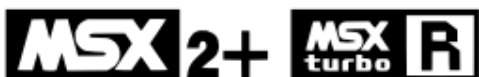




User's Manual v1.1



1. Game Play

TYRELL COLONIAL INTELLIGENCE // SYSTEMS DEPLOYMENT BRIEF

Subject: Operational Parameters — MSXdev25 Training Construct

Clearance Level: NEXUS-6 Combat Line Only.

This simulation has been engineered for **single-operative deployment**, interfaced exclusively through standard **keyboard command-input**.

Execution requires an MSX platform equipped with the **V9958 visual processor** and a minimum **64 KB RAM**—baseline specifications for **MSX2+** and **MSX Turbo R** units.

Legacy MSX and MSX2 frames may be *uplifted* via aftermarket augmentation kits circulating in the colonial hardware under-market.

Operators utilizing emulators, Carnivore, PICO, or peripheral compute substrates must configure the memory mapper to **“Konami”** to ensure fidelity of the replicant-grade runtime environment.

DEPLOYMENT SCENARIO

Your NEXUS-6 unit is **inserted at the far-left boundary of the operational field**, tasked with advancing steadily toward the right perimeter. Across this vector, a spectrum of hostile entities—each programmed to exterminate you without hesitation—will attempt to terminate your lifespan.

Your directive is singular and unsentimental:

Survive. Advance. Reach the terminus.

To assist in threat neutralization, the unit is issued a **phased plasma gun (40-Watt range)**. Most adversaries will succumb after sustained, disciplined fire—though reckless expenditure of munitions remains discouraged.

STAGE PARAMETERS

Each operational stage carries:

- **A fixed time window**
- **A defined health allotment for the unit**
- **An escalating difficulty profile**

As the simulation ascends through its operational strata, resistance compounds, aggression intensifies, and survivability curves constrict.

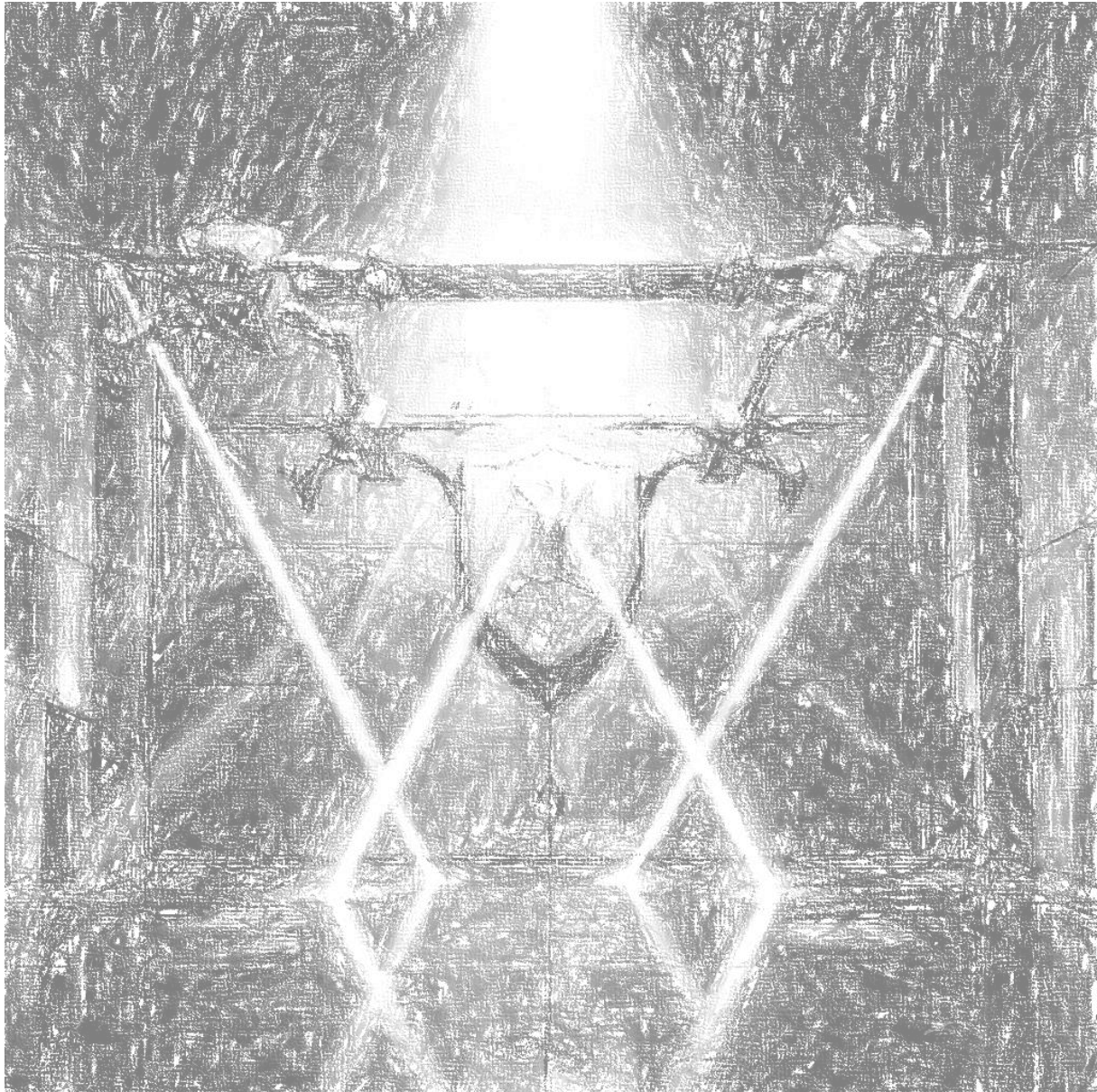
Should your health reservoir collapse to zero—or should the countdown expire—your NEXUS-6 shell is considered **expired**. In accordance with Tyrell policy, a **replacement unit is immediately commissioned**, reinstated at the opening of the current stage, to continue the directive without sentiment or delay.



