

SHYRE



PlattySoft

MSX

The Story

Welcome to the Space Archeology Corps! Our mission is to explore and document each and every ancient ruin that's found in outer space. There's so much to learn about the sentient species that lived in the universe thousands of years ago.

Your current assignment is to investigate the planet Shyre. Remains of unspecified alien origin have been discovered, and we want a detailed report.

Travel and arrival to the planet was as smooth as it gets. Armed with your MultiPad, you teleport to the planet and commence the mission, analysing and recording all the fascinating vestiges of a previously unknown sentient species.

The work was going great, and you got so immersed in it that you didn't notice the electric storm approaching until it was already on top of you.

You run inside the largest structure in sight, looking for shelter.

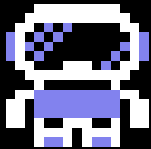
The storm has jammed your communications, and it is getting more intense. You delve into the building, hoping to find a way to boost your signal and reach your ship. The top floor looks promising.

All the exploration data needs to make it back into the Space Archeology Corps HQ, or this knowledge will disappear! Of course, you want to get out of here alive too.

And so, an unexpected adventure begins.

The Game Play

Shyre is a puzzle exploration game. You play as M001-Y, a member of the Space Archeology Corps stranded in the ruins of planet Shyre trying to get back to their spaceship.



M001-Y

Fearless Space Archeologist

You can control the character with the cursor keys or the joystick.

You have your MultiPad, which contains all your research data, but it can do much more.

The MultipadPad MLF-3K

The MultiPad MLF-3K is cutting edge technology. They call it the Swiss Army Knife of the Space Archeology Corps. Apparently that is an ancient term for a dependable multi-purpose tool.

First and foremost, it is what you use to record, store and document all your findings. From a simple text and log recorder to more sophisticated sensors, you couldn't do your work without it.



MuItiPad MLF-3K

The Swiss Army Knife of the Space Archeology Corps

The MultiPad has a locator included. Works similarly to the primitive GPS system, but anywhere in the galaxy. If you could load a map into it, it would be even more useful.

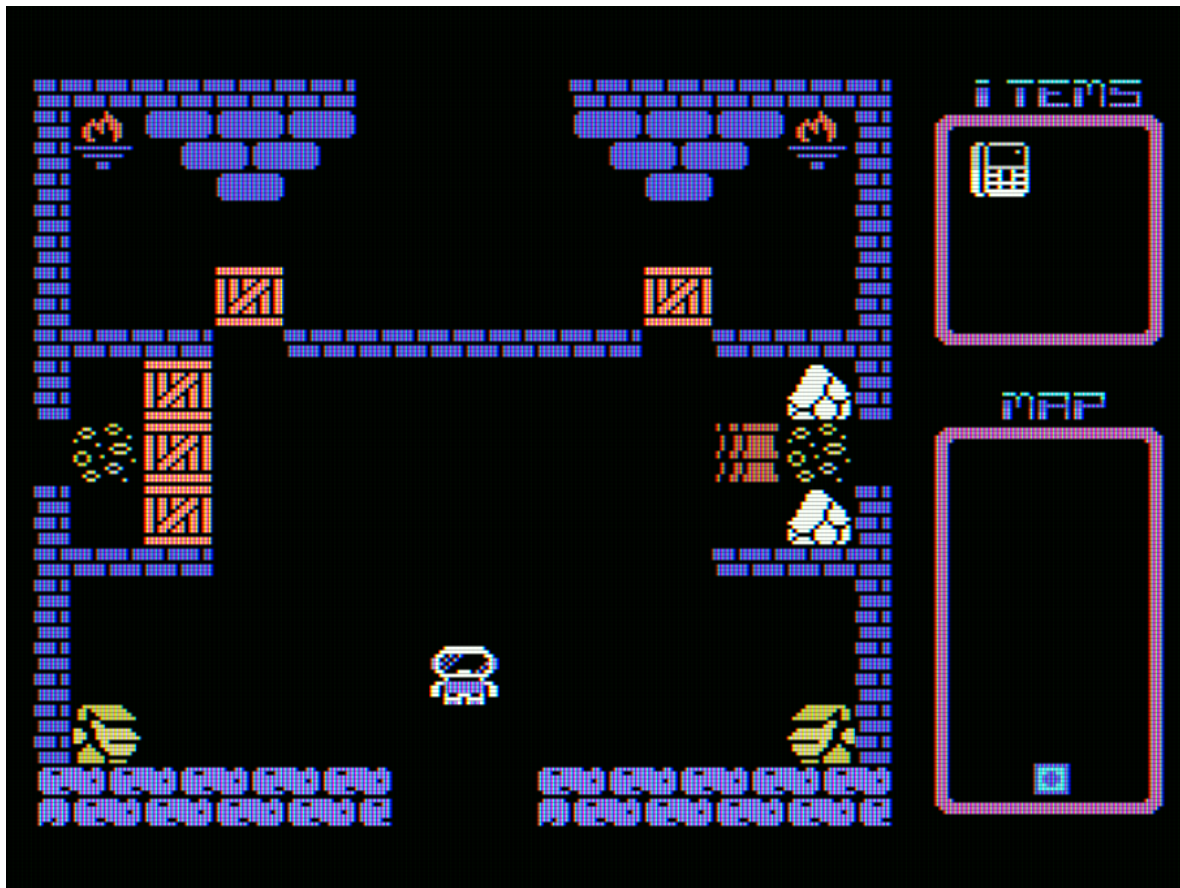
Of course, the MultiPad is also used for communications and teleporting. Unfortunately your ship is unreachable at the moment... you need to find a way to get through the interferences.

