

GAMEPLAY

This is a classic game of billiards. The white ball has to be used to hit the coloured balls into one of the six pockets. You aim your shots by moving a dot clockwise and counterclockwise around the bumper edge of the table. Your shot speed cycles through three levels, and you choose one by hitting the action button at the correct time. At the start of the game there are three cue balls per player. If none of the balls are pocketed after three strikes, you lose one cue ball. If the cue ball is pocketed, you lose the cue ball as well. The game can be played by one person or two people.

SCORING

- The score for pocketing a coloured ball is the ball number times 100 times the scoring rate.
- If the coloured balls are pocketed in order, the scoring rates are 2, 4, 8, 16...
- If two coloured balls are pocketed simultaneously the score is doubled, and if three balls are pocketed simultaneously the score is doubled again.
- You get an extra cue ball at 20,000 points and every 50,000 points afterwards.

ARCADE VERSION

The arcade version looks almost identical to the MSX game, but with a rotated monitor.



FREE VERSION

The October 1987 edition of the computer magazine *Log in* featured a tape with games from several manufacturers around the Olympics that were held that year. Konami contributed Video Hustler, making it the first (and only) Konami game that was officially released on tape.

Three different versions of this game were released. The European version is called *Konami's Billiards*, the Japanese version *Video Hustler* and the Sony edition - which came in a European and Japanese version - *Computer Billiards*.



CONTROLS

- Use the joystick or cursor keys to move the target.
- Press the joystick button or space bar to strike the ball.



An old edition from the Japanese MSX Magazine shows the initial title of the game was *The Hustler*



HYPERSHOT

The HyperShot was sold for ¥ 3,000. The plastic version bears the code JE-503-X03 (in Europe) and JE-503 (in Japan). There is also a rare metal version with the code JE-502. The Hypershot is nothing but a box with two buttons: one bears the label RUN and the other one JUMP. The box can be connected to the MSX on the joystick port.

Its use is limited to the Hyper Olympic and Hyper Sports games. The HyperShot in fact "mimics" the joystick movement to the right and the action button and brings the arcade feeling to your home.

Exactly the same HyperShot exists for the NES platform. The NES version bundles two HyperShots into one package and each HyperShot has a I or II mark indicating the player number.



The Japanese and European versions of HyperShot.

CONTROLS

- Press the fire button on the joystick, the space bar on the keyboard or use the JUMP button on the HyperShot console to jump.
- Move the joystick to the right, press the right cursor key or use the RUN button on the HyperShot console repeatedly to run.



In high jump, move the joystick to the right, press the right cursor key or press the RUN button on the HyperShot as fast as you can to make your approach run. Then push the joystick button, space bar or the JUMP button on the HyperShot to jump.



In the 1,500 metres, move the joystick to the right, press the right cursor key or press the RUN button on the HyperShot as fast as you can.

SONY 7月の聖子のソフトウェア。



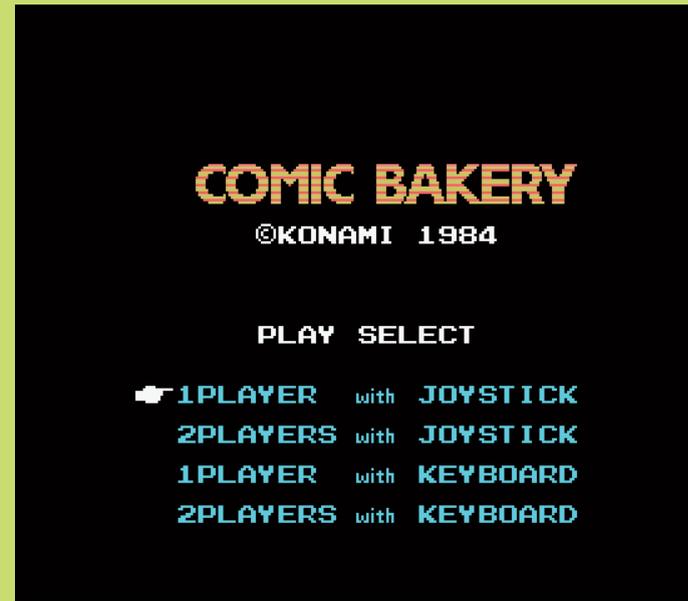
ソニーのハイパーオリンピックゲーム大会
いまハイパーオリンピックのゲーム大会が行われ、オリンピックの競技種目は5種。総合スコア、種別スコアで高得点を競う大会だ。自分のあるキミは、かならず応募しよう。
■主催/コナミ工業株式会社
■主審/コナミ工業株式会社
■会場/コナミ工業株式会社
■賞品/ハイパーオリンピック賞品
■抽選/抽選券3位、4位、5位、6位まで豪華賞品を贈呈。

An ad for Sony's own version.

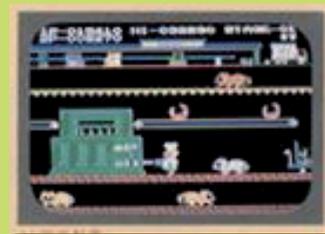
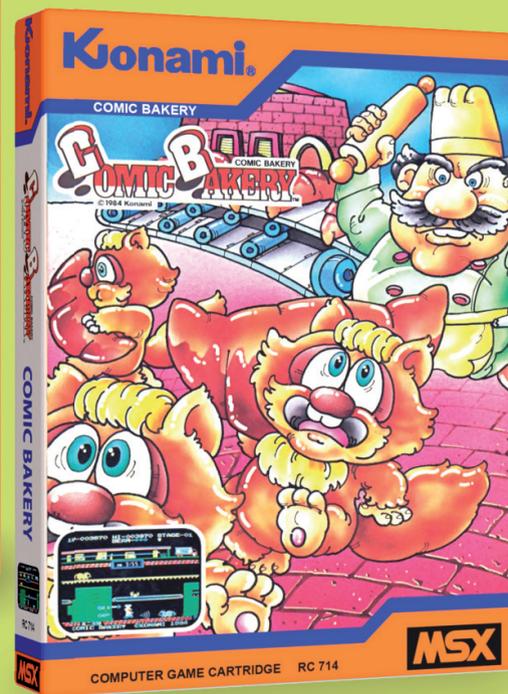
OVERVIEW

Joe the Baker is trying to get his daily delivery of bread and croissants out of the door before time runs out. Unfortunately, raccoon dogs are walking around, trying to turn off machines and steal food. Your job is to keep the raccoons away with your ultrasound beam gun and deliver the baked goods to your customers on time.

You start with three lives. A life is lost when you bump into raccoons or when less than four loaves of bread or croissants are baked before 5:00PM. Each level is increasingly difficult, but the game never ends. The game can be played with up to two players.



The Japanese box shows this is the fifth game in the "I Love" series - "I love society". This was the last game to appear in the series.



This screenshot from a beta version of Comic Bakery actually shows raccoons on three levels. It was used in an advert before the game was completed.



Can you spot the difference? Above the European version of Comic Bakery, below the Japanese.



Notice the nice little detail: the truck has the Konami logo on it!



Comic Bakery new style? Not really... Konami licensed the game to Imagine, who produced a port for the Commodore 64.

SCORING

- Putting a raccoon on the floor to sleep: 200 points.
- Putting a raccoon on the ceiling to sleep: 300 points.
- Getting a loaf of bread or a croissant completely baked: 600 points.
- Switching the machine back on after raccoons have turned it off: 50 points.

DID YOU KNOW THAT...

The title song of the game is called "Yankee Doodle"? The nursery rhyme goes like this:

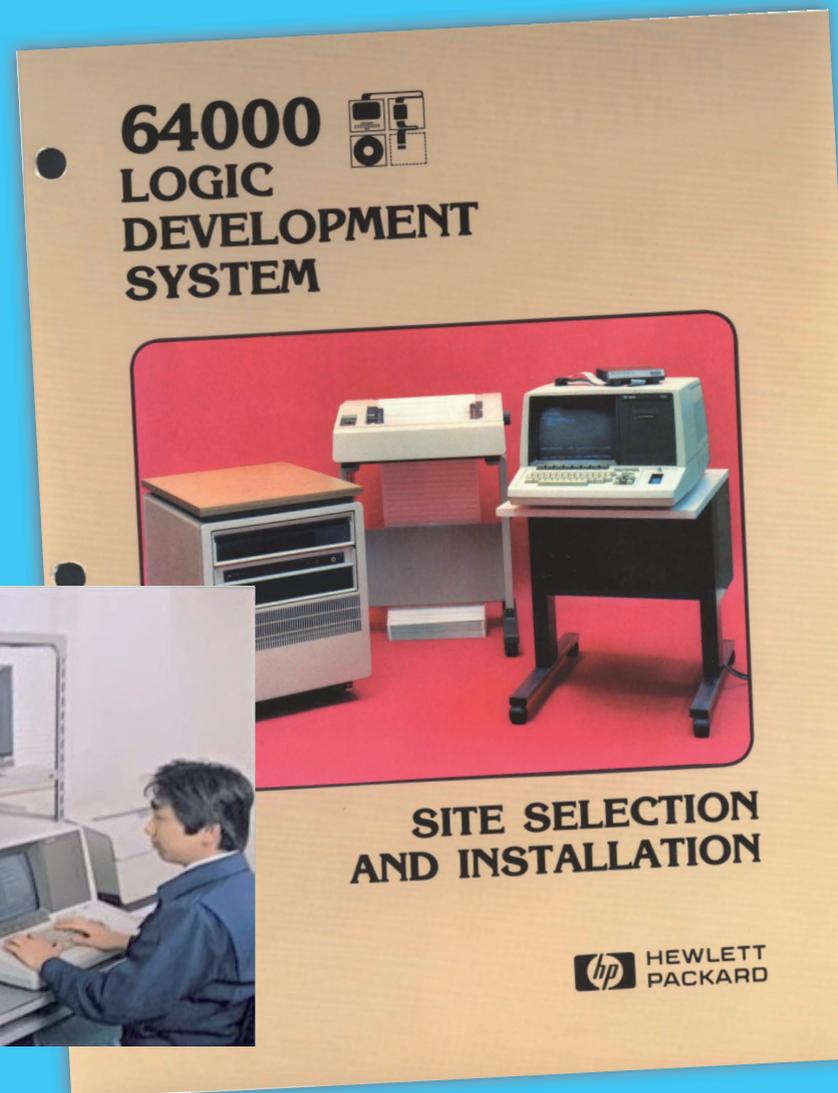
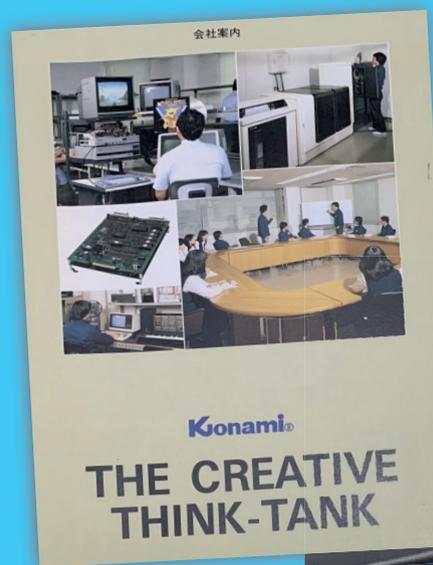
*Yankee Doodle went to town riding on a pony.
He stuck a feather in his hat and called it macaroni.*

DEVELOPMENT

In 2012, the website hardcoregaming101 interviewed Toshinari Oka, one of the original programmers of Konami's popular game Metal Gear 2. He solved what had been the biggest mystery: the tools Konami used to create its software.