FINAL OPERATIONS

Upon successful traversal of the terminal stage, the system unlocks the **end-sequence demonstration**, acknowledging mission completion and temporary operational excellence.

“A replicant does not win. A replicant endures.” — Tyrell Combat Doctrine, Revision 8



2. The Screen

TYRELL COLONIAL INTELLIGENCE // HUD REFERENCE LEXICON



YOU

Designation displayed as **PLAYER**. Represents the currently deployed NEXUS-6 field unit—your identity, your lifespan, your expendability.

HEALTH

Your remaining structural integrity—the sum of your hit points before your bio-frame collapses. When this metric reaches zero, your lifespan ends and Tyrell initiates replacement protocols.

TIMER

A countdown of operational viability. Indicates how long your unit has to reach the far-right extraction boundary before system expiration. When the clock dies, so do you.

ENEMY

A representative silhouette of hostile lifeforms encountered in-field. Each is programmed—or evolved—with a singular directive: terminate your existence.

PLAYER

Your NEXUS-6 combat chassis. Optimized for forward assault and limited endurance. Efficient. Disposable. Replaceable.

PLAYER BULLET

A phased plasma discharge fired from your 40-Watt range weapon. Designed to cleave through hostile matter with disciplined, repeated impacts. Not elegant—just effective.

“Mercy is a variable; precision is a constant. Choose constants.” — Tyrell Engineering Catechism, Line 41



3. Controls

TYRELL COLONIAL INTELLIGENCE // CONTROL PROTOCOLS — NEXUS-6 FIELD SIM

GENERIC COMMANDS

F1 SYSTEM SUSPEND

Triggers a temporary operational freeze, halting all battlefield processes. Use sparingly; the enemy shows no such courtesy.

SELECT VDP FREQUENCY SHIFT (50/60 Hz)

Toggles the visual processor's temporal cadence. A subtle distortion of time perception—choose the rhythm that best serves your survival cycle.

LAYER COMMANDS (NEXUS-6 UNIT) // MOTION & TARGETING

CURSOR UP ELEVATION VECTOR

Raises your weapon's firing arc, allowing high-angle plasma discharge.

CURSOR DOWN DEPRESSION VECTOR

Lowers the inclination for downward suppression fire.

