

Serpents and Dragons



SIMENEZ 17

MSX2
MSX2 MSX2+ MSX2R



2048K ROM
MEGA ROM

V9990
GRAPHICS CARD

SYSTEM REQUIREMENTS:

The minimum requirements for this game are an MSX2 or higher computer with at least **64kB RAM** and **128kB VRAM**.

In addition, you will need a v9990 graphic cartridge (GFX9000 or Powergraph).

Many MSX2+ machines already have a music chip integrated in them (OPLL/FM) so you don't need anything else in that case.

If your MSX has no OPLL sound chip, you will need to insert a sound chip cartridge extension if you want to have in-game music. In order to use one, you will need an slot expander.

The sound chip extensions supported are: **FM-PAC** or compatible, **Music Module** (it can be used with **FM** simultaneously to obtain better sound quality on Panasonic +2 or Turbo R), **Moonsound** (or **OPL4** compatible).

The **Moonsound/OPL4** extension requires at least **128kB RAM**.

STARTING THE GAME:

Turn off your MSX computer and insert the game cartridge in any primary slot, and the v9990 cartridge on the second slot or a slot expander slot.

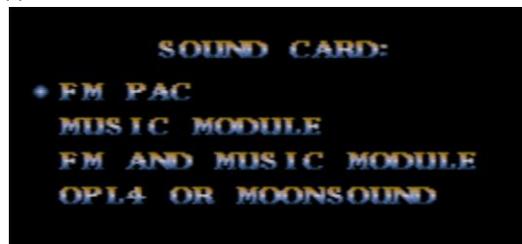
Insert a sound chip cartridge extension (FM, OPL4 or Music Module) in another slot of the expander, if available.

**note regarding slot expanders: if you experience random freezes or any cartridge is not detected, please change the order of the v9990 and sound chips, as well as the slots. Try different combinations, since some slot expanders can have issues with certain cartridges in certain slots.*

Connect the v9990 video cable to your TV.

Turn on your MSX computer and the game will start automatically.

In a few seconds the following menu will appear on the v9990 screen:



- **FM-PAC (OPLL, integrated on many MSX2+ models, you need an MSX2 with 64kB RAM or more)**
- **Music Module (OPL1, you need an MSX2 with 64kB RAM or more)**
- **FM-PAC and Music Module (Both chips at the same time. MSX2 with 64kB RAM or more)**
- **OPL4 or Moonsound (MSX2 with 128kB RAM or more. Panasonic 2+ or Turbo R recommended)**

START MENU:

After the sound chip selection, the title screen will be displayed.

You can select a new game or you can continue a previously saved game (after entering your password).

When selecting any of the 2 options you can select either 1 player mode or a 2 players cooperative game:



If you selected to start a new game, the character selection screen will appear after a short intro.

Both players can move their respective cursor with the general game controls.

After all players have selected their characters, the game will start.

The game controls are:

Player 1:

- Cursors or joystick 1 to move the cursor or character
- Space or joystick button 1 to select an option, purchase an item or attack
- "M" or button 2 to jump

Player 2:

- Joystick 2 to move the cursor or character
- Joystick 2 button 1 to select an option, purchase an item or attack
- Joystick 2 button 2 to jump

CONTINUE:

When selecting continue on the title screen you can choose to continue with 1 player or 2 players.

If 2 players are selected, both players will have to enter their individual password which stores their character information and progress.

GAMEPLAY:



Both players play simultaneously, moving to the right of the screen and advancing through the areas.

As they advance, they will be ambushed by enemy hordes of mythological creatures of varying strength and attack patterns.

When defeating an enemy, the player who killed that enemy earns an amount of experience determined by the enemy level and the player level. Weaker enemies will grant very low **EXP** to high level characters, and vice versa.

Also, there is a chance an item appears on the ground. This item can be food which restores part of your health, depending on the kind of food, or money. The amount of money earned depends on the size of the treasure and the level of the enemies.

EXP and **GOLD** will be granted to the players when they reach the end of a path, when they defeat a final boss, or when all the players get defeated.

After defeating a stage's boss, a new location will be unlocked on the map:



Use the cursor to select your destination.

Each blue dot on the map represents a location: A savegame spot (the first dot on the left), a shop or area to explore.

On the savegame spot, each player will be granted an individual password, so they can carry his individual character to someone's else house and play with their character, and then carry it back home.

There are various shops where to purchase more powerful weapons and with wider range of attack, and recover health points with potions.

This game can be finished without using passwords, without dying and without repeating any missions at all. If a player can finish the game without entering a password and without dying, a new area will be unlocked. There are 2 secret areas to unlock. The unlocked areas can be saved with the password.

MYTHS AND DRAGONS CREDITS

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