

ZANAKA Soft

P R E S E N T S

MSX TURBOR

ALIENS GAUN



STORY

YEAR 2050 AD. ALIENS INVADED EARTH.
AFTER AN IMPOSSIBLE BATTLE AGAINST THE
ALIENS, THE WORLD'S GOVERNMENTS
LAUNCHED NUCLEAR BOMBS.

DARKNESS ARRIVED, ALONG WITH WINTER AND
ACID RAIN. FEW SURVIVORS REMAINED.

FROM THE ASHES CAME HOPE: A SUPERHERO
NAMED "MARKUS," EQUIPPED WITH A FLYING
BACKPACK AND ARMED TO THE TEETH.

WILL HE SAVE THE PLANET?

THE GAME

THE GAME CONSISTS OF **5 LEVELS**, WITH INCREASING DIFFICULTY. IN LEVELS 1-4, YOU MUST ELIMINATE THE ALIENS THAT STALK YOU. LEVEL 5 IS A FINAL BOSS.

YOU ADVANCE TO THE NEXT LEVEL WHEN YOU REACH \$500 MILLION. AT THAT POINT, BULLETS WILL PUSH YOU TO MOVE TO THE NEXT LEVEL. DEFEATING THE FINAL BOSS COMPLETES THE GAME.

THE SCOREBOARDS DISPLAY:

- MONEY IN MILLIOS OF DOLLARS.
- ENERGY BAR WITH 3 TAPS: GREEN (GOOD HEALTH), YELLOW (AVERAGE HEALTH) AND RED (LAST BREATH OF LIFE). AFTER THIS, ONE TAP ENDS THE GAME... "GAME OVER"
- NUMBER OF BOMBS (N!) IS THE NUMBER OF BOMBS WE HAVE IN THE CHAMBER.
- LEVEL IS THE CURRENT LEVEL WE ARE ON.

CONTROLS

THE GAME SUPPORTS JOY 1 AND KEYBOARD.

ARROW KEYS / DIRECTION KEYS

LEFT-RIGHT, UP-DOWN, AND DIAGONAL
MOVEMENT.

BUTTON 1 / SPACEBAR

START GAME AND FIRE.

BUTTON 2 / N

BOMB N!!

P

PAUSE.

POWER UPS



N-TYPE BOMB: RECHARGES 1 N-TYPE BOMB
FOR LATER USE.



ENERGY: RESTORES ONE POINT OF DAMAGE TO
OUR ENERGY BAR.



MONEY: INCREASES OUR SCORE BY 100
MILLION DOLLARS.



VELOCITY: GIVES US A FEW EXTRA SECONDS
OF SUPER SPEED.

WEAPONS

L

LASER: TWO SIMULTANEOUS, VERY FAST,
THIN LINES OF RED LASER.

P

PURSUER: NOT FAST, BUT FIRES UP TO TWO
SIMULTANEOUS HOMING BULLETS TOWARD
ENEMIES.

3

TRIPLE: FIRES THREE SIMULTANEOUS
BULLETS IN A FAN PATTERN, MEDIUM SPEED.

F

FLAMETHROWER: SHORT RANGE, BUT THICKER
SHOT PATTERN.

ENEMIES

WHEN ELIMINATED, GRANTS US when \$10
MILLION. IF WE ELIMINATE IT WITH THE
BOMB, WE GET \$50 MILLION. EACH HIT ON
THE FINAL BOSS GRANTS ANOTHER \$10
MILLION!

MINE



ALIEN WORM

ALIEN XENOMORPH



ALIEN HORIZONTAL

ALIEN KAMIKAZE



??

FINAL BOSS!

THANK YOU

TO MY FAMILY FOR SPENDING SO MANY HOURS WORKING ON THIS GAME AND NOT BEING ABLE TO SPEND THAT TIME WITH THEM,
ESPECIALLY MY SON **MIGUEL ANGEL**, MY BETA TESTER.

TO **RAUL PORTALES** BECAUSE HIS BOOK "Desarrollo Moderno de Juegos en MSX BASIC" REKINDLED MY INTEREST IN MAKING ANOTHER GAME IN BASIC AFTER SO MANY YEARS, AND TO THE **MSX COMMUNITY**, WHICH I STILL FOLLOW, ALBEIT SOMEWHAT BEHIND THE SCENES.

CONTACT/BUGS

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