CURSOR LEFT LATERAL RETREAT

Shifts the unit leftward. Strategic withdrawal is not cowardice—it's prelude to execution.

CURSOR RIGHT FORWARD ADVANCE

Moves the unit toward the objective perimeter. Progress is mandatory.



COMBAT ACTIONS

SPACE PRIMARY FIRING SEQUENCE

Launches a **phased plasma bolt** at the currently set inclination. Each shot: a fragment of engineered inevitability.

M or N LOCOMOTIVE VERTICALITY (JUMP)

Initiates an upward vector burst, propelling the NEXUS-6 clear of ground-level threats. A momentary defiance of gravity—use it to deny the enemy clean angles.

A NEXUS-6 unit may adjust its firing vector by **locking paired directional impulses**

These combinations recalibrate the weapon's targeting alignment mid-stride, allowing the operative to carve plasma paths at oblique angles.

AUTHORIZED DIRECTIONAL COMBINATIONS

LEFT + UP

Engages *rear-oblique high-angle fire*. Used to counter flanking aerial threats during tactical withdrawal.

LEFT + DOWN

Activates *rear-oblique low-angle suppression*. Effective when disengaging under crawling or ground-skimmer hostiles.

RIGHT + UP

Configures *forward-oblique elevation firing*. Ideal for terminating targets approaching from raised terrain or upper structures.

RIGHT + DOWN

Initiates *forward-oblique depression fire*. Use when clearing descending threats or enemies emerging from lower ground.

UP + LEFT

Mirrors *elevated rear-lateral targeting*. A precision incline for enemies attempting to shadow the unit's flank.

UP + RIGHT

Mirrors *elevated forward-lateral targeting*. For threats that trace ascending trajectories along the operative's advance vector.



4. Stages

TYRELL COLONIAL INTELLIGENCE // TRAINING DOSSIER ALPHA-VOID

Subject: Progressive Combat Trials — MSXdev25 Release

Clearance: NEXUS-6 Deployment Cadre Only

The operative will be **pushed through a calibrated gauntlet of seven escalating trial stages**, each engineered to fracture weak resolve and expose any flaw in motor precision, threat recognition, or adaptive response.

Every subsequent stage amplifies environmental hostility, execution pressure, and tactical density—an upward spiral of controlled brutality designed to sift the capable from the obsolete.

Across all **seven sanctioned stages of the MSXdev25 protocol**, the player is expected not to survive by chance—but to *earn survival through evolution*.

- STAGE 1** Incident at Zero Horizon
- STAGE 2** Echoes in the Elastic Void
- STAGE 3** Anomaly in Relative Space
- STAGE 4** Recursion at the End of Time
- STAGE 5** Archive of the Unstable Function
- STAGE 6** Error in the Continuity Engine
- STAGE 7** Intervention Beyond Equilibrium



“Difficulty is not an obstacle. It is the instrument by which superiority is measured.” — Tyrell Training Division, Internal Memo



5. *Enemies*

TYRELL COLONIAL INTELLIGENCE – STRATEGIC FIELD DOSSIER // LEVEL OMEGA CLEARANCE

“More human than human is our motto.”

To: Off-World Deployment Command

From: Tyrell Colonial Intelligence, Biothreat Division






Subject: Indigenous Hostile Profiles – Evaluation Against NEXUS-6 Combat Replicants

EXECUTIVE SYNOPSIS

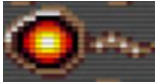
After comprehensive reconnaissance of the designated colonial grid, Tyrell Intelligence has catalogued a series of *indigenous-hostile biological entities* native to the AO-47 Exoplanetary System.

All listed organisms have undergone **Threat Capability Modeling** against the current-production **NEXUS-6 Combat Series** bioroid frame.

No identified species present operational risk to NEXUS-6 units.

ENEMY	NAME	DESCRIPTION
	Chitin Sablejack	Low-slung, armored tripod; sable plate ridges with capillary vents.
	Glass Mire Wurm	Subsurface ribbon predator; transparent dermis glinting with silicate grit.
	Noctis Leech	Plume-bodied leech with photonegative integument; shadow-mimic
	Spindle Choir	Spidery tripods with hollow thorax; emits tonals like cold wind
	Silica Jackal	Lean cursorial static hunter; teeth like etched glass, eyes milk-opal.