Turns out it was a HP 64000 system, a computer that could emulate other processors like the Z80 used by the MSX. Workstations could be linked together to share a hard drive and a printer, which was revolutionary at that time. The video processor was emulated using an internal slot expansion.

The machine can be seen in action in one of Konami's company brochures called "The creative Think-Tank".



CABBAGE PATCH KIDS

Code: RC 716

Japanese title: キャベッジ・パッチキッズ (Kyabejji patchikizzu)

Highest chart rank MSX Magazine: 17 (2/85)

Price: ¥ 4,800

System requirements: MSX with 8kB RAM + 16kB VRAM

Release date: October 1984

Size: 16 KB (ROM)

THE END

Instead of seeing the Goonies kidnapped, this time one of the gang members gets knocked down.



HOMEBREW

The Goonies 'r' Good Enough is not a remake of the existing Konami title, but an entirely new fan-made version of the game, based on the movie. It features SCC music and speech. The game runs on a standard MSX but if you have an MSX2+, you get to see digitized stills from the movie. Using a turbo-R gives you extra PCM sound.



Another remake of *The Goonies* was made by Brain Games and runs on Windows, Mac OS X and Linux computers.

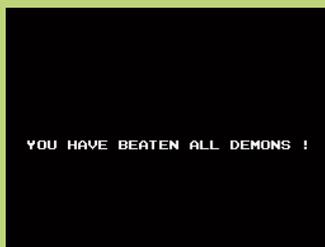


GAME MASTER

Code: RC 735
Japanese title: コナミのゲームを10倍楽しむカートリッジ
(Konami no gēmu o 10 - bai tanoshimu kā)
Price: ¥ 4,800
System requirements: MSX with 16kB RAM + 16kB VRAM
Release date: December 1985
Size: 16 KB (ROM)

THE END

If you have defeated the monster at the end of stage 8, you get to meet the princess and the game ends.



ZEMINA

If you like this game, take a look at The Three Dragon Story from Zemina. It's basically a very hard Knightmare clone.



HOMEBREW

Knightmare Gold is an MSX2 version of Knightmare featuring smooth scroll, new colours, SCC music and even a soundtrack on an audio CD. It was released in 2005 by a group of Brazilian fans called Amusement Factory.



TWIN BEE

Code: RC 740
Japanese title: ツインビー (Tsuinbi)
Highest chart rank MSX Magazine: 1 (9/86)
Price: ¥ 4,800
System requirements: MSX with 8kB RAM + 16kB VRAM
Release date: May 1986
Size: 32 KB (ROM)





Merchants allow you to buy items that work temporarily or permanently.

The permanent objects are:

	Gun	With this gun, you can eliminate most enemies. Press the M key to fire the gun. Can be bought for 10 or 20 fish on stages 1, 2, 3, 6, 7, 13, 14, 15 and 21.
	Propeller	The propellers on this cap will help you jump higher and further. Can be bought for 15 or 30 fish on stages 1, 2, 3, 6, 7, 12, 13, 14, 15, 16, 21 and 24.
	Green shoes	These shoes allow you to increase your maximum speed. Can be bought for 19 or 38 fish on stages 1, 2, 3, 6, 7, 12, 13, 14, 15, 16, 21, 22 and 24.
	Golden feather	The pen allows you to move sideways when jumping. Can be bought for 23 or 46 fish on stages 1, 2, 6, 7, 12, 14, 15 and 24.
	Bracelet	This bracelet will allow the activation of hidden objects (but you'll have to find them first of course). Can be bought for 20 or 40 fish on stages 6, 13 and 14.
	Necklace	This necklace allows you to play as much as you want on the one-armed bandit. Can be bought for 22 or 44 fish on stages 2, 3, 12, 13, 21 and 24.
	Ring	The ring reveals its usefulness under water: it makes you invulnerable to the anemones. Can be bought for 18 or 36 fish on stages 2, 7, 9, 16, 21 and 22.

The temporary objects are:

	Map	This map prevents you from getting lost (walking in a loop). Can be bought for 21 or 42 fish on stages 12, 18 and 24, which are exactly the stages you need the map for. Can be kept only on the stage it was bought, except if you use a warp to another stage.
	Metal helmet	This helmet allows you to get three lightning strikes without damage. Can be bought for 8 or 16 fish on stages 9, 12, 14, 16, 18 and 22.
	Silver helmet	Equipped with this helmet, you can be hit by 3 sea urchins without getting damaged. Can be bought for 12 or 24 fish on stages 3, 9, 16, 18 and 22.
	Bell	The bell will ring close to the entrance of a warp. Can only be kept in the stage where it was found. Can be bought for 17 or 32 fish on stages 1, 6, 9, 13 and 15.
	Goggles	These glasses allow you to see invisible enemies. The effect only lasts two levels and is lost when you use a secret passage. Can be bought for 11 or 22 fish on stages 7, 9, 16, 18 and 22.
	Protective vest	Wearing this vest allows you to be invulnerable to three contacts with birds or bats. Can be bought for 13 or 26 fish on stages 15, 18, 21 and 24.
	Torch	The torch enables you to continue to see normally, even if you are touched by the ink of an octopus. The effect only lasts two levels and is lost when you use a secret passage. Can be bought for 14 or 28 fish on stages 9, 18 and 22.

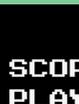


DID YOU KNOW THAT...

When Pentarou does not have to fight a Phrysauros at the end of a stage, he has a rest between two statues and thinks of five different things: the princess, Konami, a moai statue, a beer or an apple.

SCORING

	First end boss: Phantom vampire bats	2,000
	Second end boss: Big Medusa	2,000
	Third end boss: Mummy Man	2,000
	Fourth end boss: Frankenstein's monster	3,000
	Fifth end boss: the Grim Reaper	7,000
	Final end boss: Count Dracula	30,000
	Bad Knight	100
	Axe man	300
	Skeleton man	200
	Red skeleton	200
	Ghost	200
	Skele-Dragon	1,000

	Dragon Skull Cannon	300
	Fish man	200
	Zombie	100
	Vampire bats	100
	Hunchback	200
	Medusa	200
	Slime	100
	Black leopard	100
	Giant raven	100
	Giant eagle	400



Primary weapons	Stage	Description
		Your default weapon. Inflicts minor damage.
	0, 3, 6, 7, 8, 10, 11, 13, 18	Twice as powerful as the leather whip. Inflicts medium damage.
	1, 6, 8, 13, 17, 18;	Is very fast and allows 2 shots. Inflicts light damage.
	2, 4, 10, 11, 13, 14	Very powerful but slow and works as a boomerang. Inflicts heavy damage.
	3, 17	Inflicts medium damage.

Secondary weapons	Stage	Description
	2, 5, 9, 11, 13, 17	Powerful but its usage costs 5 hearts. Inflicts considerable damage.
	1, 3, 4, 7, 11, 14, 15, 17	Halves the strength of enemy attacks.
	2, 3, 7, 8, 10, 17	Protects from enemy shoots.
	2 to 5, 8, 13, 15 to 17	Stops all enemy movement. Costs 5 hearts.
	2, 4, 7, 8, 12 to 15, 17	Allows you to see a map of the stage by pressing F2. Can be used only three times.

Back Beam

Enables attacking from rear of craft.

Fire Blaster

Flame. Decreases with continual use.

Note that you cannot use all the power-ups at the same time. You can only have one active from each of these three groups:

Group A

- Normal Beam
- Extended Laser
- Fire Blaster
- Vector Laser
- Normal Laser
- Reflex Ring
- Double Beam
- Item (Laser Vector, Option Ring, Enemy Slow, Rotary Drill)

Group B

- Missile
- Down Laser
- Napalm Missile

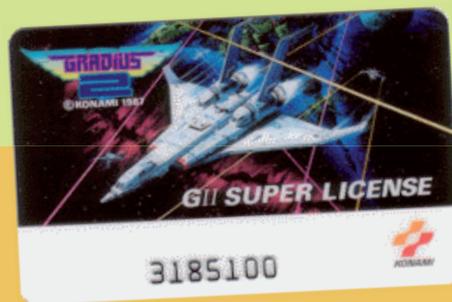
Group C

- Up Laser
- Double Beam
- Down Laser
- Back Beam



CONTEST

Did you notice that the game over screen shows a four-digit code at the bottom? This is a checksum of your total score. If you took a picture of this screen during the first weeks after the release of the game, you could enter a competition and win some neat Nemesis prices. The code was used to determine that you didn't manipulate the picture. Furthermore, as soon as a cheat was used, the code didn't appear.



CONTROLS

- Press F1 to pause or unpause the game.
- Press F5 to continue the game.
- Press the cursor keys or move the joystick in all eight directions to move your ship.
- Press the space bar or joystick button 1 to fire.
- Press M or N or joystick button 2 to power up.

DID YOU KNOW THAT...

There is a spelling mistake in the game? MISSILE is actually misspelled as MISSILIE.

CHEATS

- Put The Maze of Galious in slot 2. If you lose a ship, you get your weapons back (doesn't work anymore after all lives are lost).

- Put Q*bert in slot 2 and you can use three passwords in pause mode:
LARS18TH - All weapons
METALION - Green shield (you are immortal for 45 seconds, but you can't fly through the landscape)
NEMESIS - Go to next stage

- Put Penguin Adventure in slot 2 and Metalion will turn into Penta, power-ups will turn into fish and blue power-ups will turn into birds.

TELEPHONE CARD

The first Japanese Nemesis 2 batch contained a calling card promoting the release of the game.



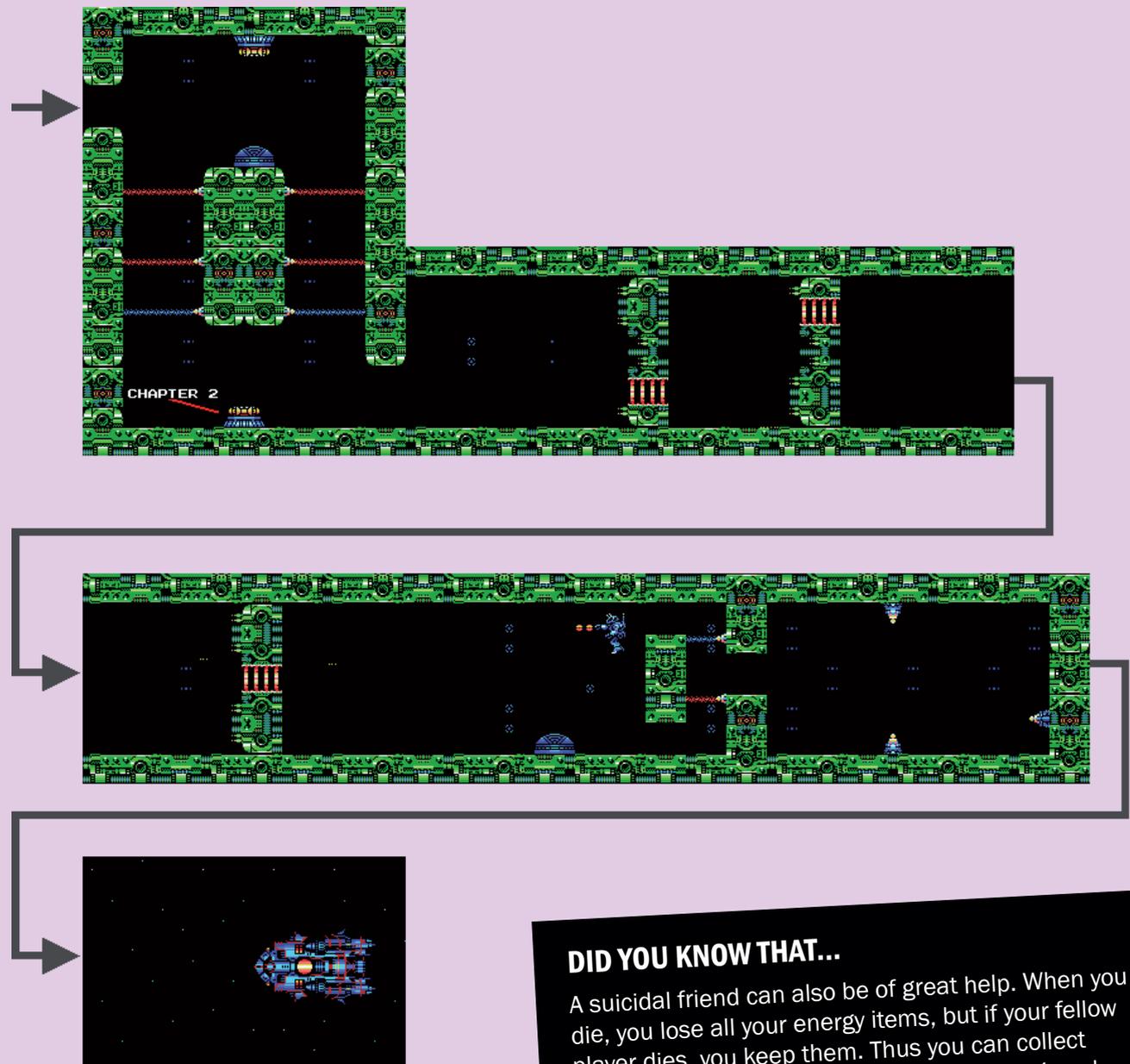
DID YOU KNOW THAT...

