TOWER OF
DAMNATION

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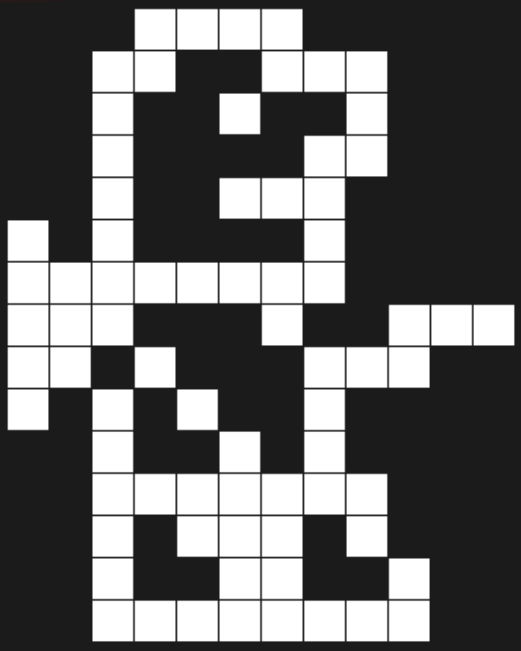


MSXDEV 23

This game will entry the MSXDev 23.

Category: MSX Freestyle
Genre: Platform
Author: Marcelo "BigFive" Correia
Format: 48Kb ROM

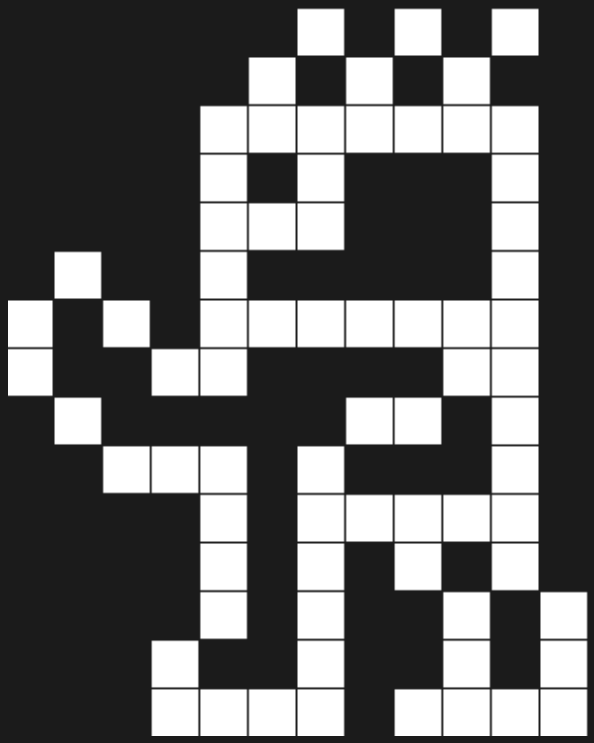
We developed all levels, sprites, chars and code programming using MPAGD.

MPAGD is a game designer platform for several computer systems. This platform was created by Jonathan Cauldwell

THE GAME

A cyber/monster suicidal criminal group took some hostages in order to spread terror and desperation to the capital of a new world era. This steampunk-like city is the home of new society but the land of bandits and evil people.

Our hero do not have much time to enter the building, rescue all the hostages and escape through a helicopter that is on the top of the building. If he delays, the building will be consumed by flames and everyone will die.



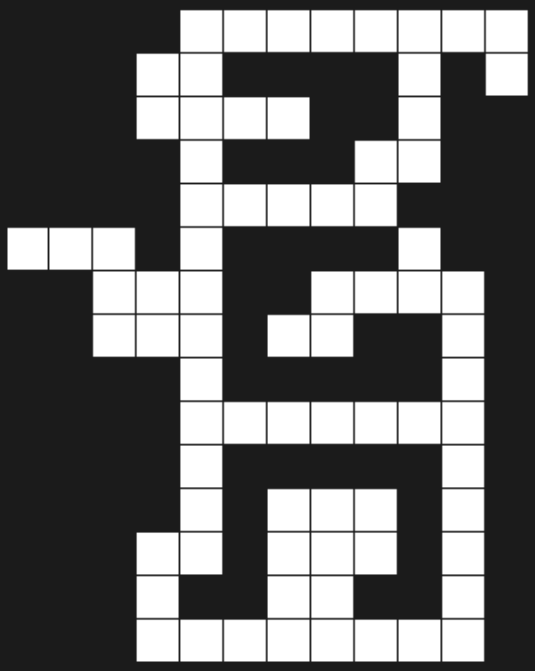
MISSION

Our hero needs to go through the rooms seaching for the hostages and keys to open some locked doors.

