EGGERLAND
mystery

HAL LABORATORY INC.

MSX

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Prefaced

This cartridge should be used only with MSX-marked personal computers.
Turn the power on after inserting the ROM cartridge. If the cartridge is
inserted with the power being turned on, the unit and the ROM cartridge
failure may ensue. When finished with the ROM cartridge, withdraw it
after turning the power off.
This game can be operated by the KEYBOARD, JOY BALL or the JOY STICK.

Story

Once upon a time, people lived happily in a kingdom of love and peace
called Edenaland. Edenaland was blessed with rich crops and beautiful
nature. The country was ruled by a good King who had three daughters.

One day, several monsters appeared in Edenaland. After devastating the
entire nation, they took away the youngest princess, Lala. Edena, the
guardian God of this country was outraged to see the holocaust. He
caught the monsters and imprisoned them in an underworld country called
Eggerland. To a grest sorrow, Lala was also taken into the horrible
place. Seeing what has happened, Edens God transformed Lala into several
diaframers and her heart into four pieces, trying to deceive the
monsters. Then he entrusted the custody of Lala's body to the gods of
the East, West, South and North. He then went about to find the bravest
young man in the country.

Edena chose a young man named Roro to go to the Princess's rescue. Roro
went into Eggerland. Blessed with good brains and bravery, Roro managed
through a complicated maze, barely dodged an encounter with the monsters
and finally found the four gods. He quickly collected the scattered
diaframers. After the monsters were all confined in the Eggerland, Roro
revived Lala.

The King and in fact all the people of Edenaland were happy again and
celebrated the safe return of the Princess. The King made the two
youngsters marry and they later became wonderful King and Queen of
Edenaland.

How to Start a Game

KEYBOARD

* Selects the game type – either type A or B.
* Determines the number of players – either 1 or 2
  players.
* The game is played wither by 1 or 2 players using the
  KEYBOARD.

JOY STICK

* Selects the game type, either type A or B.
* Determines the number of players.
* Trigger Button of JOY 1: Used to play with the JOY STICK
  on the JOY 1 side by 1 or 2 players.
* Trigger Button of JOY 2: Used to play with the two JOY
  STICKS when played by 2 players.

Operation Keys

KEYBOARD

* Moves Roro.
* Fires Egger-shot to the direction Roro is facing.
* Uses the available POWER.
* Used for moving into a higher gear.

JOY STICK

* Moves Roro.
* Fires Egger-shot to the direction Roro is facing.
* Uses the available POWER.

How to Play

A shows playing procedure for type A and B for type B.
1. First determine the starting round.
    A: The player can start from a pre-set round by entering a password.
    NOTE: If playing the game for the first time, press the space bar or
    the Trigger Button 6 times and start from Round 1.
    B: Start from Round 1.
2. In order to complete the Round:
    A: Controls Roro to capture all the diaframers in
    Eggerland, and then escape from the exit .

    B: Controls Roro to capture all diaframers in Eggerland within a
    limited time and rush out of the exit . Try to find the four
    gods as soon as possible to put Lala into a human form.

3. How to destroy the monsters:
   Some diaframers can chang a monster into an egger. If Roro catches
   this egger, he will be given two egger-shots. If a monster is hit by
   an egger-shot, he is transformed into an egger, which Roro can push
   around. After a while, however, the egger will have cracks and
   reverts to a monster. Hitting the egger with another egger-spt makes
   the egger to leave the screen and not appear for a while.

   If pushed into a river, the egger will float away and sink at a place
   where the flow stops. Roro can move by riding a floating egger.
   NOTE: You can float only one egger in the river.
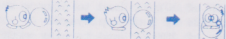

4. How to defend against the magic force of the monsters:
   Some emerald framers (green blocks) are found in Eggerland. Only
   Roro can push this to protect himself from the magical forces of the
   monsters such as Medusa's curse and Goll's fire.

5. Be careful in one-way traffic:
   There are some arrow signs showing one-way traffic in Eggerland.
   Though monsters can advance freely over the signs, Roro can pass over
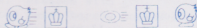   it only in the direction shown by the arrow.
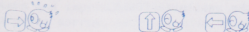
   Cannot Pass   Can Pass

6. Find the four gods:
   In game type B, the four gods (the Eastern, Western, Northern and
   Southern Gods) are hiding somewhere in Eggerland. If Roro or an
   egger-shot passes the place where a god is hiding, the god is bound
   to appear.

If you find a god, the blessing mark of that particular god appears
above the Exit. There are 10 blessing marks, one of which includes
Lala.