A reference to Metalion can be seen in Gradius ReBirth on the Wii. That game is a prequel to Nemesis 2.



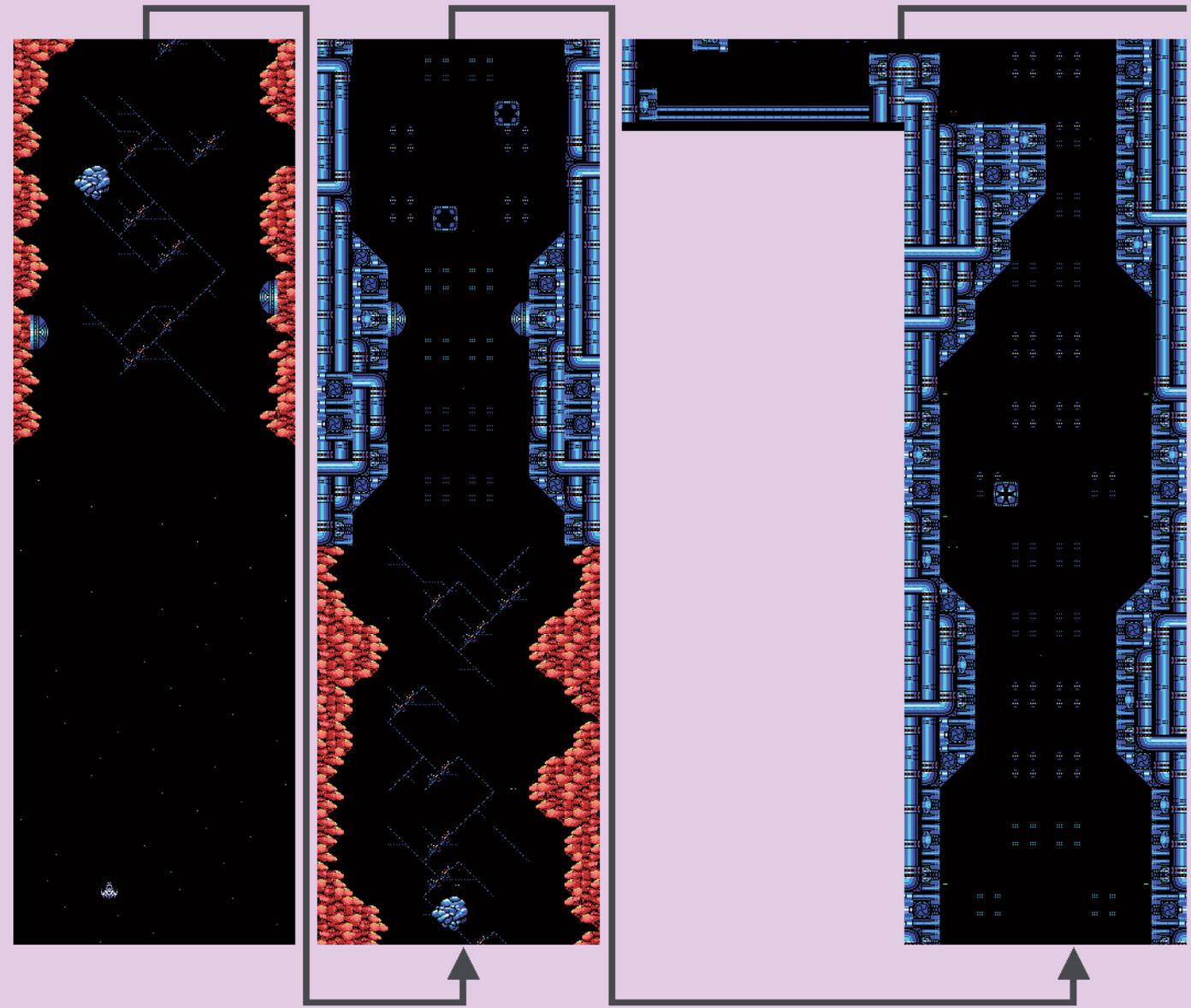
Nemesis 2 with Penguin Adventure in the second slot.

(SET THE LEEK SYSTEM)



DID YOU KNOW THAT...
A suicidal friend can also be of great help. When you die, you lose all your energy items, but if your fellow player dies, you keep them. Thus you can collect as many energy items as you want in stage 1 and let your friend kill himself after you get your energy items.

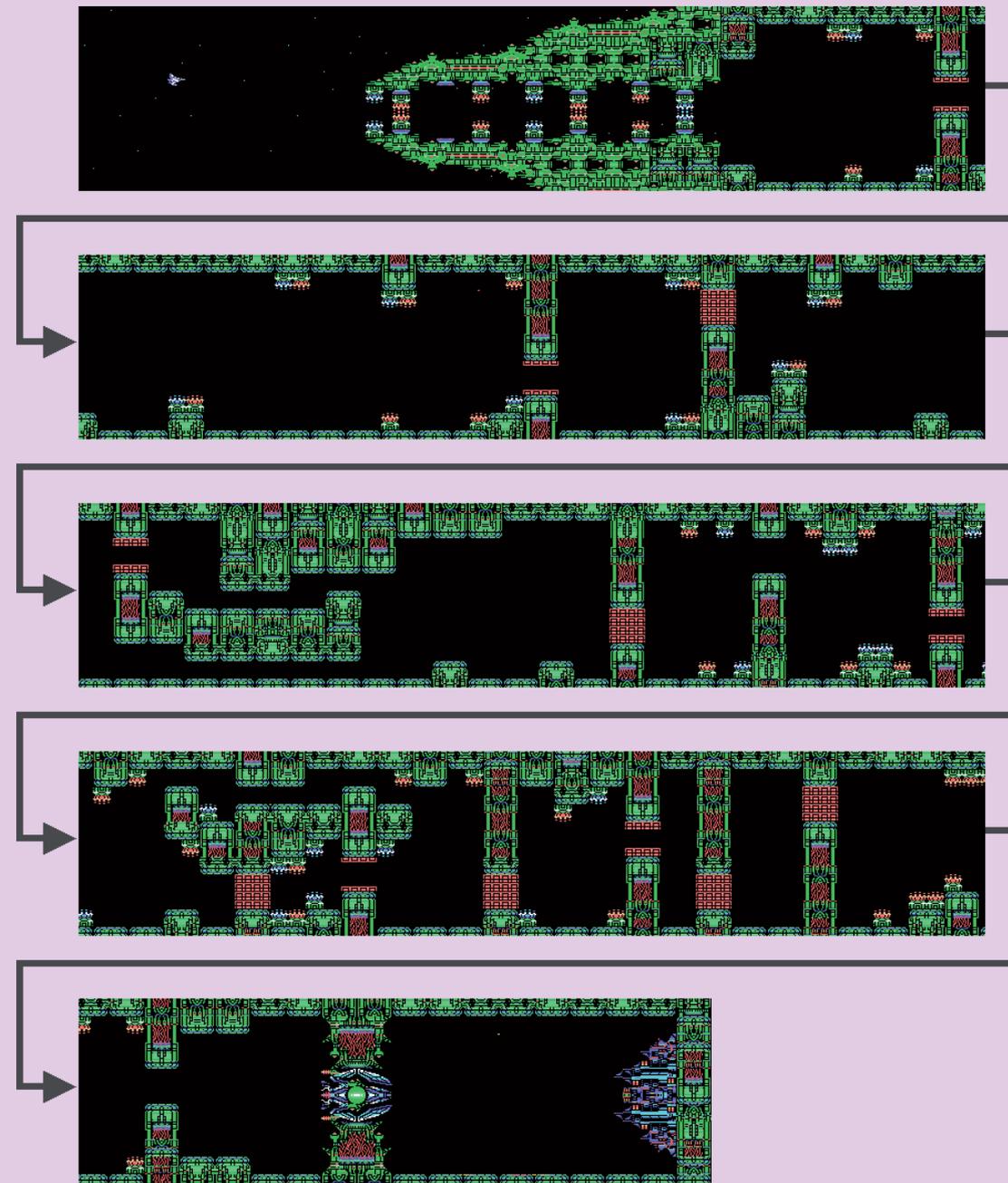
Operation 4 (stage 6): Planet Odysseus



(CRUSH SALAMANDER)



Operation X (WRATH OF VENOM)



GAMEPLAY

Parodius is a scrolling shooter game. The name is a mixup of “Gradius” and “Parody” and - you’ve guessed it - is a parody of the Nemesis series on the MSX. The gameplay is similar but extra elements are added, like the bells from Twinbee and the possibility to play with several characters from other Konami hits.

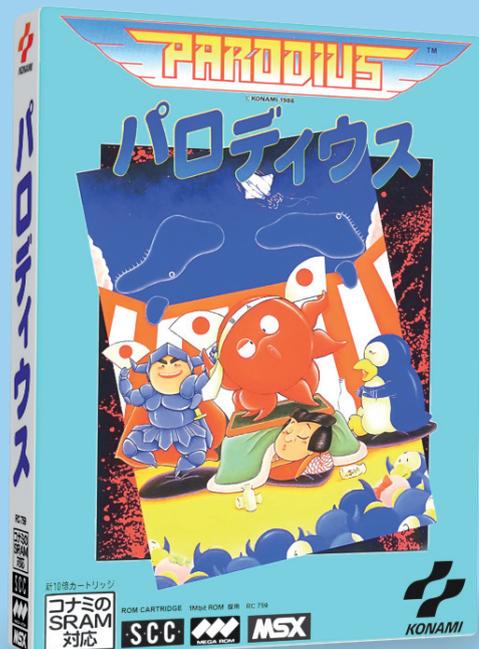
You can play as Tako (an octopus), Vic Viper (from Nemesis), Popolon (from Knightmare), Goemon (from Ganbare Goemon) or Pentarou (from Antarctic Adventure). Each character has its own weapons.

