



User manual v1.0 - Paxanga Soft, 2024.

-Requirements

At least an MSX1 machine with 16Kb of RAM.

-Running the game

Insert cartridge on any slot and switch your MSX on.

For those using the ROM file, flash the file into any Flash Cartridge that supports 64Kb linear ROMs.

-The Story



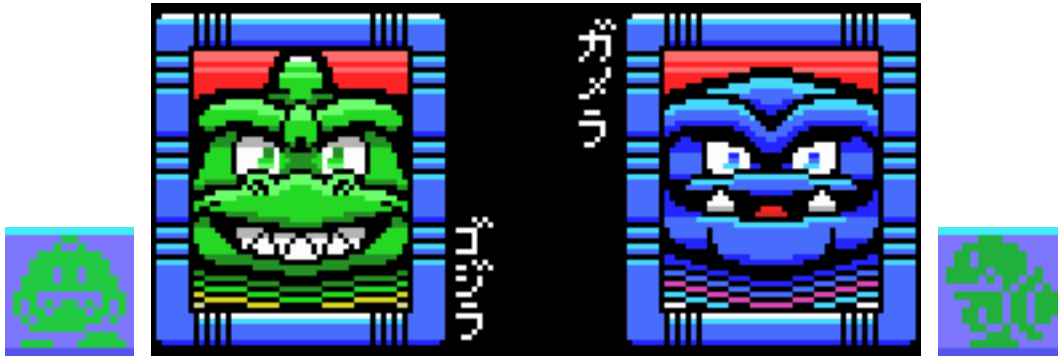
Dr. Shorizawa has lost his collection of marble balls inside one of his experimental machines. What a mess!

But he's an evil genius so, somehow, he managed to trap two big boys, reduced them to the size of an average mouse and sent them inside the machine! Genius!

Those guys are Godzilla and Gamera. Really powerful monsters that can destroy entire cities. But now, reduced, they can't do much to escape from Shorizawa's machine. Except... follow his instructions and recover all the balls for him!!

Will they agree and manage to recover all the balls spread inside an evil and experimental machine full of enemies and traps??

-The Boys



Godzilla. The most powerful kaiju ever. He's strong and usually can throw radioactive breath out of his mouth. Now, not so much. Still, his punch is harder than Gamera's one.

Gamera. A bit more polite. Friend of kids. Not of much use here. Still, can give some good help.

-How to Play

You are trapped inside a set of levels filled with enemies, traps, ways to open and that kind of nasty stuff.

Use **keys** to open **doors**, activate **switches** to open paths, avoid or neutralize **enemies**. Around, there are plenty of **balls** to recover. Get them all in order to activate the **EXIT** and go to the next level.



For that, cooperate! You control both **Gamera** and **Godzilla**, tho, never at the same time. Switch between them to get the most of their distinctive skills. As they are usually located at different points of the level, some can access to some parts that his mate can't. Use your head! (or both heads).

To control Godzilla and Gamera, use **Cursor keys** or **Joystick** to move them. Also, you can use **Space** or **Joystick Button 1** to **punch**.

Punching activates stuff. Like... open doors (if you got the key of the same color), switches, Info boards, move some blocks...

Punching also can stun enemies for a limited time! As said, Godzilla is stronger, so his punch will paralyze them for longer than Gamera's punch. Anyway, be careful, they will move again once the punch effect is gone. You can't kill them!

To **switch** between Godzilla and Gamera, you can use any of these keys: **C** **T** **R** **L**, **G** **R** **A** **P** **H**, **C** **O** **D** **E**, **S** **H** **I** **F** **T**. Or **Joystick Button 2**.

You can only switch at safe floors. That means you can't switch while being over a mine or a switchable floor, for example. If at some place you can't switch, just move.

If you keep **Space** or **Joystick Button 1** pressed and then, without releasing it, you change your direction, your character will look towards you indicated **WITHOUT** moving. This way, you can face enemies and stun them without getting out of a safe position.