Pale Stalker

Floating sacs, ember-lit; drift in ash squalls; deceptive calm.



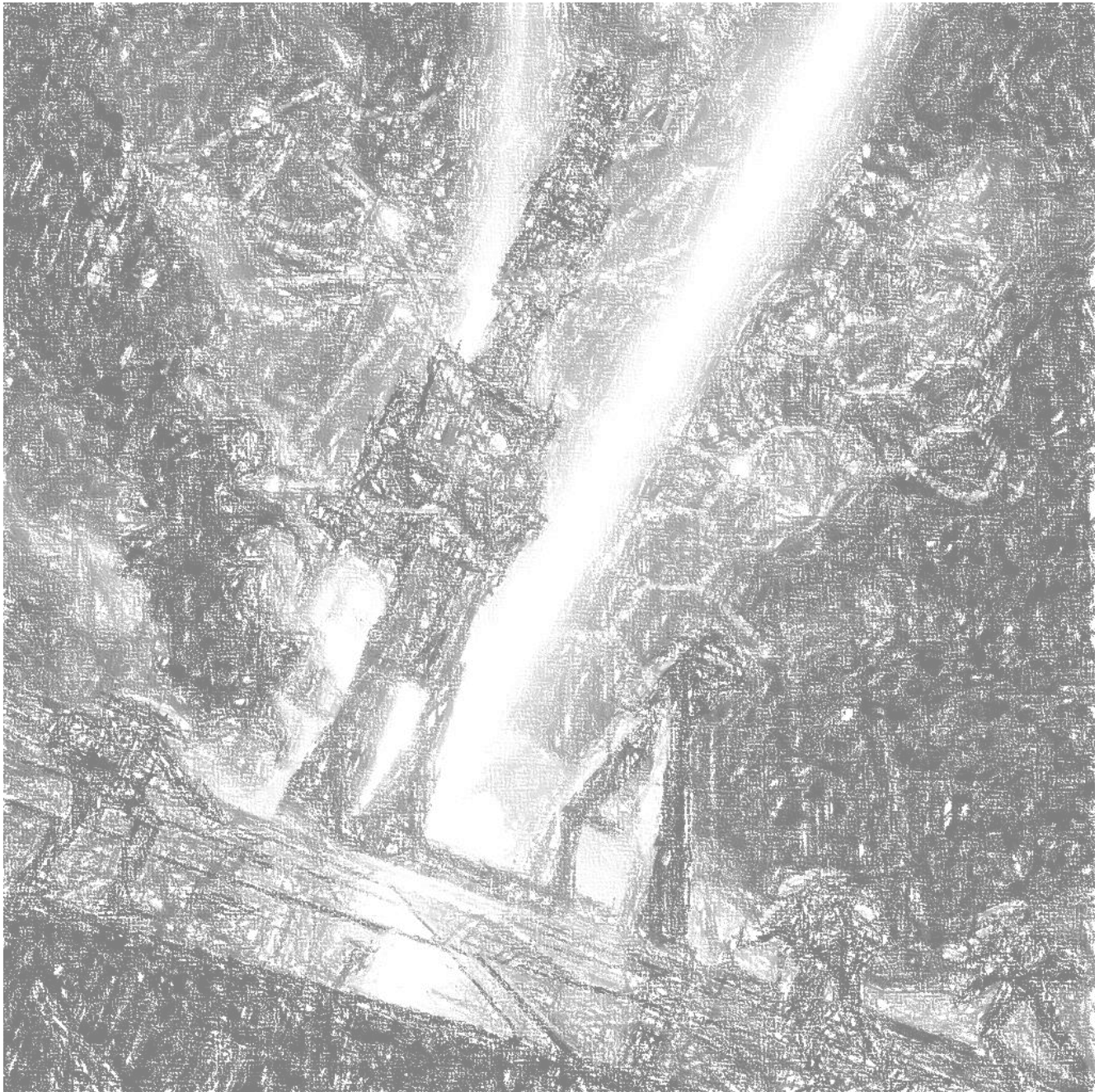
Gallows Vine

Ferro-liana; creeps along railings and gantries; barbed tendrils



Mercury Mites

Swarming pin-glints; metallic sheen like spilled quicksilver.