The game has six stages and three bonus stages. It can be played by one or two people on two difficulty levels. You start with three lives and an extra life can be earned every 100,000 points.



ENGLISH

Takamichi Suzukawa translated Konami’s Parodius to English.



Parodius was only released in Japan.

CHEATS

Use the following special passwords to cheat. To enter them, press <F1> to pause the game, type the password, press <ENTER> and <F1> to resume the game. Passwords can be entered only once per game and can be re-entered when continuing after a game over.

ZENBU	You get full power up. The password literary means “everything” in English. Can only be used once.
KONAMI	Always red bell-power (Vector laser).
BUTAKO	Always dark green bell-power (Up laser).
TAKO18TH	Always dark blue bell-power (Rotary drill).
PARO	Always white bell-power (wrap around horizontally).
KATAI	Increases the Shield durability (doesn’t work in combination with ZENBU).

SECRET FUNCTION

When you have Game Master II inserted in slot 2, start the game while holding down the key next to the “P” key. This shows a screen with secret passwords.



ARCADE VERSION

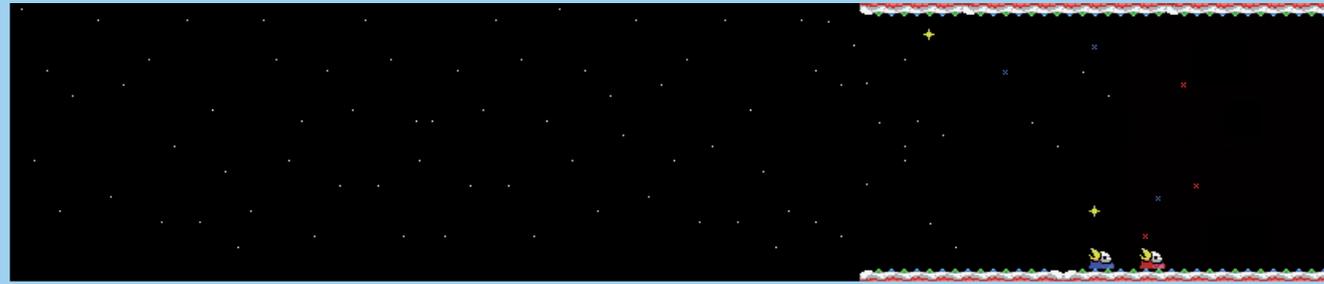
There is also an arcade version of Parodius, with an entirely different gameplay.



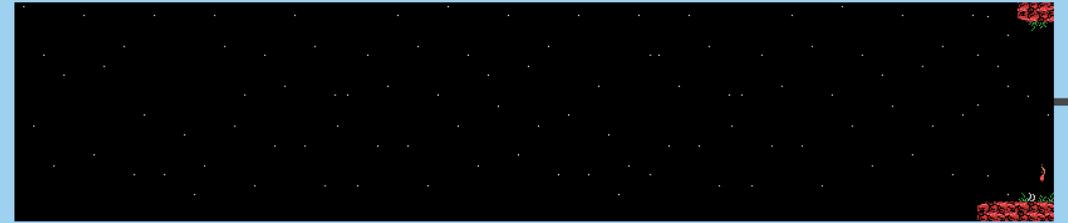
CONTROLS

- Use the cursor keys or the joystick to move your fighter in all eight directions.
- Use the space key or the first joystick button to shoot.
- Use the M or N key or the second joystick button to power up.
- Press the F1 key to pause the game (and F1 again to resume the game).
- In pause mode, use S to save and L to load a game. This can only be done when Game Master II is inserted in slot 2.
- Press F5 to continue the game.

STAGE 4



STAGE 5



DID YOU KNOW THAT...

A remake of the MSX version of Parodius can be found in Parodius Portable for the PSP.



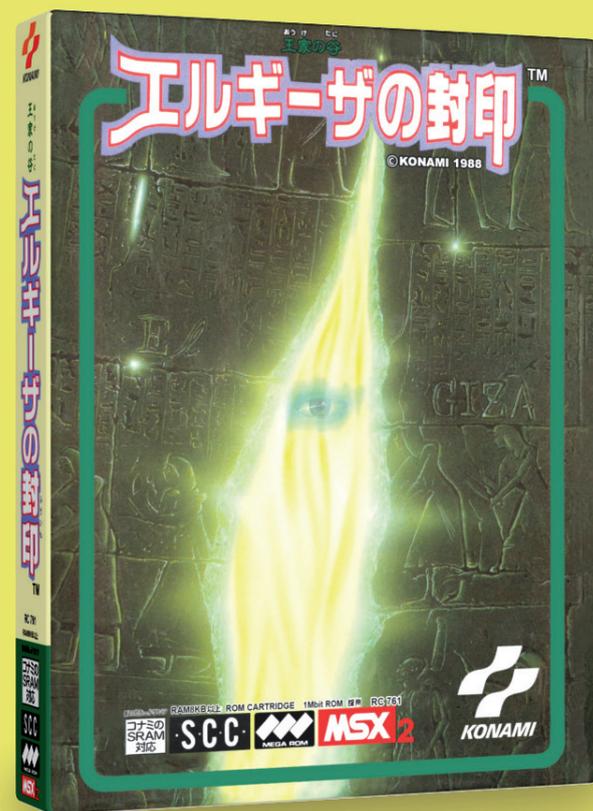
GAMEPLAY

King's Valley II is the sequel to King's Valley, released in 1985. This time you are Vick XIII, a descendant of Vick the Adventurer, who has found out that pyramids on earth are used to transport souls to El Giza, in the land of the Remool. However, these tombs are now out of control and heading towards self-destruction. The accumulated power of the pyramids is more than enough to destroy earth. The only way to save our planet is for Vick XIII to travel to Remool and put an end to the core functions of El Giza, which is the central pyramid linked to the pyramids on earth.

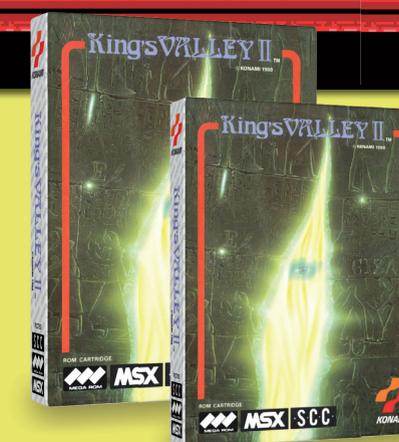
You will need to find your way to the inner sanctum through the sealed chambers and destroy all of the soul stones.

Two different versions of the game are available: one for the MSX and one for the MSX2. Both are the same but the graphics for the MSX2 are better and the MSX2 version has more room at the bottom of the screen to show your score. Unlike other Konami MSX games that have enhanced graphics for the MSX2, this time both versions are released as different cartridges.

The game starts with one life, but at the end of every stage you gain an extra life and a password enabling you to continue after a game over.



The MSX2 version of King's Valley II was never released in Europe.



The game was released in Europe in a small and a large paper box and in Japan in a large plastic box.



FRS created an enhancement patch for the MSX2 version, adding an English intro.

CONTROLS

- Press F1 to pause the game (during pause, press F2 to see a map of the stage you're in).
- Press F2 to show score, high score, stage and lives (doesn't work on MSX2 version, as this information is already at the bottom of the screen).
- Press F4 to toggle the music on or off. This also works in demo mode.
- Press F5 to restart the stage (with the loss of one life).

GAMEPLAY

Nemesis 3 - The Eve of Destruction (strangely called Gofer's Ambition - Episode II in Japan) - is a sequel to Nemesis 2. The Bacterions are time travelling to the past in order to kill James Burton and change the course of history. His descendant, David Burton, sets out on a mission to locate James in the past and safely return him to Nemesis with his spaceship Vixen. Equipped with his computer called Gaudie, David must navigate Bacterion space in search of clues to James' whereabouts.

The game can be played by up to two players. You start the game with three lives. Every 10,000 points you get an extra life.

There are 11 stages in the game. Secret items are hidden inside the stages and there are several of them you need to get in order to progress. Each time you get an item, you are treated to a minor cut scene showing the item being installed.

At the start of the game you can select one of four available Vixen planes, each with its own weaponry. You can equip your plane with a force field or a normal shield and with one of the three types of multiples.

CONTROLS

- Press F1 to pause or unpause the game.
- In pause mode, use S to save and L to load a game. This can only be done when Game Master II is inserted in slot 2.
- Press F5 to continue the game.
- Press the cursor keys or move the joystick in all eight directions to move your ship.
- Press the space bar or joystick button 1 to fire.
- Press M or N or joystick button 2 to power up.



The European small box and Japanese large box side by side.

WEAPONS

Four distinct classes of Vixen can be chosen from, each with its own color and weapons. The weapons indicated with a (*) can only be obtained at secret locations in the game. The > means "powers up to".

The red ship has the following weapons:

- SPEED UP > 7 times
- MISSILE > HAWK MISSILE (*) > GUIDED MISSILE (*)
- TAIL BEAM > NORMAL BEAM
- UP DOUBLE > DOWN DOUBLE (*)
- UP LASER (*) > DOWN LASER (*) (initially shown as question mark)
- LASER > METEOR LASER (*) > SCREW LASER (*)
- MULTIPLE > up to 2

The green ship has the following weapons:

- SPEED UP > 7 times
- PHOTON MISSILE > PHOTON HAWK (*) > GUIDED MISSILE TYPE 1
- TAIL BEAM > NORMAL BEAM
- UP DOUBLE > DOWN DOUBLE (*)
- UP LASER (*) > DOWN LASER (*) (initially shown as question mark)
- LASER > TWINKLE LASER METEOR LASER (*) / SCREW LASER
- MULTIPLE > up to 2

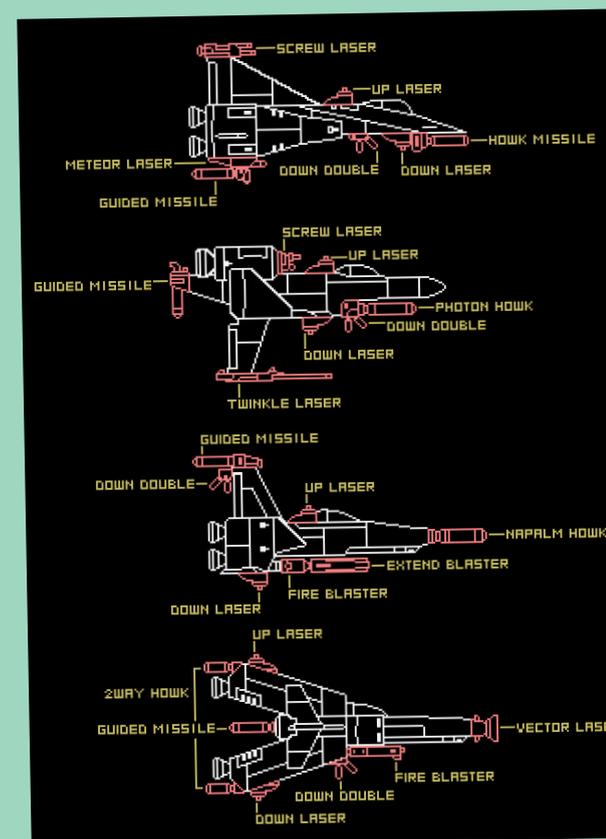
The yellow ship has the following weapons:

