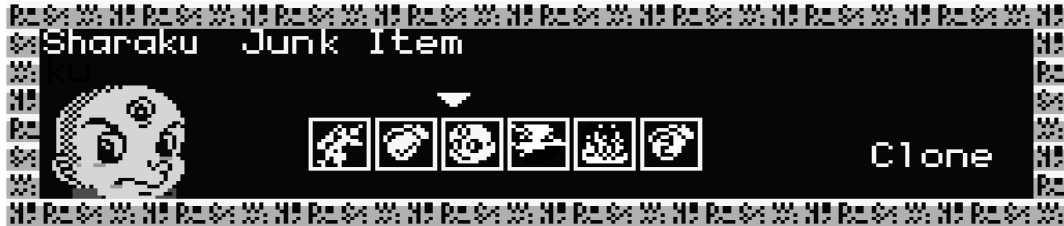
Final Judgment

A unique weapon used by the ancient three-eyed tribe when executing dissidents. Can be launched upward in an arc, and will explode when it touches an enemy. Leveling it up allows for throwing 2 or 3 at a time.

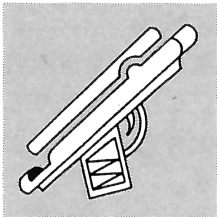


6. JUNK ITEMS

THE THREE-EYED ONE

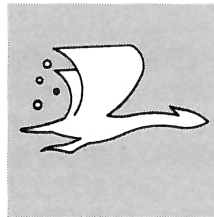


Junk items are special weapons that Sharaku can use by piecing together junk he's collected. The amount of junk needed for each junk item varies greatly from one to the next. You can only use the selected junk item if you have enough junk on hand to do so; attempting to fire a junk item without the necessary resources will have no effect. Also, junk items cannot be used if Sharaku's third eye is bandaged.



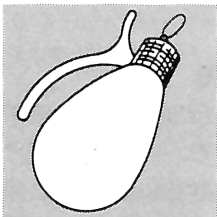
Spray Gun

Affects enemies in a wide area.



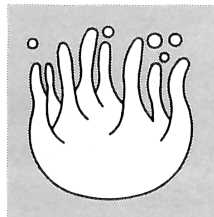
Celestial Bird

A guided missile that homes in on nearby enemies.



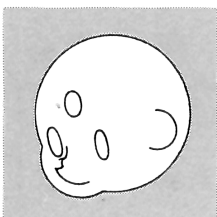
Bomb

Damages all enemies on the screen, but only by a small amount.



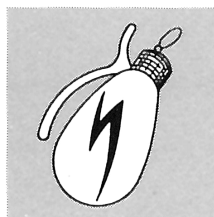
Brain Jellifying Device

Stops all enemy movement for a set period of time.



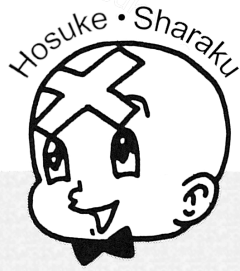
Cloning Device

Creates a shadow clone of Sharaku that can defeat enemies simply by ramming into them with its body. If you squat while a shadow clone is active, you can swap places with it!



Super Bomb

Causes massive damage to all enemies on the screen.



Action & Adventure

7. CONSUMABLE ITEMS

THE THREE EYED-ONE

Not used to defeat enemies, but rather to help keep Sharaku in good condition so he can complete his adventure successfully. These can be used freely, even when Sharaku's third eye is bandaged.



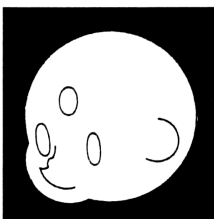
Ramen

Recovers Health Points.