One more thing the MultiPad can do is short distance teleportation. By long pressing on fire, you will teleport to the entrance of the current room and reset it.

All in all, a mighty tool for a worthy explorer. Good thing you have one.

The Game Screen

Shyre looks like this:

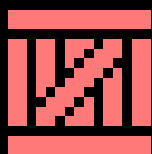


On screen you can see your current room. You have a list of your items and a map on the right side.

As you collect more items, they will fill up your inventory. You will use them automatically, there is no need for selecting them.

During your exploration, you have already found some interesting elements, which you won't be surprised if they appear inside the building. They are -of course- catalogued in your MultiPad.

Shyre Environment



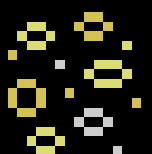
Crate

Can be easily pushed around. All the ones I found are empty. They can't be there just for playing with them, are they?



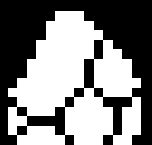
Heavy Metal Crate

Too heavy to be pushed. I could maybe move them with some help.



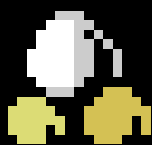
Rough floor

Uneven terrain that is too bumpy for pushing anything through it. In some areas it looks like it was made like that intentionally, since all around it is smooth.



Rocks

Hard and heavy rocks, the composition indicates they have been brought here from another place. To which purpose?



Boulders

Originally this might have been some sort of sculpture, but it crumbled and it is just a bunch of rocks.



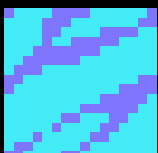
Moai Head

Very detailed sculptures, not sure yet if it represents members of the race or some sort of deity. They do resemble Moais.



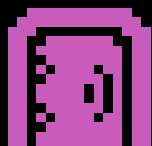
Jar

Supposedly used to contain liquids, every single one I found is empty. And they are too heavy to be carried around.



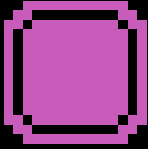
Icy Floor

Somehow, there are patches of ice that are slippery. It does not look like they were formed naturally.



Door

These doors can not be opened by themselves, only by applying pressure on a floor switch. Not a very secure system.



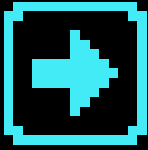
Pressure Floor Switch

They are used to open the doors. Does not seem to be any connection between the switch and the door, and yet it works.



Small Tree

Autochthonous vegetation, mostly found outside, but also indoors. where it looks to serve as an ornament.



Directional Tile

Some unknown technology pushes you in the direction of the arrow. If they had such advanced tech. Why use it just for this?

Good luck on your quest!

About Shyre

Shyre was built in 2023 starting from a dungeon crawler example of the book Modern MSX Basic Game Development.

I have always been a fan of puzzle games such as Sokoban and Eggerland Mystery, but I also liked dungeon exploration of the likes of Zelda and NetHack / Rogue.