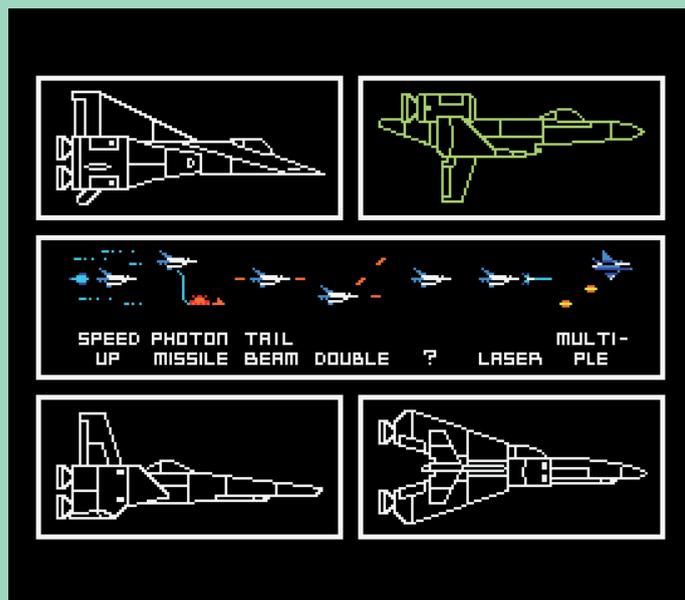
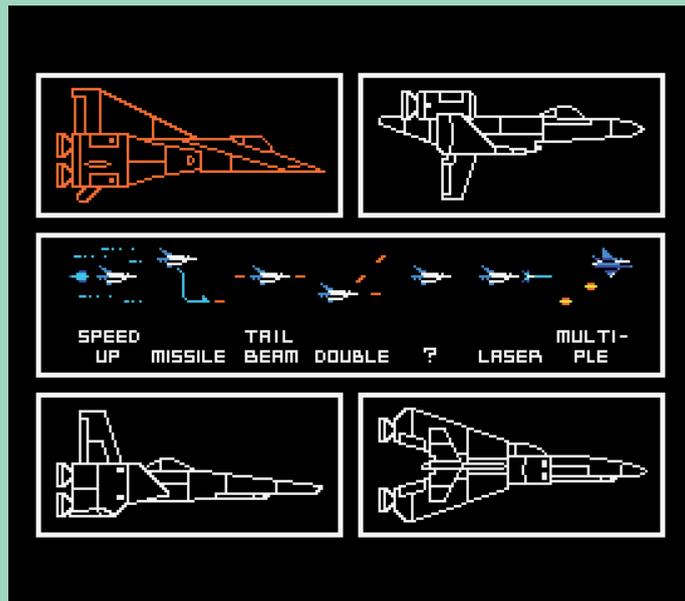
- SPEED UP > 7 times
- NAPALM MISSILE > NAPALM HAWK (*) > GUIDED MISSILE TYPE 1
- TAIL BEAM > NORMAL BEAM
- UP DOUBLE > DOWN DOUBLE (*)
- UP LASER (*) > DOWN LASER (*) (initially shown as question mark)
- RIPPLE LASER > FIRE BLASTER (*) > EXTEND BLASTER (*)
- MULTIPLE > up to 2

The blue ship has the following weapons:

- SPEED UP > 7 times
- 2WAY MISSILE > 2 WAY HAWK (*) > GUIDED MISSILE TYPE 2
- TAIL BEAM > NORMAL BEAM
- UP DOUBLE > DOWN DOUBLE (*)
- UP LASER (*) > DOWN LASER (*) (initially shown as question mark)
- RIPPLE LASER > FIRE BLASTER (*) > VECTOR LASER (*)
- MULTIPLE > up to 2

The forward laser of the green and red ships depends on the amount of time you hold down the fire button.



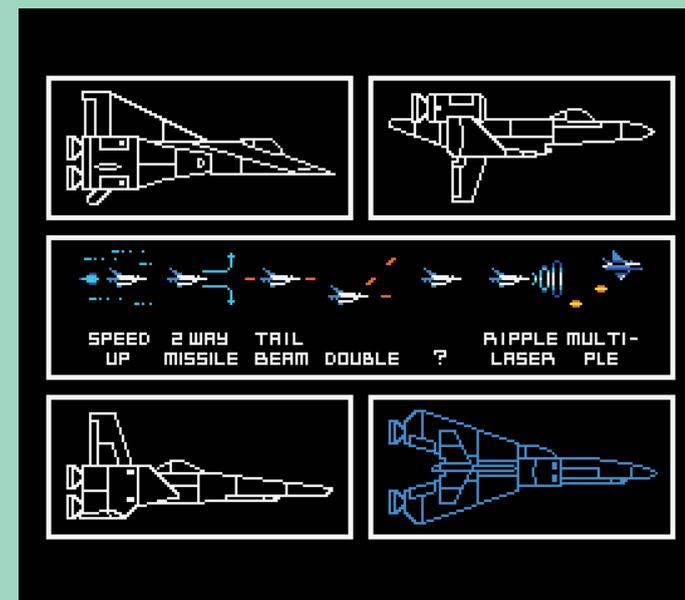
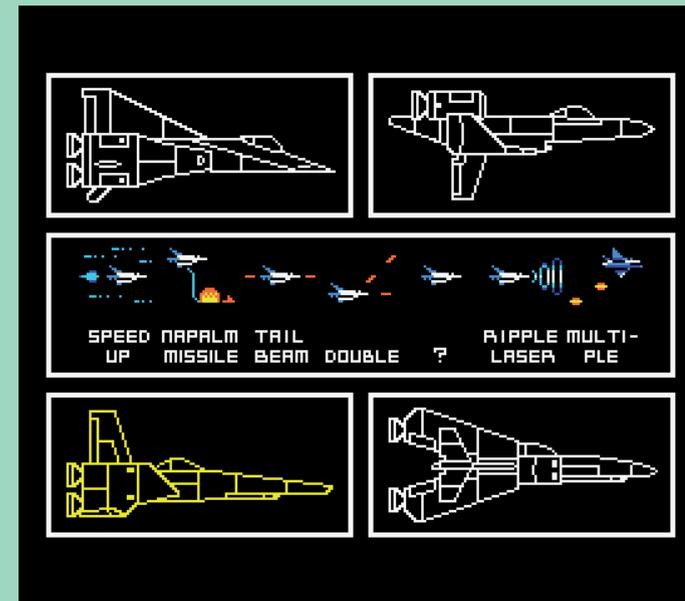


Speed up	You can select this eight times in order to speed up your ship.
Missile	Air-to-ground missile.
Photon missile	Slower, but more powerful than a normal missile.
Napalm missile	This missile blows up on impact with an enemy, and lingers for one or two seconds.
Two-way missile	Two-directional missile (up and down).
Tail beam	To attack enemies behind.
Double	Shoots in front and above.
?	Placeholder for up/down laser.
Laser	A laser with penetrating power.
Ripple laser	A ring-shaped laser without penetrating power.
Multiple	A shadow following your ship.

You can have up to two multiples at the same time. They act as shadows of your own ship.

Shadow	These follow your plane as you fly.
Fixed	These will remain in a fixed position around your plane.
Rolling	These roll around your plane.

Shields and force fields protect you from enemies and their bullets for a limited time. Shields protect the front of the spaceship against 10 hits. A force field protects the whole ship against five hits.



POWER UP

Every time a power capsule is captured, the prompt on the bottom of the screen changes and the weapon name that can be selected is shown. Press the power-up button to activate the weapon. A blue power capsule destroys all enemies on the screen.

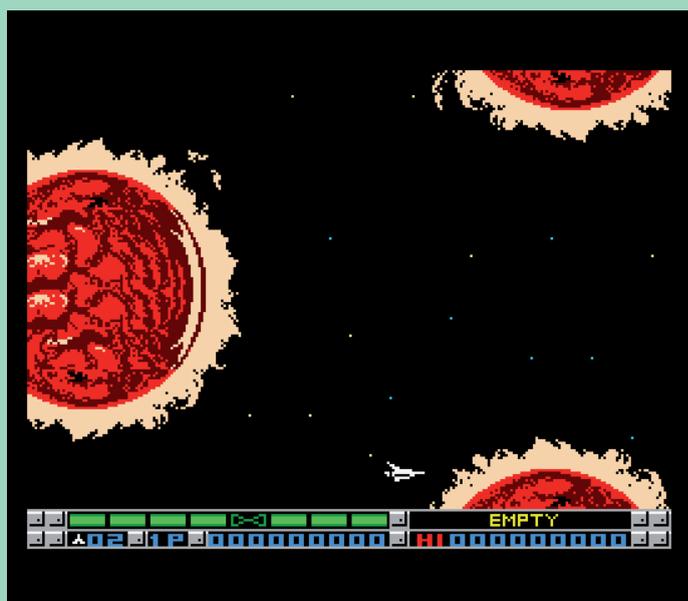
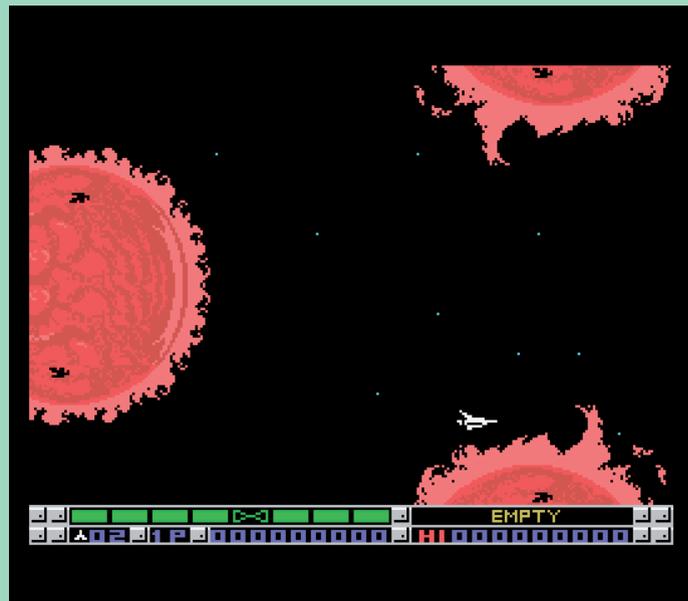
Photon hawk	An upgrade to the Photon missile, this one travels along the ground and penetrates and destroys any enemy it hits. It is able to climb up hills.
Guided missile (hidden weapon)	Another upgrade to the Missile, this makes your missiles home in on enemies and move fast.
Beam	To attack enemies in front.
Down laser (hidden weapon)	Shoots a wide beam below Vixen.
Down double (hidden weapon)	Like Double except shoots downward.
Screw laser (hidden weapon)	Another upgrade to the Laser that makes it very powerful and wide (only accessible to red and green Vixen).
Twinkle laser	An upgrade to the Laser that makes it more powerful and wider (only accessible to green Vixen).
Napalm hawk	As Missile hawk, except with Napalm effect.
Fire blaster	An upgrade to the Laser. Shoots a short range but very powerful blast of fire (only accessible to yellow and blue Vixen 3).

DID YOU KNOW THAT...

On 50Hz machines, a bug appears on the fighter selection screen: the top left ship is only partially coloured red.