One more thing! There's a **limited time** to complete a level. Every level has it's own time. So hurry up! Don't worry, you can get extra time by getting hourglasses or by freezing more than one enemy at the time in the same screen, but if you plan to farm time by punching like a maniac... **NO**. It will work only once per screen, until you leave it.

Some tips:

In order to finish a level, **BOTH** kaiju have to exit the level. Don't leave your friend behind!

There are some **Info Boards** around. Read them to get some clues, sometimes...

Rejoice! There are also boards with **passwords**! Use them in the menu to **continue** playing from the levels you found them.

Remember! You **CAN'T KILL** the enemies, only stun them temporally.

Additional Keys:

F1: To pause/unpause the game.

F2: To change between 50hz and 60hz mode if your machines is MSX2 or higher.

F3: To change color palette between MSX2 mode or a more classic MSX1 palette, if your machine is MSX2 or higher.

ESC: To commit suicide. In case you get trapped somewhere!

-Screen Info

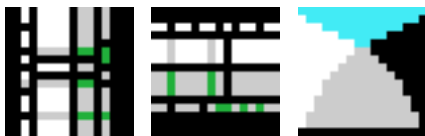


At the right part of the game area, there is info about the **Stage** you are playing. It shows the **Lives** you have left, the **Time** to complete the level, the number of **Balls** left to collect (that turns into an EXIT text when you get them all) and the **Items** you have collected. Only non-immediate use items are there.

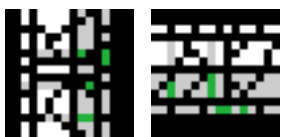
-The levels

Every level has a number of **Balls** to collect and a time to complete it, enemies wandering around and an **EXIT** to reach once you get all the balls. Apart from the balls, you might find some elements. We could split them in walls, floors and items.

Walls, usually they are not trespassable:



Normal walls: They mark the limits of a room. Obviously you can't walk over them!



Breakable walls: Godzilla can break them, if he can see where they are. Check items for more info.



Doors: They're not fake, they're real. They block access to some rooms/ areas. To open them, obviously, use a key of the same color as the door.



Info board: Some provides a tip for the level, some are just a message from Dr. Shorizawa, that has some strange sense of humour and some will give you a password!



Green Switch: It switches some floors on and off, allowing the player to walk over them.



Red Switch: At some levels there's a Raft. Apart from jumping over it and move, you can remote-control the Raft with this. The Raft will move in the direction you punch the Switch.



Yellow Switch: It forces the Slider enemies to move. This way they can't unblock a path to some areas.



Moving Block: They block some paths, but you can move them by simply using your punch. But not forever, as they can't go over Water, Lava, Acid, or certain floors like the Stopper Floor.



Ghost Wall: They look crystalline but you can't walk over them, unless you are invisible.



Fence: You can't pass over them. But they disappear if there are two frozen enemies on the room!

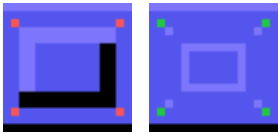


Mate's Face: Also, the place where your other mate currently is, will be represented by an icon that shows his face. You can't walk over it!

Floors, usually you can walk over them, tho some can kill you:



Normal floors: They're totally safe. You can walk over them without problems.



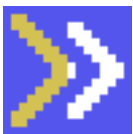
Switchable Floor: It becomes a wall or a floor after using some switch. It can be the Green Floor Switch or the Green Switch.



Stopper Floor: It avoids at Moving Block to be moved over it.



Arrows: They force the player's movement into the direction they indicate.



Switchable Arrows: They work as normal Arrows but you can change their direction using the Arrow Switch.



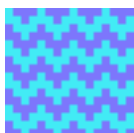
Ice: If you step over them you will slide quickly without control.