7. Scoring - points gained:
   A: Diaframer ... 1 point
   When the round is finished... Remaining Roro's score x 10 points
   B: Diaframer .... 1 point
   When the round is completed ... 50 points

8. One more Roro (and up to a maximum of 20 Roros) is added in the
   following cases:
   A: When the round is completed, or when you have scored perfectly on
   a bonus stage.
   B: When Lala is found, or when you have scored perfectly on a bonus
   stage.

9. You will lose one Roro in the folloing cases: (The game finishes
   when all Roro's are killed in the following manner)
   Captured by a monster.
   Cursed by Medusa.
   Hit by Goll's fire.
   Drowned in the river.
   The player pushed the STOP key.
   The players runs out of time when playing the game type B.

10. Game rules for two players:
    When played by two players, each challenging the round alternatively,
    the player who first clears the round obtains a completion point.
    The game is over if either of the two players clears the round. The
    player who did not clear his round can challenge the next round.

11. To continue the glame from the round which was completed:
    You can continue the game by pressing the space bar or the Trigger
    Button during the 10 seconds when the message CONTINUE appears on the
    screen after the game is finished. There are 5 Roros at this time,
    but the score is reduced to 0 point.

12. What is a bonus stage?
    A bonus stage is offered whenever 5 rounds are finished. During this
    time, the player must expel all the monsters from the screen using
    egger-shots. When a bonus stage ends, a apasword is indicated and
    enables the players to choose the starting round.
    If a bonus stage is played perfectly, one password, which allows a
    special round (special character), will be displayed.

13. What is a special round?
    A special round appears if Round 100 is finished, including
    particularly difficult 5 rounds. To advance to the special round,
    you must enter a special password composed of 10 characters.
    If you scored perfectly on the bonus stage, one special word will be
    displayed.

The illustrationn shows that the second
character of the special word is Armma facing
right.

Characters

1. Roro: The brave young boy who goes to rescue Lala, who is imprisoned
   in Eggerland.

2. Lala: The young princess of Edenaland who was kidnapped by monsters
   and taken to Eggerland.

3. Medusa: The chief monster. Although immobile, she can stop Roro's
   actions by a curse.

4. Armma: One of the monsters who walks about looking for Roro. When
   Roro approaches, Armma begins to roll by transforming into a ball
   figure and continues to roll until it bumps into something.

5. Skull: The monster who is asleep most of the time. When Roro takes
   all the diaframers in Eggerland, Skull awakens and begins to chase
   Roro.

6. Goll: He also awakens when Roro has taken all the diaframers, and
   attacks Roro by emitting fire, through he is immobile.

7. Snakey: A harmless character, just keep on what's going on.

How to Enter Passwords

The password input display appears when the game begins with type A.

Move the marker with the   keyes or the JOY STICK (JOY side 1),
Pressing the space bar or the Trigger Button (hereinafter called the
decision keys) can move the character indicated by the marker. Then the
cursor automatically moves to a position one space to the right of the
present position. If a wrong character has been entered, push either
decision keys after fixing BS. The cursor then moves one space to the
left and you can re-enter the character.

When five characters have been entered, the number of the round, which
can be overcome by a password, will be displayed. Pressing the decision
key after choosing the round number with the   keyes or the JOY
STICK, can start the game from the round just specified. If a wrong
password has been entered, move the   key or the JOY STICK and put NG
on the round number. Pressing the decision key allows you to enter a new
password.

How to Use Power

When the following marks are displayed in the POWER column toward the
left of the screen, you can use the power indicated by the mark, but only
once in a round. In order to obtain necessary power, you must capture a
shining diaframer, though you don't know when it brightens.
NOTE: When the power is used, the Egger-shots cannot be used.

Press the space bar or the Trigger Button to build a bridge
across a river when Roro comes to one.

Pressing of the space bar or the Trigger Button changes the
direction of the arrow in the one-way sign.

When there is nothing in front of Roro, you can put an Emerald
framer by pressing the space bar or the Trigger Button.

<u>Construction</u>

Selecting of CONSTRUCTION allows you to enter the CONSTRUCTION mode.
Now you can freely change the game from Rounds 1 through 5.
1. There are 5 main modes in CONSTRUCTION.
   FIELD ..... Determines the topography of Eggerland.
   CAST ..... Places the characters which appear in Eggerland.
   POWER ..... Determines the power which can be used by Roro.
   FILER ..... Stores the produced data on a cassette tape or a disc.
   ROUND ..... Designates the round which you are playing.
2. To change the main mode, use either the SELECT key or SHIFT + SELECT
   key. Press the SELECT key while the SHIFT key is pressed.
3. Press the ESC key to return to the game.
4. The keys used in each mode, which correspond to COMMANDS, are
   described below.