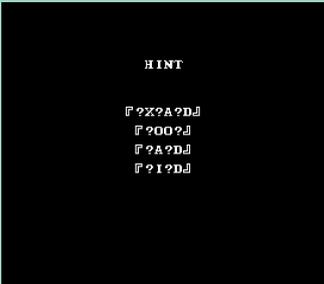
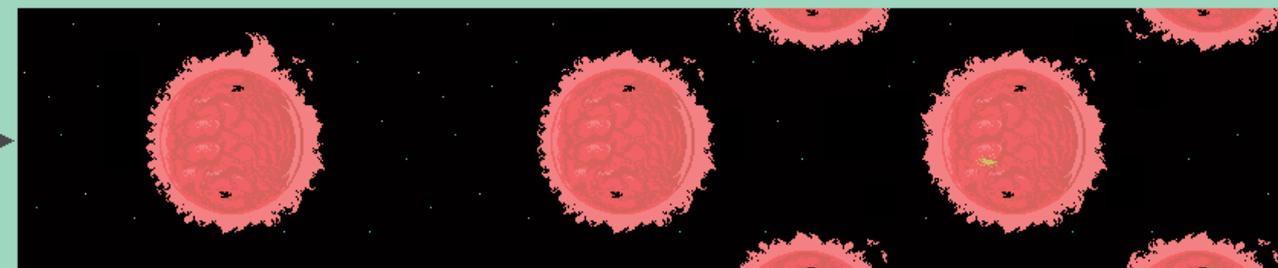
- Extend blaster: Upgraded version of Fire blaster. This weapon shoots out two rows of Fire blaster. The range remains the same, but power is doubled (only accessible to yellow Vixen).
- Two-way hawk: Up/Down Missile hawk.
- Vector laser: Unlike the power up, this one shoots a powerful version of the Ripple (only accessible to blue Vixen).
- Hawk missile (hidden weapon): An upgrade to the Missile, this one is able to climb up hills.
- Meteor laser (hidden weapon): An upgrade to the Laser that makes it more powerful and wider (only accessible to red Vixen).
- Up laser (hidden weapon): Shoots a wide beam above Vixen.
- Galactic laser (hidden weapon): This one is a power up and shoots an extremely wide beam directly ahead. Lasts one shot. Needed in Stage 10 to destroy a wall.

The hidden weapons can be found more easily with the Item Radar, which can be found in stage 9. The possible locations of the hidden items are indicated on the maps you'll find on the next pages.



Nemesis 3 on the MSX versus the MSX 2. Konami makes use of a broader colour palette in the latter.

STAGE 1

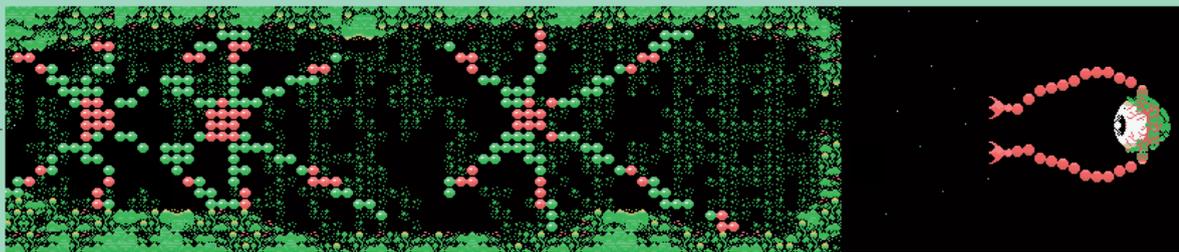
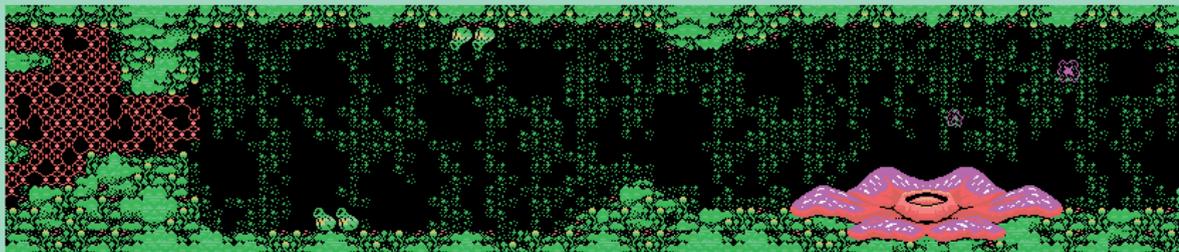
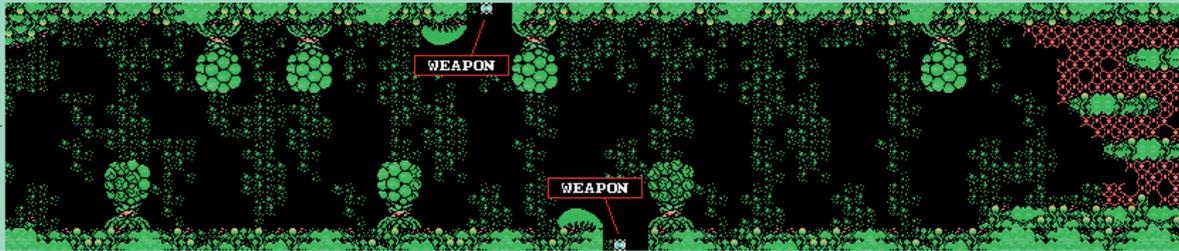
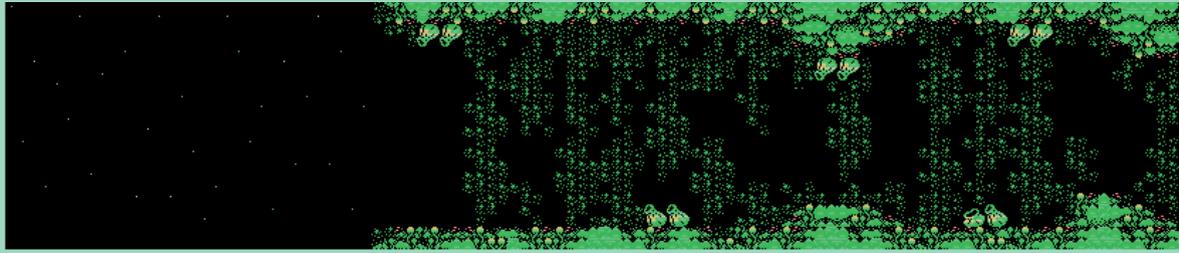


HINT

When you have Game Master II inserted in slot 2, start the game while holding down the key next to the "P" key. This shows a hint screen with secret passwords.

DID YOU KNOW THAT...
The Galactic laser can destroy any wall in the game when equipped permanently by using a hack.

STAGE 2



STAGE 3



STAGE 4



MAPS

There are hidden maps in stages 5, 7 and 8, each time on one or two random locations. These maps show where James is locked. You need all three of them to get to the final stage. You will return to the stage with the last missed map if you failed to collect all of them. In stage 9 you'll find an Item Radar, which allows you to see where hidden items are located. An extra shield - needed to get the good ending - is hidden in stage 10.

CHEATS

Pause the game with the F1 key on the keyboard and type the following passwords, followed by the return key:

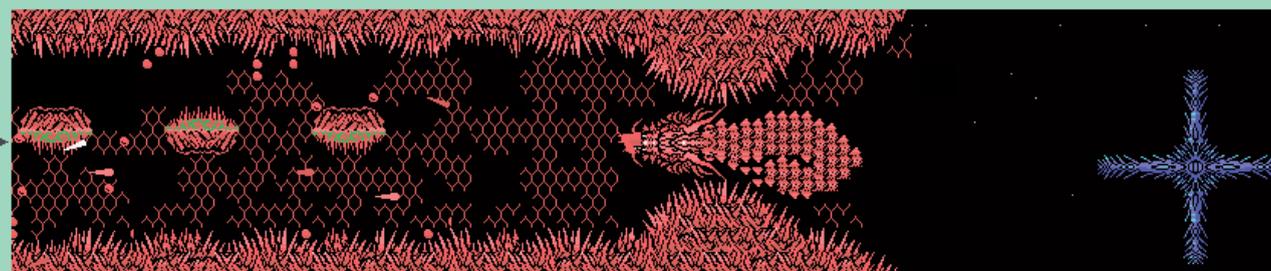
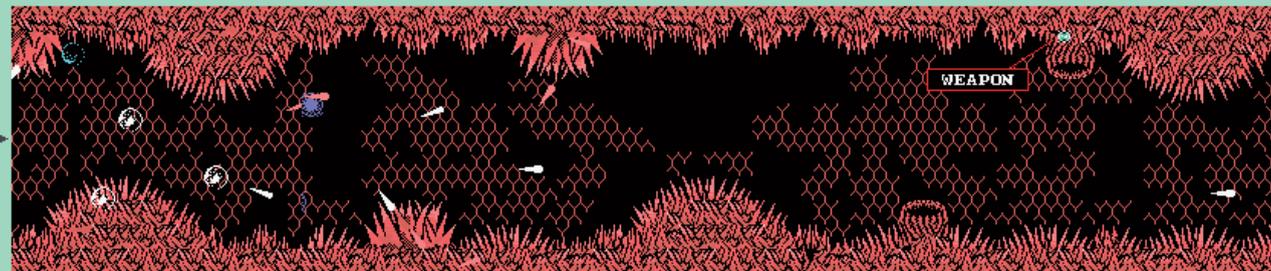
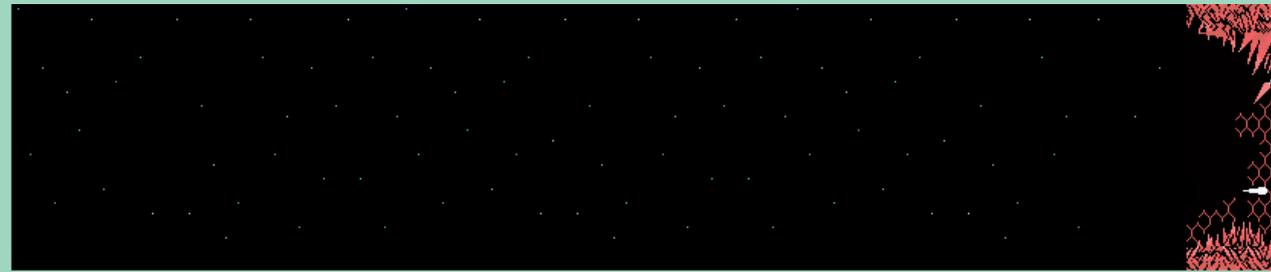
- FIND: gives you the Item Radar
- GOOD: makes the game easier
- HARD: makes the game harder
- EXTEND (or EXPAND): shield lasts twice as long

STAGE 5

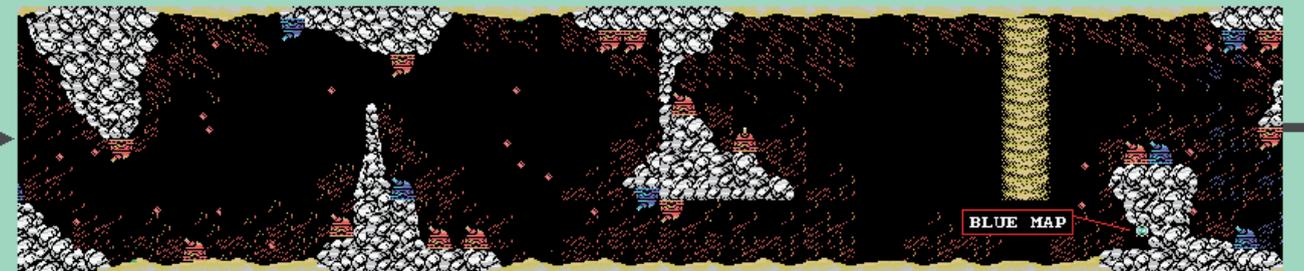


A Japanese ad for Nemesis 3.

