

The sequel of Arc and Magnar



Black Cyclon

MSX-2 64 k-ram 128 K-vram 2x1DD



Black Cyclon
English manual

April 1995
Printed in Gouda - Holland

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CONTENTS

1. THE STORY	2
2. GAME PLAY	4
3. CONTROLS	4
4. LOCK CONTROL	5
5. THE ACTION KEY	5
6. WEAPONS	5
7. EQUIPMENT	6
8. TERMINALS	6
9. LOSING A LIFE	6
10. GAME SAVING AND LOADING	7

1. THE STORY

This is the year 6553. It has been two years since the Magnar elitetroops have destroyed the AJK production plant. AJK industries had been designing a weapon that could destroy planets with a single shot. However, one prototype was made. The Three Star Alliance wanted a demonstration of this weapon on Socra, a planet in the Querim III solar system. The D1-A prototype never reached Socra. It was intercepted by pirates . . .

"I am Jeremy Taraq. I was in charge of the first D1-A operation. After that I was promoted to trainings-officer. I have trained many pupils, but now my final test has come.

One of these youngsters will have to retrieve the D1-A prototype. And I'm not sure they are up to it."

The pirates that intercepted it are generally known as "the Rixon Pirates", as Rixon was once their home planet. Now they roam the universe in the Ryxx - an imperial class battle cruiser with a cloaking device. Federal police have until now never been able to locate the Ryxx. But now, the Ryxx having the D1-A inside, Magnar has succeeded in tracing the D1-A and thus finding the Ryxx. Emergency troops have been sent out after it.

"I am Eric Frey. I have been in training with Magnar for the last five years, and have volunteered for the Ryxx mission. Somehow I feel this is my destiny . . . I will take along my pet, Earl D. Squirrel. He was given to me by my uncle, Frank Lantis, who works at the research department of Magnar."

The leader of the Rixon Pirates is Saul Marano. But the main threat comes from one of their scientists, Brian Famic. He had been involved in several top-secret federal projects before he was fired. Federal agents explained that he had been trying to sell federal projects to terrorists. Luckily he never witnessed the completion of the last project he worked on, codenamed "Cyclon".

Project Cyclon was initiated 24 years ago. It involved four leading scientists then, Michael Corezon, Frank Lantis, Igor Vladec and Brian Famic. The objective was to create a seamless fusion between organic and anorganic materials. Thus, allowing a proper interaction between these materials. This was something which was never successful in all these years. There was only one drawback on the results.

Anorganic objects could only be placed to function on life that was frozen temporarily, or on very "early" life forms; In practice that meant implantation on a fetus. At this early stage of the project Brian Famic was fired by Michael Corezon, who was in charge of the research-team. Some animals were "adapted" and genetically enhanced. One of these was Earl D. Squirrel, turning out to be a very intelligent little squirrel with a gun mounted on its tail. Earl was given to Frank Lantis as a pet. Three fetuses were "adapted", so that possible side-effects could be studied.

"Frank Lantis research log 173-A4-34. I have not been feeling to well lately, but our progress has been excellent. We have already built some powers into three fetus and it looks very promising. We have some discussion about how we should trigger these powers, but that will come later. We'll concentrate on the fusion first."

Frank Lantis fell ill, before the scientists decided how they would install the trigger-mechanism. They had planned that these "adaption" would remain unseen until they were triggered. But they had not figured out yet how this would work. Michael Corezon froze himself in, and Igor Vladec also installed an "adaption" in Michael. The trigger mechanism was thus only known to Michael and Igor.

"Igor Vladec, research log 173-A5-09. I have just decided how we will trigger the extra powers that we have built into the fetus. Michael asked me to operate upon him so that we test all this on a frozen human. I am confident that we will succeed."

An earthquake destroyed everything. The research lab was completely destroyed, and Igor Vladec was killed. The three fetus and Michael Corezon were never found. It was rumoured that Michael managed to escape, and has been trying to kill Brian Famic. Michael was never able to locate the Ryxx, although he knew that Brian would try to recreate their project's findings. Brian intended to use project cyclon for military purposes - renaming it "Black Cyclon". Luckily, Brian never succeeded in fusing organic with anorganic material without the organic life form suffering substantial side-effects.

This game follows your adventures as Eric Frey, stalking the decks of the Ryxx, looking for the D1-A prototype. Your orders are also to kill Brian Famic if you find him.

You will need a lot more than just good luck. You will need hope.

2. GAME PLAY

1. This is a 1 player game. Use the keyboard or a mouse to control.
2. Start game with fire button or space bar.
3. When you are hit your "energy" will decrease. When the "energy" meter reaches 0, one life is lost. When all lives are lost, the game is over.
4. Your mission is to seek and destroy the D1-A planet buster, situated somewhere in the enemy stronghold.