1. FIELD
   ⏴⏵⏶⏷ .....Moves the square cursor found in the left
                    side of the screen.
   SHIFT + ⏴⏵⏶⏷.....Moves the square marker found in the
                    right side of the screen.
   SPACE   .....Places the character indicated by the
                    marker at the cursor position.
   CLS   .....Displays the characters indicated by the
                    marker (except for Roro, Hole and Exit). Use the
                    Y key to execute and press the N key to stop
                    executing a command.
   * To press SHIFT +   , press the cursor keys, while
     pressing the SHIFT key.
   * The hole is a round character shown on the upper right corner of
     the character menu and the place where the mosters appear. When a
     monster is expelled from the screen by the Egger-shot, it will
     reappear at the first position. However, if an Emerald framer is
     found at the position, the monster will reappear on the hole mark.
     The hole cannot be seen during a game.
   * There are 4 rivers that are flowing one river which has stopped
     flowing. The flow direction is indicated by arrow marks. The
     Egger can flow on the river, but sinks at places where the flow is
     stagnant or flows in opposite directions. However, the arrow mark
     disappears during a game.
   * To change the characters already placed, place a blank character
     over it, then enter a new character.

2. CAST
   ⏴⏵⏶⏷   .....Moves the cursor.
   SHIFT + ⏴⏵⏶⏷ .....Moves the marker.
   SPACE   .....Puts the character indicated by the
                    marker at the cursor position
   * Some CAST characters have specific predetermined positions. For
     the blue diaframers which produce Egger-shots can accommodate up to
     49. Medusa, Skull, Goll and Snakey accommodate 10 positions, while
     Armma accommodates up to 5.

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* The blue diaframers which can create the Egger-shots turn red
  during a game.
* The CAST mode character cannot be placed over the character (except
  blank) already put in the FIELD mode. However, the Emerald framer
  can be placed above the Exit, turning the Emerald framer light
  blue. This color again changes to normal green during a game.
* To change the characters already placed, follow the same procedures
  as used in the FIELD mode.

3. POWER
   ⏴⏵⏶⏷   .....Moves the MENU marker.
   SHIFT + ⏴⏵   .....Moves the POWER marker.
   SHIFT +   ⏶⏷ .....Dicides the number of diaframers which must be
                      obtained to use POWER.

4. FILER
   – The following sub-modes are available in the FILER mode:
     SAVE .....Writes the produced data in a cassette tape or a disc.
     LOAD .....Reads the data from a cassette tape or a disc.
     DEV ......Selects either a cassette tape or a disc.
     FILES.....Indicates the file name in a disc.
     CLEAR.....Clears all the data in Rounds 1 through 5.
   – To change the sub-mode, press the ⏴ or ⏵ keys.
   SAVE, LOAD
     A to Z, 0, 1 – 9 keys.....Used for the file names.
     BS, DEL keys ....Erases an immediately preceding character.
     Return ....Decides the file names.
   * The file name must have a maximum of 6 characters. The first
     character must be a letter of the English alphabet.
   * When at least one character for the file name has been input, you
     cannot change the sub-mode. Erase all the characters by BS key,
     and change the sub-mode.
   * During the SAVE sub-mode, you cannot enter the file name if Roro or
     the Exit are not seen in Round 5 and an ERROR message will be
     displayed.
   * During the LOAD mode, an ERROR message will appear if the file name
     is not entered. Press any key to return to the former display.
   DEV.
     RETURN.....Changes the devices (cassette tape or disc) to be used.
   * If a disc is not connected, you cannot choose a disc mode.
   FILES
     RETURN..... Executes the FILES
   * The command will not be executed if a disc is not set in place.
   * Pressing any key returns the screen to the original display after
     you have checked the file name.
   CLEAR
     RETURN.....Enters in a CLEAR mode. Press the Y key to execute and
                press the N key to cancel the command.

5. ROUND
   1 – 5.....Specifies the number of the Round which you want to
            change.

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Memo

NO	PASSWORD				
1					
2					
3					
4					
5					
6					
7					
8					
9					
1 0					

NO	PASSWORD				
1 1					
1 2					
1 3					
1 4					
1 5					
1 6					
1 7					
1 8					
1 9					
2 0					

POSITION	1	2	3	4	5	6	7	8	9	1 0
BONUS STAGE	1 2	3 4	5 6	7 8	9 10	11 12	13 14	15 16	17 18	19 20
SPECIAL WORD										