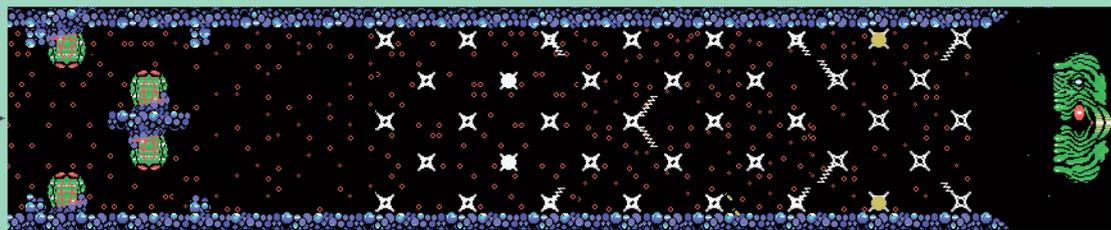
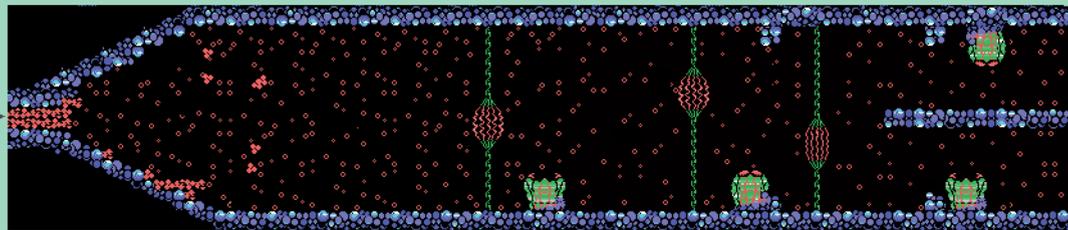
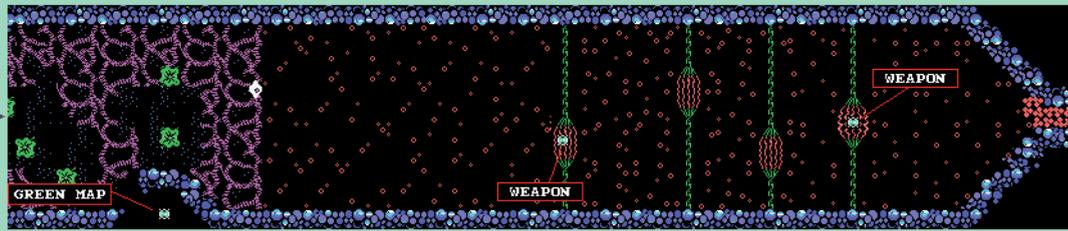
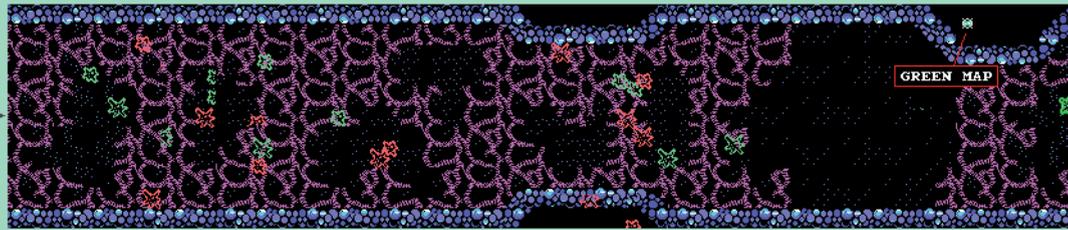
STAGE 6



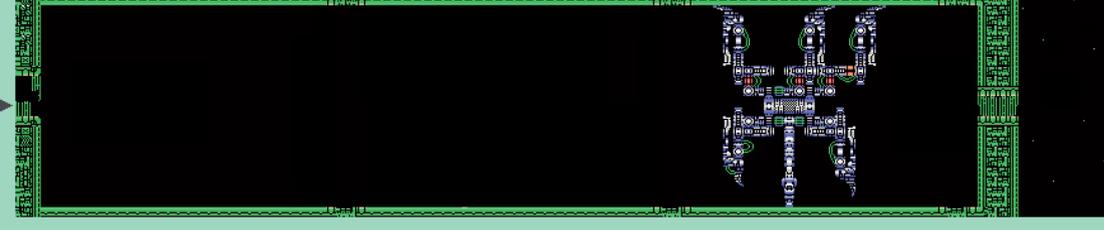
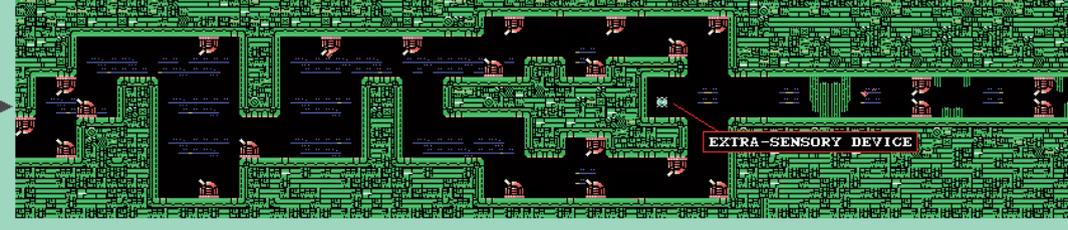
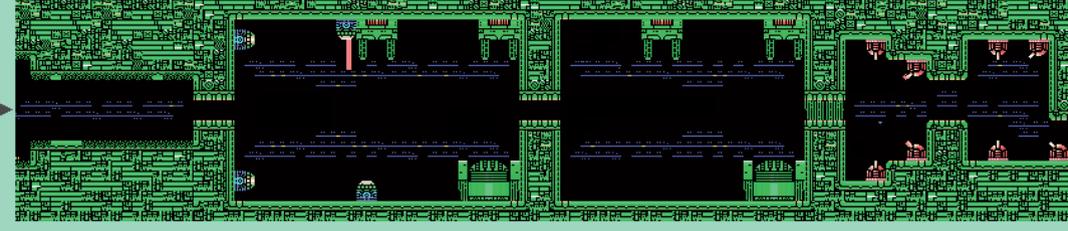
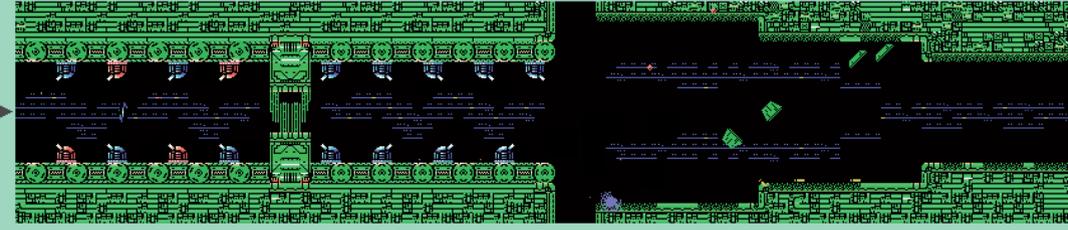
STAGE 7



STAGE 8

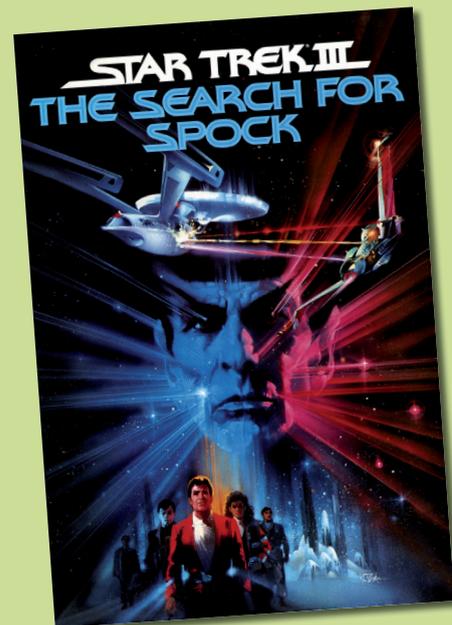
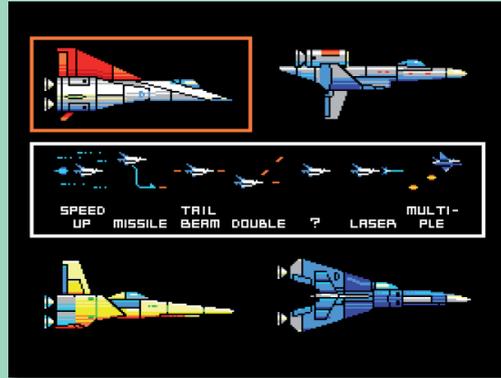


STAGE 9



NEW VERSION

In 2018 Víctor Martínez released a patch for Nemesis 3, enabling smooth screen scrolling, voice speech and better graphics.



It seems the cover design of Nemesis 3 was inspired by the movie poster of Star Trek 3.

TAKERU

On April 21, 1986, Brother officially launched 300 Takeru software vending machines in Japan. Instead of going to a shop to buy games, you could browse a software catalogue on a touch screen and the machine wrote your selection to a floppy disc or a ROM cartridge. The manual was printed on the spot with a dot matrix printer. All terminals were linked with an (expensive) ISDN line to a central software server and the entire catalogue could be updated easily. At that time this concept was revolutionary.

The machine contained games for different platforms, including the MSX. Konami distributed several of its games on the initial version of the Takeru machines, but only a few copies have been preserved. The Konami Takeru ROM cartridges are currently collectors items and are very difficult to find.

The Takeru machines were very popular in Japan. When in 1991 the Takeru Club was created, it counted over 3 million members. Its monthly publication (called Takeru Press) listed all new publications. By that time however, Konami had already stopped distributing its software through the machine.

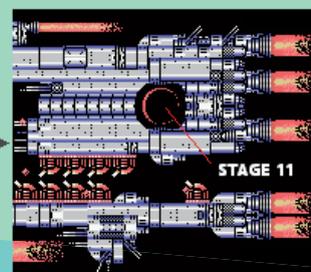
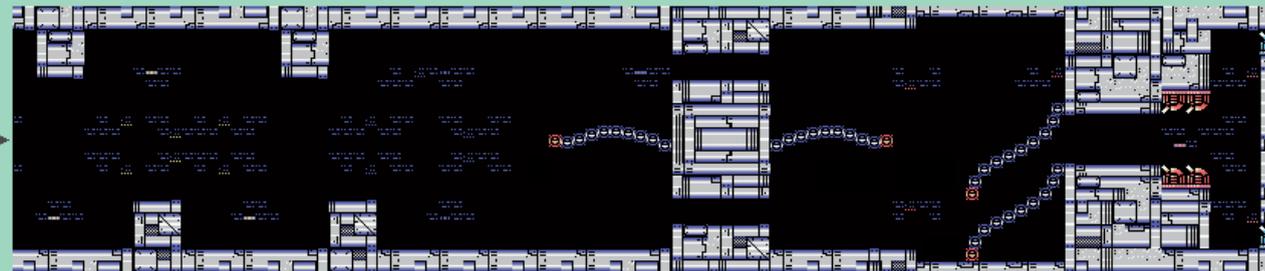
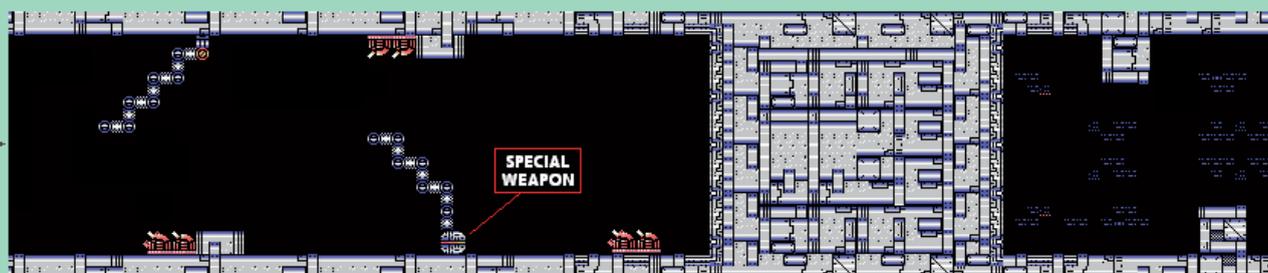
New versions of the terminal added a laser printer and dropped support for the ROM cartridges. The Takeru catalogue was filled with “doujin” programs from Europe while commercial interest in MSX was fading. Official support for the Takeru machines ended in 1997.



