

Princess Paloma's Rescue

V1.1

**A game by
Infinite**

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Introduction

In a mystical land beyond memory, ancient pines whispered of ages past. This enchanting realm, harmonious with nature, was ruled by a wise and compassionate king and queen.

The royal couple's deepest longing was fulfilled with the birth of Princess Paloma, a joy overshadowed by the queen's death.



Paloma grew up graceful and beloved, destined for the throne yet uninterested in marriage, especially to the repulsive mage Morgath. Obsessed, Morgath abducted Paloma on her 18th birthday, plunging the kingdom into despair.

A chilling message revealed his intent: if he couldn't have Paloma, no one would. As the kingdom reeled, a call for a hero echoed far and wide to rescue Paloma, facing Morgath's dark dungeon.

The fate of the kingdom and Princess Paloma now hangs in the balance, awaiting a brave soul to undertake this heroic quest.

Objective

Guide your hero across five distinct realms, each requiring the collection of keys that pave the path to the captured princess.



Beware of Morgath's enchanted creatures, lurking and soaring in every corner, ready to thwart your quest.

Steer clear of treacherous obstacles like venomous mushrooms, sinister skeleton heads, and deadly spears, each poised to end your journey prematurely.

Your agility and strategic thinking are the keys to overcoming these perils and saving the princess from her dire fate.

The game

General

Navigate the player through each stage by skillfully collecting keys scattered throughout. Employ precise movements and jumps to access platforms, unlocking the path to every key. Upon securing all keys, a door to the next stage will open.



Proceed through this portal, but remain vigilant against the myriad of hazards that dwell within—avoid the roaming creatures and enchanted obstacles, including treacherous mushrooms, spiders, venomous flora, skeleton heads, and perilous spears.

Each stage is challenging, featuring elements such as:

Conveyor Belts: Test your agility as they attempt to sway you from your intended path.

Collapsing Floors: Tread lightly or risk plummeting to lower levels, rendering routes impassable.

Moving spears: They appear and vanish. Time your crossings with care.

Moving Platforms: Leverage these to bridge gaps and access unreachable areas, but beware of the risk of falling.

Switches: Activate or deactivate by passing by, influencing creatures and movable platforms to aid your journey.

Boxes: Push them to construct pathways or eliminate threats, expanding your navigational options.

Special Items

Item



Gives you an extra life



Temporarily reverses your player's controls



Makes you temporarily immortal. Use this to destroy creatures that get in your way



Can be found in the first stage of each world. Reveals the password, which you can enter in the title screen, to start directly in this world. Press “Down”

Embark across five unique worlds, each composed of 10 intricately designed stages, filled with distinctive adversaries and obstacles. Master the environment and its mechanics to advance, unraveling the saga that lies within each world.

Depending on the difficulty level chosen (via options in the title screen), you have a certain number of lives and time to complete your mission

If all your lives are gone, you can choose to continue the game. You will then be assigned new lives again, but you must start at the beginning of the world again.

Fortunately, you can also enter a password through the title screen to go directly to the world where you left off at the start.

Controls

You can use the MSX keyboard or a joystick in port 1

Action	Key
Jump	Spacebar, joystick trigger or cursor UP
Move left	Cursor or joystick LEFT
Move right	Cursor or joystick RIGHT
Pause	F1
Retry	F5



Difficulty settings

In the options screen, you can choose between 4 different levels of difficulty. Default “normal” is selected. You can chose “Beginner”, and you won’t get hurt by objects like skulls, poisonous flowers and spears. Use F5 if you are stuck, because you won’t die.

Difficulty “normal” and “beginner” will give you an extra life when completing a level. The levels “hard” and “die-hard” will give you less lives and no extra life after completing a level.

Requirements

An MSX2, with at least 64KB ram and 128KB vram is needed. Use an FM Pac (or compatible device) for the game music

The game comes as a 2Mbit (256KB) rom file: Konami type 4, MegaROMs without SCC.

You can copy the ROM file to your MSX and run it with e.g. Sofarom or write it to a flash cartridge like Carnivore2 or MSX Pico

Another option is to use an MSX emulator and select the rom file in one of the slots.

Credits

Code, SFX, Maps, GFX and music: Frederik Boelens

Special thanks to:

- Wolf
- R. Cornelissen (Trilotracker)
- My family (Floor, Amélie, Julian)
- The MSXDev organisation
- And ofcourse you!

Contact me at fboelens@gmail.com for questions or remarks

Updates V1.1

There have been a lot of improvements after the initial release:

- Added difficulty level “beginner”, to make it a little bit more easy for beginning players
- Extra life for difficulty levels “beginner” and “normal” after completing a level
- Flashing player at the start, so that focus can be put directly on that
- Improved playability by
 - o Changing the jump routine
 - o Box movement
 - o Convey belt movement
 - o Wall detection
- Improved some impossible levels by decreasing the difficulty
- Changed the ghost sprite, which looked too much like the Bubble Bobble enemy
- Interrupt stability / overall performance
- Logo change from InfiniteMSX to Infinite
- Manual update
- Small bugfixes