

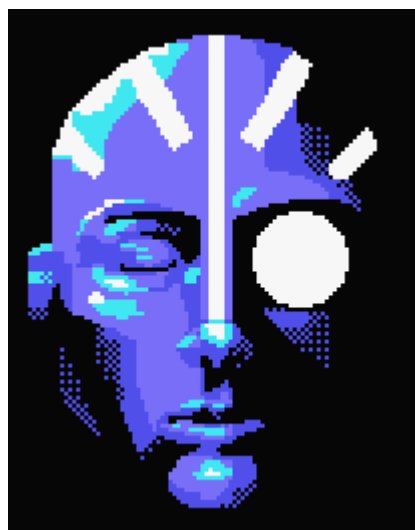


BY



MOLINS DE REI - BARCELONA - SPAIN  
(APRIL - 2016)

VERSION 1.0DEV (FINAL RELEASE FOR MSXDEV'15)



---- SECTIONS BELOW ----

- CREDITS
- TOOLS
- CONTACT
- SYSTEM REQUIREMENTS
- LOAD ROM
- STORY
- CONTROLS
- GAME OBJECTIVE
- GREETINGS
- LICENSE

---- CREDITS -----

MAIN GRAPHICS & GFX

INGAME : JOAN REDONDO  
SCRIPT: TOLKEN (ALEX GARCIA)  
MUSIC: JUAN ANTONIO MALDONADO  
TESTING & IDEAS: FUBU (ALBERTO GUTIÉRREZ)  
CODE & LEVEL DESIGNER &  
GFX INGAME : JAMQUE (RAFEL PÉREZ)

---- TOOLS -----

GFX CREATOR: NMSXTILES V0.8.1 & PHOTOSHOP  
NMSXTILES BY RAMÓN DE LAS HERAS - PENTACOUR  
[HTTP://PENTACOUR.COM/NMSXTILES/](http://pentacour.com/nmsxtiles/)

SPRITES CREATOR: SPRITESX V0.9  
SPRITESX BY ALBERTO ORANTE - AORANTE  
[HTTP://AORANTE.BLOGSPOT.COM.ES/](http://aorante.blogspot.com.es/)

LEVEL EDITOR: TILED  
[WWW.MAPEDITOR.ORG](http://www.mapeditor.org)

COMPILED WITH: ASMSX 0.15A  
[HTTPS://CODE.GOOGLE.COM/ARCHIVE/P/ASMSX-LICENSE-GPL/](https://code.google.com/archive/p/asmsx-license-gpl/)

ADDITIONAL EDITORS & TOOLS: DEVELOPED IN C++

---- CONTACT -----

[WWW.OXIAB.COM](http://www.oxiab.com) / [WWW.THEPETSMODE.COM](http://www.thepetsmode.com)  
[GAMEDEV@OXIAB.COM](mailto:gamedev@oxiab.com) / [INFO@THEPETSMODE.COM](mailto:info@thepetsmode.com)

---- SYSTEM REQUIREMENTS -----

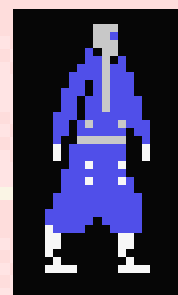
- THIS GAME IS 48KS LINEAR ROM FILE.
- WORKS ON MSX1 COMPUTER WITH 8K OF RAM.

---- LOAD ROM -----

- WORKS WITH ODO LOADER ON MSX MACHINE.  
[HTTPS://WWW.MSX.ORG/DOWNLOADS/UTILITIES/ROM/ODO-03](https://www.msx.org/downloads/utilities/rom/odo-03)
- WORKS FINE ON THESE EMULATORS:  
BLUEMSX [HTTP://WWW.BLUEMSX.COM/](http://www.bluemsx.com/)  
MEISEI [HTTP://WWW.ZOPHAR.NET/DOWNLOAD\\_FILE/17021](http://www.zophar.net/download_file/17021)
- YOU CAN USE PAZOS' MEGA FLASH SCC+.  
[HTTP://WWW.MSXCARTRIDGESHOP.COM/](http://www.msxcartridgeshop.com/)

----- STORY -----

INSIDE A CYBERNETIC WORLD, BIT IS ALIVE.  
HE IS LOOKING FOR SOMETHING.  
HE LIVE IN A STRANGE CITY FULL OF DROIDS  
AND ROBOTS.  
BIT HAS A GUN THAT HE USE TO DESTROY  
ENEMIES. BUT WHY?  
JOIN TO BIT. HE WILL BE YOUR VIRTUAL  
AVATAR IN THIS BINARY AND CYBER WORLD.



CAN YOU DISCOVER WHAT IS BIT'S MISSION?

----- CONTROLS -----

USE CURSORS OR JOYSTICK TO MOVE BIT THROUGH AREAS.  
PRESS SPACE BAR OR JOYSTICK BUTTON 1 TO SHOOT.  
PRESS M KEY OR GRAPH KEY OR JOYSTICK BUTTON 2 TO OPEN  
STATS AND TO SEE MAP.

----- GAME OBJECTIVE -----

IN THIS GAME YOU MUST MOVE BIT THROUGH 5 DIFFERENT  
AREAS.

ALONG AREAS, YOU CAN PICK UP SOME CHIPS. THESE CHIPS  
ARE USED FOR TO OPEN DOORS. EACH DOOR NEEDS DIFERENT  
NUMBER OF CHIPS TO BE OPENED.

THERE ARE SOME SPECIAL ITEMS. ONE IN EACH AREA. THESE  
ITEMS GIVE YOU AN EXTRA LIFE AND THEY WILL REVEAL  
SOME INFORMATION ABOUT BIT'S MISSION.

YOU HAVE AN ENERGY BAR THAT STARTS TO DECREASE IF YOU  
ARE IN CONTACT WITH AN ENEMY.

YOU CAN DEFEAT ENEMIES SHOOTING THEM. SOME ONES NEEDS  
MORE THAT ONE IMPACT TO DIE.

BIT IS HEAVY AND HE CAN'T JUMP. YOU MUST FIND THE  
PATH TO PICK UP ALL YOU NEED TO END YOUR MISSION.

FEEL FREE TO FALL FROM ANY HEIGHT. BIT WILL NOT BE  
INJURED AFTER FALLING.

----- GREETINGS -----

- PEOPLE FROM KAROSHI FORUM, AAMXSX STAFF  
FOR THEIR SUPPORT.

SPECIAL THANKS FOR SUPPORT AND TESTING:

- XAVI GUILLORME - TUX VGSOURCE
- ARNAU CASTELLVI - NAPALM
- FRAN - NENEFRAN
- PEOPLE FROM GAMEMUSEUM
- CHLOROPLAST GAMES
- JOSE MARIA - OCTOPUSJIG
- PEOPLE FROM CUSTOMMSX
- PEOPLE FROM MSX BOIXOS CLUB
- PEOPLE FROM UN PASADO MEJOR

----- LICENSE -----

THIS IS A FREWARE MSX GAME DEVELOPED BY  
OXIAB GAME STUDIO  
IN COLLABORATION WITH THEPETSMODE GROUP.