

OUTROYD

1985 Magical Zoo

for the MSX microcomputer

English-Langauge Game Guide

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Story

The planet Quarn has been completely overrun by hostile AI-controlled robots known as Outroyds. These Outroyds are operated by a Central Control Computer, or CCC, located in the center of the map. You are Ramon Okudaira, a skilled mech pilot who managed to stay hidden from the Outroyds in the last remaining resistance base, and you've taken it upon yourself to pilot the resistance's last remaining functional armored mech suit, the XX-85, to take down the CCC and make Quarn inhabitable by human beings once more.

Game Goal

Obtain four anti-proton bombs, and detonate them on each of the four CCC tiles at the center of the map. It's up to you to find a stock of anti-proton bombs you can raid, however -- and it won't be an easy task reaching the extremely well-guarded CCC!

Getting Started

Press the space bar when prompted, then use the keyboard to select from KEYBOARD, a one-button joystick/controller (A-JOY), or a two-button joystick/controller (B-JOY).

- On keyboard, SPACE shoots and ENTER opens the menu.
- If you're using the A-JOY option, the controller button shoots, but you'll still need to press ENTER to open the menu.
- If you're using the B-JOY option, button 1 shoots and button 2 opens the menu.

Game Flow

Move from screen to screen looking for enemy bases to raid for usable items/equipment in service of your goal. Whenever you move to a new screen, an Outroyd may appear. If the Outroyd just appears randomly, it's probably a mere nuisance enemy and can be ignored (though there is one exception to this; see below!). If the Outroyd emerges from a metal panel that quickly opens and closes just as the screen transitions, however, then it is the guardian of an enemy base. Defeat it, then position yourself directly on top of the metal panel it emerged from and open the menu, and you'll be able to take whatever item is located inside that base (and there will always be one item inside every freshly conquered enemy base). Base guard Outroyds do NOT respawn, so after you've defeated the guardian on that screen, you will never encounter it again for the rest of your playthrough (with the sole exception of the final screen before the CCC, where the base guardian DOES respawn every time you re-enter the screen, but so does the healing item in the base, so it's actually kind of nice!).

- Note that the enemy's anti-proton bomb stockpile is guarded by an Outroyd that appears seemingly randomly, on a screen with no obvious base. You'll know you're in the right place if, after defeating it, you see four missiles (that look kind of like fancy capital Ts) emerge from a hole near the center of the screen. Open the menu while standing on this missile stock, and you can take as many anti-proton bombs as you need.

Reading the Screen

You have three meters visible on the screen during normal gameplay: ENG, OP, and DP.

- ENG is your Energy. If this runs out, it's Game Over. ENG slowly decreases automatically as you move around, but the real danger to your ENG comes from enemy shots and various floor tiles that drain it as you walk over them. ENG can be recovered by standing on an energy recharge station (a metal panel with an E on it), opening the menu while standing on your home base, or using one of the ENERGY-PACK items you'll find in enemy bases as you progress.
- OP is your Offensive Power. This determines how hard your shots hit. Some enemies and

obstacles can actually damage your OP in addition to draining your ENG. To repair this, you'll need to open the menu while standing on a maintenance station (a metal panel with a P on it) or while standing on your home base.

- DP is your Defensive Power. This determines how much ENG you lose when hit. Some enemies and obstacles can damage your DP as well, and if your DP drops to zero, your ENG will begin to rapidly decrease (called a "leak out" by the game). Just as with OP, this can be repaired by opening the menu while standing on a maintenance station or on your home base.

Game Menu

Open at any time during gameplay by pressing the ENTER key or, if you selected B-JOY at startup, button 2 on your controller. Options in the game menu include the following:

- STATUS

Shows your current health, as well as which parts are equipped on your XX-85 mech (Head, Body, Arms, and Feet). Equipped part names will always end with the letter H for Head, B for Body, A for Arms, or F for Feet, and will display a *** after the name if the equipped part is flight-enabled (more on this later).