For this purpose you must gather the necessary information and equipment as you proceed through the game.

3. CONTROLS

ACTION SCREEN

Keyboard	Joystick	Action on the screen
cursor up	up	move up
cursor down	down	move down
cursor right	right	move right
cursor left	left	move left
[space] or [c]	fire A	fire weapon
[f1] or [shift]	fire B	action key (section 5)
[f2] or [z]	-	use quipment
[f3] or [x]	-	lock control (section 4)
[f5]	-	lose life (section 9)
[stop]	-	pause key

TERMINAL SCREEN

Keyboard	Joystick	Action on the screen
cursor up	up	move selector up
cursor down	down	move selector down
[space] or [c]	fire A	execute selected option

EQUIPMENT MENU

Keyboard	Joystick	Action on the screen
cursor right	right	move selector right
cursor left	left	move selector left
[space] or [c]	fire A	use selected equipment
[f1] or [shift]	fire B	return to action screen
[f2] or [z]	-	return to action screen

4. LOCK CONTROL

When you start the game your "lock" is off, and when you move in any direction your firing angle will be adjusted in the same way. You will need this most of the time. However, when fighting end-of-level bosses or at some points during the levels, it is easier to have your fire directions fixed while moving in another direction. This can be achieved by moving in the direction you want your fix and then switching the lock "on". Moving will now result in an unchanged firing direction.

When you want to fire in another direction, just press the lock controller again and your lock will be "off". Using this technique in the proper situations, is of great importance.

5. THE ACTION KEY

Function of the action key changes throughout the game. It will only work when you're near an object that can be activated. A few examples will be given here, but you'll have to discover most functions by trial and error.

When you are near a terminal, and press the action key, you'll enter that terminal. See section eight for more information.

Sometimes creatures will be in cages. If you press the action key when near, the cage will open. This will not always work, however, as you may need to switch the power-supply on or have a certain key in your possession. Throughout the enemy ship there are many objects set into the floor, for example switches. These can be triggered by touching them or by using the action key when near.

In level two, "ENTRANCE", you'll encounter energy switch hatches. When you have the Hatch Controller, and press the action key near such a hatch, it will open. Touching the switch when it has appeared from the hatch will change the state of the main power supply.

6. WEAPONS

There are four main types of weapons. Other weapons may be found but their use and functioning is unknown. Weapons can be found in terminals but can also be obtained by collecting the floating weapon capsules that are marked with the character corresponding with the weapon.

Collecting the same weapon multiple times will increase its level. The level of a weapon may vary between one and four. Initially, your weapon starts at level one. Collecting another weapon will cause the weapon level to decrease by one.

[W] - WAVE

This is the standard gun you get when you start the game. The wave gun covers a big area, and is very useful for beginners. Its main disadvantage is that it is not very powerful, so bigger enemies will take many hits.

[N] - NEEDLE

The needle gun is very small, but very powerful. It can destroy most enemies with a single hit.

[B] - BOMB

The bomb moves slowly at first, but increases its speed rapidly when flying. It is the only weapon that can pass over walls. The bomb is very useful when mastered.

[S] - SPREAD

The spread gun fires multiple bullets, even at a low weapon level. This might be very useful when you are attacked by more enemies at once.

7. EQUIPMENT

Equipment can be found throughout the enemy ship. It can be found on the floor, but also on enemies or in terminals. Using the equipment in the correct situation is of crucial importance. Some equipment can be used many times, some only one.

8. TERMINALS

Terminals can be accessed by pressing the action key when near one. They serve many purposes, but their most important function is to make data images. When you choose to have a data image made, your progress will be duplicated in the terminal's memory banks. Other functions include information banks, electric device controllers and communication.

9. LOSING A LIFE

When a life is lost, play will be resumed where your last stored data image is, assuming that you had one or more lives left. This will be either at the beginning of the level, or at one of the terminals. Your weapon level will be decreased by one, but all other things will remain as they were when you stored your data image.

See section 8 for more details on the data image.

When you have no more lives, you will be given the option to continue at the beginning of the level. Sometimes you will have reached a dead end in the game. When you can see no escape from your location, you can always press [F5] to lose a life. You will then resume play at your last stored data image.

10. GAME SAVING AND LOADING

When you have cleared a level, your progress will be stored on the first gamedisc. You will be later able to restart in any level that you have already completed, and in the level that you have not yet completed. At first you will only be able to play level one. But when you reach level two, and die there, your progress will be stored. The next time you play you'll be able to start in level one or in level two.

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disk

1

Black Cyclon



disk

2

Black Cyclon