



SINCE 1983 IT HAS BEEN ALPHA AND OMEGA,
THE BEGINNING AND THE END,
THE FIRST AND THE LAST

PRESENTED BY GW's-WORKSHOP

Requirement

YokoXevi is an orthodox horizontal shooter for MSX or higher, requires at least 8KB RAM.

Joypad connected to port-1 or 2 is available.

Provided as 48KB ROM image. Deploy it to \$0000-\$BFFF on the same slot. Generic emulators just have to open the ROM file.

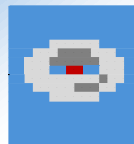
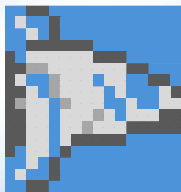
[Note]

This program automatically distinguishes VSYNC by reading IDBYTE(002Bh) and adjust its own speed. It may show an unexpected result if IDBYTE discords from actual VSYNC.



How to play

- Press any trigger, and the game starts.
- Control the aircraft appearing from left-top edge. While showing thrust jet, any collision is ignored.
- Shoot flying enemies by trigger-1 or space bar.
- Bomb objects on the ground by trigger-2, [N], [M], [SHIFT], [GRAPH], or something else.*
- Pause and resume the game by [STOP], [RETURN], or something else.*



Hints

- ✓ The flying board is unbreakable but useful for blocking bullets.
- ✓ Aim appropriate intermediate point, and you can bomb two ground objects at an attack.
- ✓ When something to bomb is there, the target indicator flashes.
- ✓ You must predict the position against moving ground objects.
- ✓ Don't miss any domes blinking red slit. They are radar sites so enemies attack will be harder.
- ✓ Bomb the center core for assaulting the mothership. You can get higher score by pre-suppressing her batteries.

* Key matrix line 4 and 6 are assigned for bombing, line 7 for pausing.

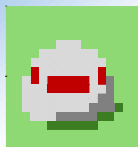


Technical Notes

- ✧ Developed with the goal of being implemented using only technology that existed as of 1983, the birth year of MSX.
- ✧ Horizontal differentials scroll by calculated tiling patterns.
- ✧ Multi-color enhanced sprites by shuffling at each VSYNC. As result you cannot correct screenshots even by emulators. If you hope to do so, pause the game and take a photo at a shutter speed of 1/30 or slower with a camera.
- ✧ Voices, vocals and drums by 1-bit sound port in real time, controlled by original BGM driver.
- ✧ When played on MSX2 or higher, color pallets are automatically adjusted to approximation of MSX standard.

SPOILER WARNING

On the next page, you see the information you should notice by your own playing.



- The game consists of 16 areas. After breaking through area 16, the game continues from area 7.
- There are 45 invisible towers dispersed in whole 16 areas. Search and destroy all of them, and you will get 10,000 pts bonus. That feature can be activated on each loop but towers in area 1 to 7 must be bombed in the first challenge.
- A crystal core appearing from destroyed mothership is unbreakable. However, after destroying all towers you can shoot it down. And then you get 10,000 pts and fever bonus is activated, and the score counter keeps increasing. This feature will be deactivated when you miss mothership or crystal.
- An airburst; a large black ball with a complicated red pattern, generates 18 bullets, 2 of them are tracers. They are unbreakable but shoot it then getting 500 pts, what we call Gemini trick.



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