

DESTROYER

- MSX ROM CARTRIDGE -

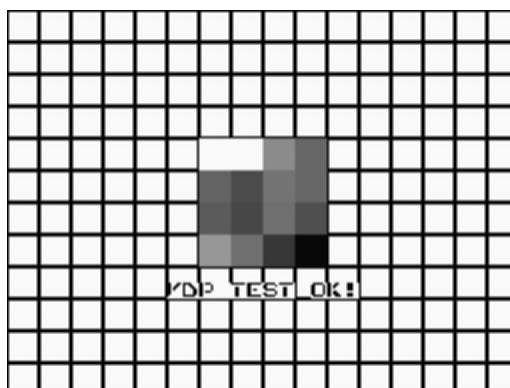
- STORY

"Then Dhananjaya desired to shoot a mighty and terrible arrow,
made wholly of iron, resembling the poison of snake or fire in
energy,
and whose whizz resembling the peal of Indra's thunder,
and which was inspired with the force of a high (celestial) weapon."

The Mahabharata, Book 8: Karna Parva: Section 90

- HOW TO PLAY

VDP TEST



Keep pressed [DEL] key during boot to bypass VDP test if your MSX computer doesn't pass the check point.

- HIGH SCORE STAGE

"Win battle by battle and destroy the monster"

Register your HI-SCORE. Enter your three chars nickname.

- UP/DOWN to change chars.
- LEFT/RIGHT to move position.
- TRIGGER to register your nickname.

- CREDITS

PROGRAMMED BY WYZ

CREDITS TO

CIDELSA	- STUNNING! ORIGINAL GAME
JANNONE	- GREAT GRAPHICS TOOLS
E.ROBSY	- ASMSX / MSXDEV PIONEER
KNM	- MAIN THEME COMPOSER
KARNEVI	- SUPPORT
RETROWORKS	- SUPPORT
PABLIBIRIS	- TESTS
JON CORTÁZAR	- MSXDEV
PAZOS	- MEGAFLASHROM SCC+ TEST HW
DIONISO	- MSXDEV PIONEER

- Requirements for the game
 - 32KB RAM / 32 KB RAM
 - Recommended 60hz rate.