I tried to combine both genres in Shyre. I hope you find this puzzle exploration game fun, and manage to get M001-Y out safely.

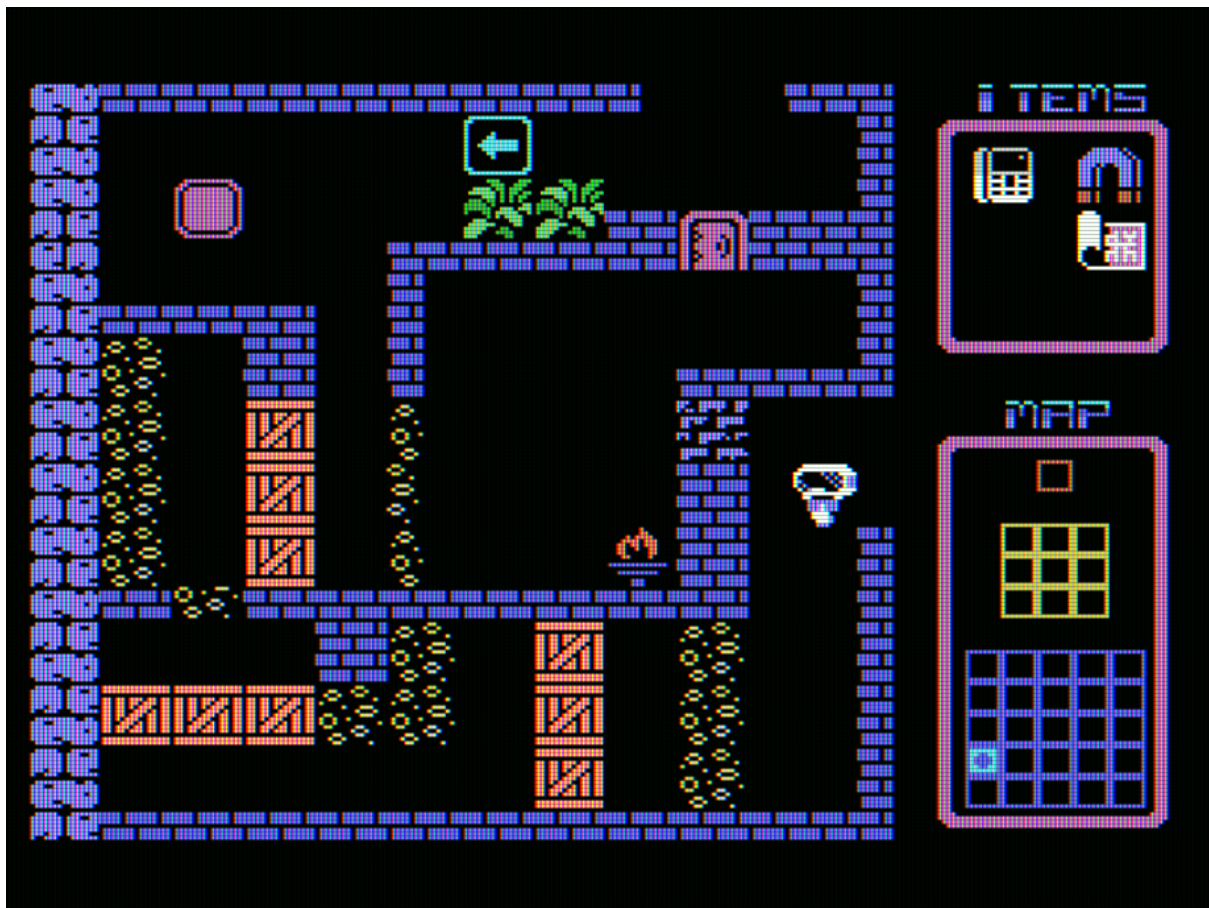
Credits

Development: Raul Portales

Graphics: Based on the 1-bit assets by PiiiXL <https://piiixl.itch.io/>

SFX: Raul Portales

Development tools: Kate, nMSXTiles, openMSX, msxbas2rom, ArkosTracker 2



Notes:

- This product is to be used with MSX computers.
- Make sure the power is OFF when removing or inserting the cartridge.
- This is a precision device and should not be disassembled.
- This game is Free Software and you can get its source code from GitHub (<https://github.com/plattysoft/MSX/tree/develop/shyre>).