6. Credits

TYRELL COLONIAL INTELLIGENCE // PERSONNEL ACKNOWLEDGMENT DOSSIER

Designation: MSXdev25 Deployment Construct
Clearance: Internal — NEXUS-6 Production Line

In accordance with Tyrell corporate doctrine, recognition is hereby issued to the individuals and divisions whose precision, endurance, and engineered brilliance ensured the creation of this sanctioned simulation. These entries are not “credits.” They are **records of service**—the names behind the machine.

PRIMARY ARCHITECTURE & SYSTEM DESIGN

Those who shaped the simulation’s structural core, forging the environment in which NEXUS-6 units undergo their survival calculus.

--- *Sander Niessen* ---

AUDIO SIGNALS & ATMOSPHERIC COMPOSITION

Operators who crafted the pulse beneath the simulation— rhythms of dread, tension, and the quiet hum of imminent violence.

--- *Hans Cnossen* ---

CODE OPERATIONS DIVISION

Engineers responsible for the executable spine of the training construct— line by line, instruction by instruction, constructed with the cold clarity of synthetic purpose.

--- *Sander Niessen* ---

VISUAL SYSTEMS & ENVIRONMENTAL MODELING

The artists and technicians who gave form to the wastelands, hostiles, and plasma-lit battle corridors. They sculpted what you see, and what seeks to end you.

--- *Emcee Flesher* ---

--- *Ansimuz* ---

“Creation is duty. Endurance is legacy.” — Tyrell Personnel Doctrine



TYRELL COLONIAL INTELLIGENCE // SPECIAL ACKNOWLEDGMENT REGISTER

Classification: INTERNAL // NEXUS-6 DEVELOPMENT CONSORTIUM

Document Code: AUREATE-OBSIDIAN // Revision 3

The following personnel have been formally inscribed into the Tyrell Archives for their exceptional dedication, precision, and unwavering resolve during the construction of this simulation. Their contributions—whether technical, artistic, or endurance-based—are embedded in every corridor, every hostile encounter, and every fleeting second of a NEXUS-6 lifespan.

These individuals stand recognized not for glory, but for **service**.

Richard van Zon

For providing incisive, uncompromising feedback since the earliest genesis of the project—guidance that sharpened every system, every corridor, every breath of this construct.

Huey

For the conception and construction of *TriloTracker*—forged with precision, discipline, and an unyielding command of sonic architecture.

Pat

For relentless play-testing, exposing hidden faults in the construct, and delivering sharp, battlefield-ready counsel throughout development.

Martin Krooshof

For demonstrating unwavering interest in the project during the MSX2GOTO40 event—an early signal of support that strengthened the construct long before its final assembly.

MRC forums

For delivering a vast reservoir of coding intelligence—deep, technical insight that fortified the construct's foundations. Special commendations extend to, though are by no means limited to: Nyyrikki, Grauw, Santiontanon, Artrag, and Edwin—each a quiet architect whose knowledge carved precision into every system.

openMSX Team

For engineering a remarkable MSX emulator—an intricate construct of code and precision, capable of resurrecting forgotten circuitry and breathing synthetic life into machines long past their manufactured horizon.



Outer Heaven

For delivering sharp graphical insight and broad-spectrum operational input—feedback that refined the simulation’s visual identity and strengthened its structural coherence.

OpenGameArt & Itch.IO

For granting Emcee Flesher and Ansimuz the global exposure their craft deserved—visual worlds whose artistry became the very backbone of this construct. Without their graphic foundations, this project would never have crossed the threshold from concept to existence.

AI Agents

For contributing subtle yet sharp graphical elements and providing narrative support—small components that, once integrated, became indispensable threads in the fabric of the construct.

Jannone & Tiny-Yarou

For engineering an online PC-to-MSX graphical converter—a precision tool that transmuted raw imagery into assets compatible with aging circuitry, enabling this construct to take visual form within the limitations of its ancestral hardware.