- EQUIP

Opens a sub-menu from which you can take, use, or place items, as well as view your inventory and, if you're positioned on an enemy base or item depository, see what items are located there. Sub-menu options include:

- INVENT: Select this option to view your inventory and see what items are located in the current base/depository if you're standing on one.
- SET: Confusingly named! Select this option to take an item located in the current base/depository if you're standing on one (you'll be prompted which item to take if there are multiples, and which bag to place the item in if you have a TRANSPORTER granting you 4 additional inventory slots); if you're NOT standing on a base/depository, select this option to consume an ENERGY-PACK item from your inventory if you have any, in order to heal some of your spent ENG.
- RESET: Also confusingly named! Select this option to stow an item if you're currently standing on an item depository, or to set and arm an ANTI-PROTON BOMB if you're currently standing on one of the four CCC tiles in the center of the map.

- SEARCH

Opens a sub-menu from which you can scan the current screen for information or, if you have an advanced enough head part equipped, scan any screen on the map. Sub-menu options include:

- VIEW: Safely examine the layout of the current screen, or select a screen to safely examine from the full game map if you have an advanced enough head part.
- SENSER [SIC]: Display detailed info on any enemies located on the current screen. Also indicates whether or not there's a base located there. If you have an advanced enough head part, select a screen from the full game map to display enemy and base info for that screen.

- LOADM

Load a game state previously saved to memory. Note that if you get a Game Over, the game state saved to memory will be wiped, so LOADM will simply reset the game back to its initial state. Also note that this is a volatile save state, meaning it will be lost as soon as the MSX is powered off.

- SAVEM

Save the current game state to memory. For use with the LOADM command if you find yourself in trouble somewhere down the line. This state is lost if you get a Game Over or power off the MSX.

- LOADTP

Load any game state previously saved to cassette tape.

- SAVETP

Save the current game state to cassette tape. This is a more permanent save method, but obviously requires a dataset, a blank cassette tape, and the appropriate cords in order to effectively use.

Healing

To restore ENG, you have three options: open the menu while standing on your home base (gray tile with a thick horizontal pink stripe on the starting screen), stand on top of an energy recharge station (metal panel marked with the letter E; note that you cannot attack while standing on an energy recharge station!), or use one of the three ENERGY-PACK items (with C recovering the most Energy,

and A recovering the least).

To restore OP and DP, you have two options: open the menu while standing on your home base, or open the menu while standing on a maintenance station (metal panel marked with the letter P).

Item Management

To use ENERGY-PACK items, open the menu and select EQUIP, then select SET -- the English in this game is a bit iffy, so this option should probably read TAKE/USE, not SET. Note that you can only use items when NOT standing on an enemy base or item depository. The reason for this is because the SET command is also used to take items, so if you select SET from an enemy base or depository tile, the game will assume you're trying to loot that tile, not use an item.

You have a limited inventory, and can only hold up to 4 items in total (not counting equipment for your mech, which is automatically equipped when taken rather than being added to your inventory). You can expand this to 8 by finding the TRANSPORTER, which you can think of kind of like a side car for your mech, allowing you to carry 4 more items. Items that have a passive effect (such as allowing you to walk on water) will function regardless of whether they're in your regular inventory or in the TRANSPORTER, though the game will still always ask you where you want to place any items you take, and will yell at you with a "FULL CAPACITY" message if you try to place them in a full inventory or full TRANSPORTER (which can get a little annoying!).

Item Depositories

If you need to free up some inventory space but have no ENERGY-PACKs to use, then you'll probably want to seek out one of the game's two item depositories. These look like metal plates with "OK" written sideways on them. You can't access either of them, however, unless and until you have a DEPOSITORY KEY [SIC] on hand. Once you find a key and a depository to unlock with it, open the menu on top of the depository, then select EQUIP -> RESET to stow items (again, some wonky English in this game; this command should be PUT rather than RESET), or EQUIP -> SET to take any items you've previously stowed.

Key Items

- ENERGY-PACK

Recovers ENG. The amount of ENG recovered depends on if you're using ENERGY-PACK A, B, or C. The most desirable one is C, which restores most of your ENG bar.