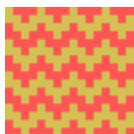
Trapdoors: You can walk over them, but they will open after you pass, so you can't step on them anymore without falling into the void.



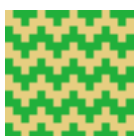
Teleports: Always handy, huh? They will teleport to another teleport of the same color.



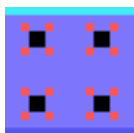
Water: Do not drink it. It's not deep, but at the bottom it's full of Oxygen Destroyer, so it will kill Godzilla! Gamera, in the other hand, being a turtle, can swim better and avoid it.



Lava: It's hot! Only Godzilla can walk over it without being burnt.



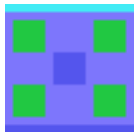
Acid: Deadly. It is chemical waste enriched with Oxygen Destroyer, so it will kill both Godzilla and Gamera.



Mines: Warning!! If Godzilla steps over them they will explode! Gamera, in the other hand, is more prudent and can step over them carefully.



Bridges: They appear after you use the Red Floor Switch or the Double Floor Switch. That will allow you to avoid water or lava.



Green Floor Switch: Stepping over it will switch all the Switchable Floors on the level. The ones which were up will go down allowing you to pass over them, but the ones which were down, will go up blocking the pass.



Arrow Switch: It changes direction of the Switchable Arrows on ALL the level. Works cyclically.



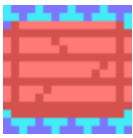
Red Floor Switch: It can do two things. One is to activate the bridges to allow walk over water or lava zones. Other is to convert the Acid into Water/Acid. NOTE! When in the game there's a different set of graphics, like red floor and walls, this Switch is Blue Floor Switch.



Double Floor Switch: This does exactly the same as the Red Floor Switch, but needs cooperation! One kaiju will have to step over one switch and his mate over another switch of the same kind located anywhere else in order to activate it.



Exit: It's deactivated until you get all the balls on the level. Once you have them, it will blink with "EXIT" text on it and both kaiju can teleport from there to next level.



Raft: Also, at some levels there's a Raft. It allows you to sail over water or lava safely. Jump into it to direct control the raft into any direction, or use the Red Switch to control it remotely.

Items, some are collectable and some have an immediate use:

Collectable items are:



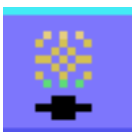
Keys: They open doors, obviously. Every key opens a door of its color and then you can't use it anymore. But you can collect more than one of them.



Boots: With them, you can walk freely over the Arrows and over the Ice.



Glasses: Will allow you to see breakable walls. Note that, anyway, only Godzilla is strong enough to break them, so they're unuseful for Gamera!



Mothra's Sign: Mothra comes to save your soul.

Items for immediate use are:



Hourglass: This gives some seconds of extra time when Godzilla gets it. If it's Gamera who takes it, it will freeze time for some seconds, making enemies slower.



Heart: Gives you an extra live.



Invisibility: Makes your kaiju invisible. Beware! You're invisible, not immune. What's its utility other than peeking at the showers, then? Well... Turrets that shoot can't target you. Besides that, you can trespass the Ghost Walls.

-Enemies

The place is full of enemies that will bother you. Meet them!



Crab: Won't do much apart from walk from side to side.



Skrew: Not much of a hassle. It go up and down, as its live is so simply.



Paul, the octopus: Like its friend Crab, the octopus has a simple movement BUT it can move over water and lava!



Ika: Same movement as the Skrew BUT can also move over water and lava.



Spark: Can move more or less in circles around some area.



Moving mine: Like Spark, but in opposite direction.



Swirl: It wanders around following some walls, usually.



Slime: Have more complex movements, learn its patterns!



Slider: It is stopped until you press the Yellow Switch. Then it will move until a wall stops it.



Roller: Same as slider but no switch needed, it will detect when you enter a room a then move. But... if you are invisible, it can't see you.



Turret: It won't move, but it can shoot! Unless you are invisible. In that case, it can't target you.