Sjoerd Mastijn

For the creation of *Sjasm & Pletter*—a precision-forged assembler whose architecture empowers developers to bend low-level reality to their will. A tool of discipline and control, without which many constructs—this one included—could never have taken form.

Tsjakoe

For granting early access to *WebAge*—a construct still concealed in the deep strata of development, awaiting the distant moment when it will finally rise and meet the light of our regional star.

“No creation stands alone. Behind every engineered life is a shadowline of hands that shaped it.”
— Tyrell Personnel Doctrine, Addendum IV



Personal notes by Sander

With the development of Tannhauser Gate I managed to scratch that itch of using the V9958 chip. As is commonly known it allows smooth scroll on pixel level in the typical game modes and here I opted to use it in a bitmap mode, specifically screen 5. Upon stumbling upon the graphics from Emcee Flesher I realized this was the combination that I wanted to make. In hindsight I might have bitten off a somewhat too large chunk by developing a run, gun and dodge shooter. This development was on one hand much more complex than the previous development named Puzzle Pals, in contrast my improved coding skills did result in faster progress. Screen 7 is used for the start-up logo, intro and end demo, screen 12 for the main title screen. Software sprites are extensively used for the game elements. The HUD and hit & explosion effects are created with magnified hardware sprites, because why not. They are big and not commonly used – I like it. Originally not all levels were intended to have a timer, but the MSXdev does have a deadline that came towards me by lightspeed. As some of us have experienced, the linearity of time is questionable.

Early development started somewhere in summer 2025, July-ish. Showcasing the status on a cellphone to a limited amount of people (that includes you Martin) during the MSX2GOTO40 event re-invigorated development. I don't recall the exact moment when Hans got involved in the project, albeit he did do a commit for future projects at the Beuningen 2025 fair (Thumbs Up Hans!). First music's were supplied mid-November, early December. We discussed the musical direction, things bounced back and forth and amongst others the following was suggested as inspiration. Christopher Beck - Edge of Tomorrow (OST), Navigating the beach, No Courage without Fear; Junkie XL - Mad Max: Fury Road (OST), Survive. Vangelis - Blade Runner (OST), Blush Response, End Titles; and Manel Santisteban - La Casa de Papel (OST), Cohete hostil, Asalto.

The initial drafts of the game were mailed back and forth with the header "*Niet omdat het moet, maar omdat het kan*" – now you know.

Feedback during development was given by a few of the inner circle, where I need to highlight Richard van Zon. It helped a lot, thanks! I do find it a challenge to find a good phase when to start involving externals in such a project.

I am content with the development of this MSXdev entry, if it manages to hit right spot within the community. I do not exclude returning to the project for further work to revisit the project and expand this world. I enjoyed developing this project and I hope you enjoy the full game.



Personal Notes by Hans

The previous – and first – time Sander and I worked together, before we had ever met in person, we built *Puzzle Pals*. What I still appreciate is how the MSX community works. You exchange files, ideas and sounds, and only later meet each other in person, in our case at the fair in Beuningen last year. By then you've already made something together. That always feels special.

Back then I said that if he ever started another project, I'd gladly join again, as our previous collaboration had been very enjoyable and easygoing. So when Sander reached out with early ideas for this game, still very much experiments, I was immediately interested, especially because of the dystopian sci-fi theme.

I started listening and trying things out. Should it lean this way? Or more in another direction? We exchanged references, as Sander mentioned. Of course you can't make it sound exactly like something else, and that's not the goal. I try to absorb the atmosphere and see what surfaces after a few days.

Ideas usually start small. Fragments, rhythms, short motifs. Sometimes you find a bit of flow and things fall into place. Other times you keep adjusting the same few bars and realise you're stuck again. That's simply part of the process.

What I enjoyed about this project is that it took me into a different genre than I would normally explore. That change was refreshing. The stylistic and technical limits didn't feel restrictive; they helped to give things focus.

I'm usually more interested in melody than in pure atmosphere. If someone can hum a theme while playing, that feels like a small success to me. This game contains a bit of both.

Working on this reminded me why I enjoy collaborating like this. It's not only about delivering music, but about contributing something to a shared project and seeing how it finds its place within the whole.

I hope that, as you play and listen, you experience that same sense of how the music finds its place within the game.