- **DEPOSITORY KEY [SIC]**

Allows you access to the item depositories.
- **TRANSPORTER**

Increases your carrying capacity from 4 items to 8.
- **W H E (Water Hover Equipment)**

Allows you to walk on water.
- **S R A (Space Rail Adapter)**

Allows you to walk on space rails, which look like metal girders suspended in space.
- **M S E (Magnetic Suspension Equipment)**

Allows you to walk on magnetic supports, which look like green wireframe squares suspended in space.
- **I A (Insulator Attachment)**

Allows you to walk on electric shockers without taking DP damage. Electric shockers are all over the game, and look like white and gray spikes.
- **FLIGHT PROGRAM**

Allows you to transform into a jet by stepping on a launchpad icon (gray with a horizontal blue stripe that looks like it's being held in a hydraulic press or something). You can't attack while in jet form, but you can fly literally anywhere, over or through anything, and no enemies can harm you. Touch any other launchpad icon to land. Note that you can ONLY transform into a jet if you have this item AND are equipped with a full set of flight-capable mech parts -- if you don't have flight-capable Head, Body, Arm, AND Foot parts equipped (represented by a *** indicator after the part name when checking your STATUS), you will NOT transform when touching the launchpad, even with this item on hand. See below for more info on mech parts.
- **BARRIER RELEASER**

Allows you to walk over beam barriers, which appear as two parallel horizontal tubes with dots traveling through them in opposite directions. If you step on a beam barrier without this item, your DP will instantly drop to 0 and you'll begin rapidly losing ENG.
- **ANTI-PROTON BOMB**

Used to blow up the CCC and win the game (provided you successfully blow up all four

of the CCC tiles, that is!). Stand on one of the four unexploded CCC tiles, open the menu, and select EQUIP -> RESET to set the bomb, but be sure to leave the screen IMMEDIATELY after doing so. The game tells you there's a 30-second timer before the bomb is detonated, but it's actually only 3 seconds, starting as soon as you close the menu! And if you're on the screen when it blows, that's an instant Game Over.

Mech Parts

Other key items include mech parts, which have names that usually include a few random letters, a dash, a couple numbers, then an H, B, A, or F. That last letter is what you want to pay attention to, as it stands for Head, Body, Arms, or Feet:

- Head equipment is probably the least useful, as it just expands the capabilities of your SEARCH command, which you're likely not going to be using very often anyway (though it can be fun to play around with, especially after obtaining a more advanced Head part that allows you to scan the entire game map!).
- Body equipment increases your DP.
- Arm equipment increases your OP.
- Foot equipment increases your movement speed on the map.

If the equipment name has a *** mark written after it, it's considered "flight-enabled" equipment, meaning it supports your ability to transform into a jet with the FLIGHT PROGRAM.

Mech parts are immediately equipped on your XX-85 armored suit when acquired, and thus do not take up any slots in your inventory or TRANSPORTER. You can confirm which mech parts are currently equipped via the STATUS option in the game menu.

Note that when taking new equipment from an enemy base, your old equipment will be stowed there in its place, so if you ever need to switch back for some reason (e.g. if you upgraded to better equipment, but it's not flight-enabled like your old equipment was, and you find yourself in need of flying), you can always go back to the enemy base from which you last upgraded to do so.

Obstacle Tiles

Most tile types in this game are decorative, and can be freely walked over. Some, like pyramids, tall blocks, and empty black space serve as impassable barriers, and can only be traversed when you're flying around in jet mode. But others have very specific effects, and some can even be quite lethal.

Here are the more noteworthy obstacle tiles you'll encounter during gameplay:

- HOLE



Can be one tile wide, or elongated across many tiles. Stepping into a hole means instant death and Game Over.

- PULSE MINE



Stepping on a pulse mine will instantly drain all your OP and DP, causing you to rapidly lose ENG and rendering you unable to attack.

- LASER MINE



Stepping on a laser mine will instantly drain all your DP, causing you to rapidly lose ENG.

- BEAM BARRIER



Stepping on a beam barrier without the BARRIER RELEASER item on hand will instantly drain all your DP, causing you to rapidly lose ENG. Once you have the BARRIER RELEASER, however, you may walk over beam barriers freely without any danger.

- ELECTRIC SHOCKER



Stepping on an electric shocker without the I A (Insulator Attachment) item on hand will cause your DP to rapidly drain until you move off of the tile.