In his way, a lot of robots, machines and monsters will try to detain our hero.

The mission will be successful if we rescue all the hostages and escape using the helicopter within the time limit.

There are some money bags scattered around the building that the monsters stoled from the bank. If you get them, you will colect more points.



GAME MENU

Start game	Starts the game using the selected options.
Controller type	Select between keyboard or joystick. The default controller is Keyboard.
Difficult level	Change the amount of time and lives that you have to accomplish the mission. The default level is Hard.
Redefine keys	Redefine the default key mapping using this option. The default key mapping is cursor keys for movements, Space key for Jump, M for Shoot and N for Pause.
Music	Turn off or on the music theme. The default is music on.

GAME SCREEN

Remaning lives

Earned score

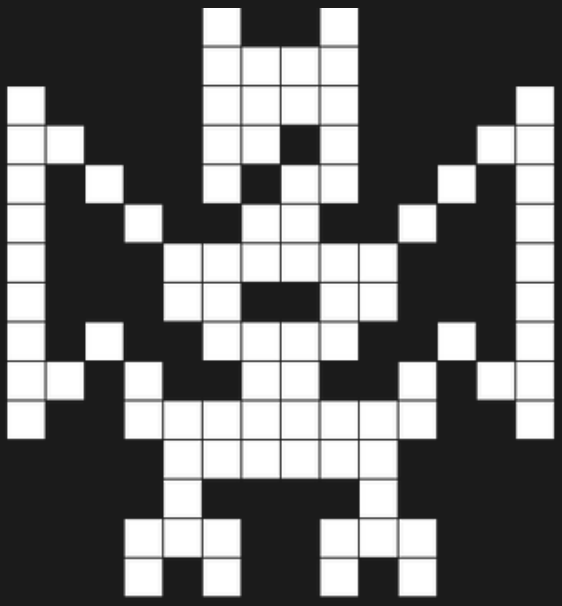
Hi-Score

Remaning hostages

Room number

Time left

HOW TO PLAY

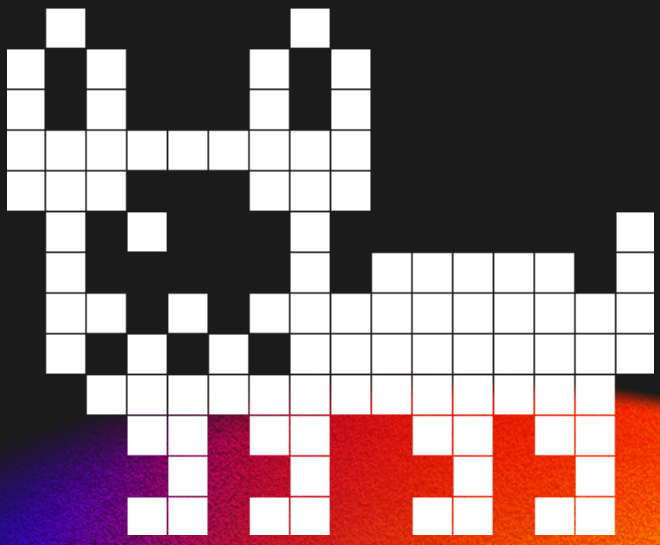


This game is compatible with any MSX version (1, 2, 2+, Turbo-R) and was tested using fMSX and Panasonic A1-WSX.

It worked with USB Mapper form Tecnobytes but I believe that may work with any mass storage mapper (CF, IDE, SD and USB).

If you use SofaRun, the ROM-Format is automatically detected as Linear0.

You need 48kb free space in your storage device.



CREDITS

PRODUCER, PROGRAMING AND LEVEL DESIGN

Marcelo "BigFive" Correia

PIXEL ARTIST

Marcelo "BigFive" Correia & Minilop Retroware

GAME COVER

DALL-E AI

SOUND EFFECTS

MPAGD Library

MUSIC

John Penn-Pierson (Remixed version by Marcelo "BigFive" Correia)