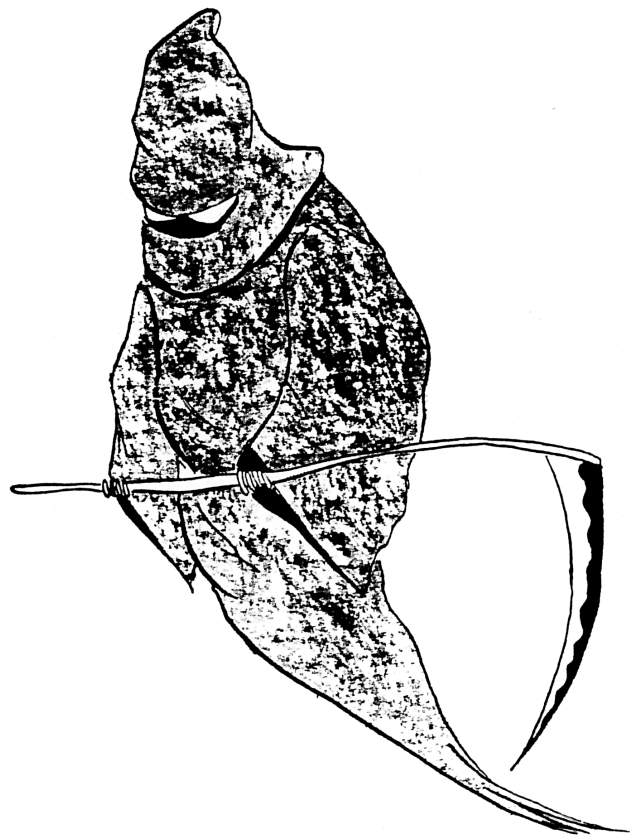
Ramen Oil

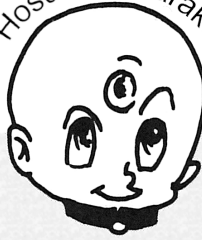
Greases up bandages so they fall off instantly.



Invincibility Potion

Makes Sharaku invulnerable for a set period of time





8. ITEM PANELS

THE THREE-EYED ONE

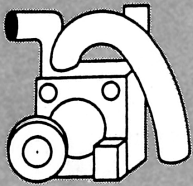
Walking over an item panel will cause Sharaku to pick up that item, immediately adding it to his inventory. The panel will then disappear from the world, but you will now be able to select that item or weapon freely for use via the game menu, accessed by pressing down + SPACE or down + trigger 1.

There are also two special types of item panels:

POW

POW Panel

The level of the currently equipped weapon will permanently increase by one (lost when continuing after a Game Over). This is represented by the weapon icon changing blue for level 2, or red for level 3.



Junk Panel

Increases the amount of junk Sharaku has on hand. This determines which Junk Items will be selectable from the menu; the more junk Sharaku has collected, the wider an arsenal of items he will be able to create.





Action & Adventure

2. CHARACTERS

THE THREE-EYED ONE

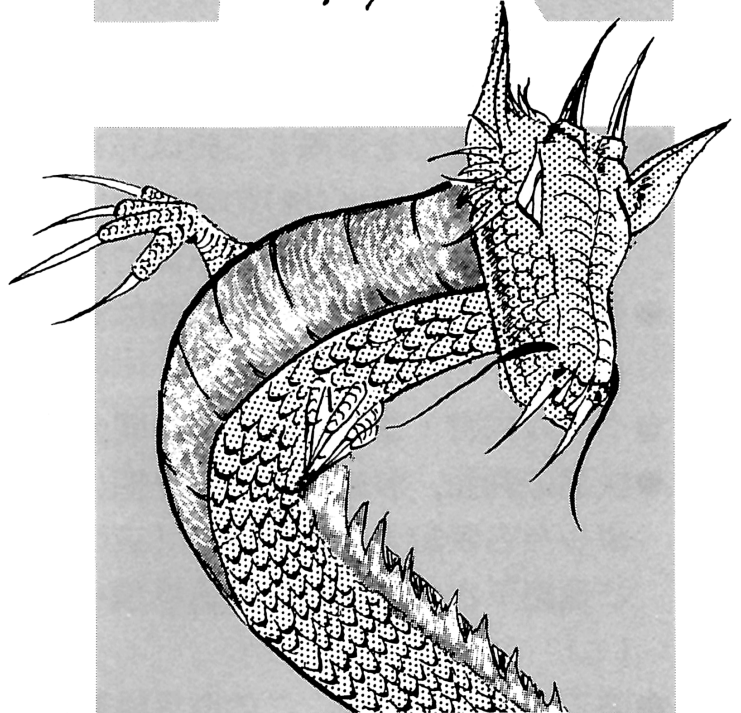
BAT MAN



QUEEN POGO



POKI TRIBESMAN



BLUE DRAGON (XIAOLONG)



Action & Adventure

10. BOILERPLATE & PATCH CREDITS

THE THREE-EYED ONE

Thank you for playing “Mitsume ga Tooru: The Three-Eyed One Comes Here.”

- This game software is compatible with all personal microcomputers bearing the **MSX**, **MSX2**, **MSX2+**. or **MSX Turbo R** marks, provided there are at least 16 kilobytes of RAM available.
- Please turn OFF the power of the main unit before inserting or removing the game cartridge.
- This game is an original production of NATSUME Co., Ltd. Although long out-of-print, please respect the original developers by not attempting to profit off of this translated product.
- It is recommended you take a 10-20 minute break after every hour of gameplay, for the sake of your personal health and safety.
- The English and Russian fan-translation patches for this game were programmed and translated by Igor Bezhenar. All English text was edited and proofread by Wyrdwad. All Russian text was edited and proofread by Igor Bezhenar and Andrey Obritan. The original game font, as well as promotional and testing support for the patches, was provided by MP83. Additional testing support was provided by WinniVL.
- For further information on these patches, please go to <https://mitsumegatoo.ru>.

Mitsume ga Tooru:

Original work ©1974 Tezuka Productions

MSX game ©1989 NATSUME Co., Ltd.

Translated and patched by Igor Bezhenar 2020-2021



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