- ENERGY COLLECTOR



Stepping on an energy collector will cause your ENG to drain fairly rapidly until you move off of the tile. All four of the variations pictured here seem to drain energy at the

same rate. There is no item that prevents this effect, so when it becomes necessary to cross energy collectors, you'll want to ensure you don't linger.

- MAGNET ROCKER



Stepping on a magnet rocker will freeze you in place. You can escape its effects, but not without holding the direction you intend to move for several seconds, leaving you completely vulnerable to enemy attacks in the interim.

Note that there are fake magnet rockers scattered all over the game as well, displaying only two or three arrows, or displaying all four but in reverse order (left and up on top, down and right on bottom). These fake magnet rockers have no effect, and may be freely traversed as if they were just ordinary ground tiles.

- CONVEYOR BELT



Appears in both horizontal and vertical varieties. Conveyor belts are not visibly moving, but stepping on one will push you in a set direction. You're able to freely move from side to side while riding a conveyor belt, and if you walk in the same direction the conveyor belt is moving, you'll move in that direction twice as fast. Attempting to walk against the conveyor belt, however, will only cause you to stall in place; you cannot overpower the conveyor belt, regardless of your movement speed.

- WATER



Cannot be traversed unless you have the W H E (Water Hover Equipment) item on hand.

- SPACE RAIL



Cannot be traversed unless you have the S R A (Space Rail Adapter) item on hand.

- MAGNETIC SUPPORT



Cannot be traversed unless you have the M S E (Magnetic Suspension Equipment) item

on hand.

Key Tiles

These are the destination tiles that you'll be seeking out during your playthrough:

- HOME BASE



Open the menu while standing on this tile to fully recover your ENG, OP, and DP.

- ENEMY BASE



There are a number of decorative enemy base tiles throughout the game which have no function at all; you'll know the base you've encountered is a legitimate one if you see the tile quickly open and close as you enter the screen (with a guardian Outroyd emerging, assuming you haven't already defeated it). Once you have defeated the guardian Outroyd on a base screen, you can open the menu while standing on this tile to find out what item is contained within, and take it if you so desire. Check the item in the base via EQUIP -> INVENT, and take it via EQUIP -> SET.

- ITEM DEPOSITORY



Open the menu while standing on this tile, and as long as you have the DEPOSITORY KEY item on hand, you'll be able to stow items here via the EQUIP -> RESET command, or recover items you've previously stowed via the EQUIP -> SET command.

- ENERGY RECHARGE STATION



Simply stand on top of this tile to rapidly recover ENG, though do note you will NOT be able to attack until you step off of the tile.

- MAINTENANCE STATION



Open the menu while standing on this tile to fully recover your OP and DP.

- LAUNCHPAD



If you step on this tile with a FLIGHT PROGRAM on hand and equipped with Head, Body, Arm, and Foot parts that are all flight-enabled (marked with *** when viewed in STATUS), you will transform into a jet that's unable to attack, but also unable to take damage, and can fly over any tile (even tiles that are ordinarily lethal or serve as impassable obstacles). Fly into another launchpad tile to land and transform back into the regular XX-85 armored suit. This is used to access areas you might not otherwise be able to get to with the other equipment available to you at the time.

- MISSILE STOCK



This tile will appear suddenly on one particular screen, emerging from a hole when the Outroyd there is destroyed. Open the menu while standing on this tile, and you'll be able to acquire as many ANTI-PROTON BOMBS as you can carry. You can confirm you're in the right place via EQUIP -> INVENT (you'll be told "A.P.B. IN HERE"), and can take one ANTI-PROTON BOMB at a time via EQUIP -> SET. Once the missile stock tile is revealed, it will remain open and available to loot for the rest of your playthrough, even though the guardian Outroyd will respawn each time you re-enter the screen.

- CENTRAL CONTROL COMPUTER (CCC)



There are four of these tiles in total, clustered together in the very center of the game map. Your goal is to blow all four of these tiles up using ANTI-PROTON BOMBS. To set a bomb, open the menu while standing on this tile, and select EQUIP -> RESET. Note that after doing this and closing the menu, you will only have 3 seconds to escape the explosion by retreating back to the previous screen. If you fail to do so, you will blow up along with the CCC and receive an instant Game Over.