MSX/MSX2/MSX2+(ROM)		価格	備考
ソフト名称	ハウス名称	(円)	
コナミのテニス	コナミ	3600	
コナミのピンポン	コナミ	3600	×
コナミのベースボール	コナミ	3800	×
コナミのボクシング	コナミ	4200	
コナミの麻雀道場	コナミ	4100	
カシオ計算機			

Software listings, a ROM cartridge and an example of the touch screen interface.

STAGE 10



ARCADE VERSION

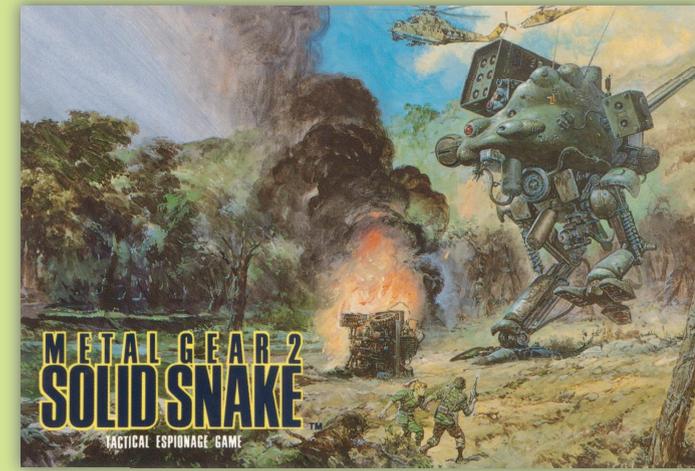
The arcade game Gradius III is not related to the MSX version at all.



A Japanese ad for Nemesis 3.



B1



Original cover art by Yoshiyuki Takani, one of the most famous illustrators of the famous Tamiya military plastic model kits.

B3'



GAMEPLAY

Quarth can be described as a mix between Tetris and Space Invaders. You control a space capsule and are only able to move to the left and the right, while the playing field — containing L, T, I and U-shaped figures — scrolls down from the top. The goal is to fill up all the figures by shooting small blocks towards them. If you are able to construct a rectangle, the entire figure disappears from the screen. You can make combination patterns to gain extra points by filling two or more figures at the same time. There are nine levels. Each level is composed out of 9 sublevels.

If you manage to fill a grey element, all blocks on the screen are removed at once. If you can fill a yellow element, you immediately go to the end of the stage.

The game is over if an element is not filled up before it reaches the bottom of the screen. You can continue playing as much as you want. At the start of the game you can configure the playing speed, the stage you want to start at, the capsule you want to use and the background music you want to hear.

Two players can chose how they want to play Quarth: either as a team (both capsules on the same playing field) or against each other (split screen).



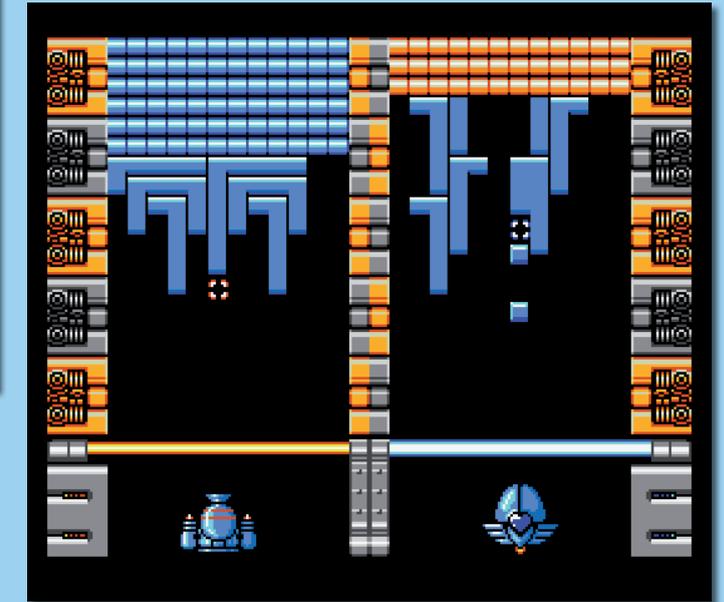
According to the manual, these are the capsules names you can choose from: Ding the Forth, Square Mk.5, Cannon Bono and Five Pennies.



Quarth was only released in Japan and South Korea.



Quarth was one of the few Konami games officially distributed in South Korea, where it featured a different start screen.



CONTROLS

- Move the joystick to the left or the right or press the cursor keys left and right to move the capsule.
- Move the joystick up or press the cursor key up to advance the playing field.
- Press the joystick button or the space bar to fire.
- The second player can use the S and F keys to move left and right, the E key to advance the playing field and the SHIFT key to fire.
- The F1 key pauses the game.
- Use the ESC key to quit a menu.

DID YOU KNOW THAT...

Quarth has one preset set of shapes forming the word TETRIS.



Reign of "100" days
NO CALL
GO to RECEPTION
GO GET ON
ALTAMIRA
EXIT

ALTAMIRA

LOOK AROUND
LOOK at SANTA CLAUS
CHECK SANTA CLAUS
ASK about ILLEGAL HOSPITAL
ASK about ILLEGAL HOSPITAL
ITEM SHOW IMAGE MEMORY
ASK about 'OLEEN'
ITEM USE MONEY
ASK about 'OLEEN'
ASK about 'OLEEN' HOSPITAL
ITEM USE MONEY
ASK about 'OLEEN' HOSPITAL
GET ON OLEEN HOSPITAL

OLEEN HOSPITAL

LOOK at BUIDING
LOOK at NEON SIGN
LOOK at WINDOW
LOOK at DOOR
ENTER
CHECK the ROOM
CHECK the RECEPTION
LOOK at CROWD
ASK about OLEEN
ASK about PURPOSE
LOOK at ANIMALS PARROT
LOOK at ANIMALS PENGUIN

LOOK at ANIMALS DOG
LOOK at ANIMALS CAT
ITEM SHOW IMAGE MEMORY
GILIAN'S HOME
EXIT

GILIAN'S HOME

METAL GEAR VIDEO PHONE CALL
393444
NO CALL
GET ON
JUNKER HQ
EXIT

HQ

METAL GEAR VIDEO PHONE CALL
391009 (until she's available)
ASK about UV CLINIC
HANG
NO CALL
GO
GET ON
GILIAN'S HOME
EXIT

GILIAN'S HOME

GET ON
GIBSON'S HOME
EXIT

GIBSON'S HOME

KNOCK
CHECK the DOOR

ENTER
CHECK the WINDOW
CHECK the SHELF
LOOK at MODEL
CHECK the MODEL
STUDIO
BACKYARD
LOOK AROUND
LOOK at GROUND
LOOK at DARKNESS
LOOK at COLLAR
CHECK AROUND
CHECK the DARKNESS
CHECK the COLLAR
STUDIO
LOOK at ROOM
CHECK the ROOM
LOOK at MSX
CHECK the MSX
LOOK at SOFA
CHECK the SOFA
LIVING
CALL CATHERINE
CALL ALICE
STUDIO
ALTAMIRA
EXIT

ALTAMIRA

SEARCH CATHY
SEARCH CATHY
SEARCH CATHY
SEARCH CATHY
LOOK at CROWD
CHECK the CROWD
LOOK at SHOP WINDOW

CHECK the SHOP WINDOW
GET ON
GILIAN'S HOME
EXIT

GILIAN'S HOME

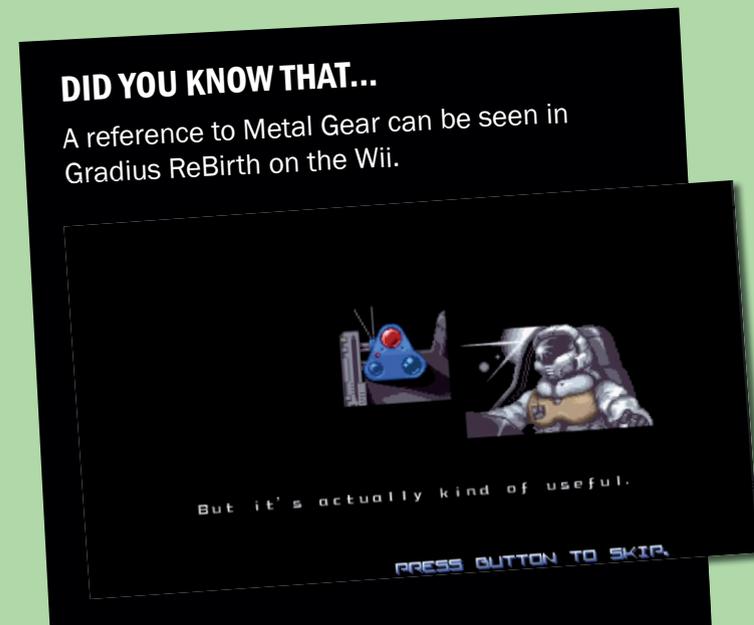
LOOK at WINDOW
ENTER
CHECK the DOOR
ENTER
BATHROOM
LOOK at FLOOR
CHECK the SHOWER
CHECK the FLOOR
CHECK the LINGERIE
TAKE the LINGERIE
TAKE the LINGERIE
SMELL LINGERIE
CLARIFY BLIND
ASK about PHONE CALL

CHECK the LIST
Type QUEEN
CHECK the ADDRESS
QUEEN HOSPITAL
EXIT

QUEEN HOSPITAL

CHECK the BUILDING
CHECK AROUND
ENTER
LOOK at DOOR
CHECK the DOOR
CHECK the
ENTER
ENTER
LOOK AROUND
CHECK the DOOR
CHECK the RECEPTION
CHECK the SWITCHES
PUSH BUTTON 3

GO to DOOR 3
METAL GEAR LIGHT
Move the light to the desk
CHECK
TAKE
Move the light to the drawer
LOOK
CHECK
TAKE
Move the light to the picture of the cathedral
LOOK
CHECK
EXIT
GO to EXIT
GET ON
JUNKER HQ
EXIT



One of the many ads for Snatcher.

until a message appears.

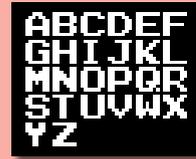
Go back up to the scientists until you get a message. Go down again and a bridge will have appeared near the submarines. Continue all the way down. In the next room you need a VIP card to open the yellow door on the right. At the bottom there is another yellow door. Behind this door six girls are running around. Only one of them has the VIP card. You'll have to kill them to find out who. Go back and open the yellow door with the VIP card. The next room will have some bridges. Take the exit in the middle right. Talk to the guy standing in front of the yellow door. Respond YES to his questions.

A long cutscene will now take place. At the end, exit through the yellow door on the top left and continue downwards. Go through the yellow door and find the second yellow door. You'll see that the floor is filthy here. As soon as you step on the brown stuff there will be two final combats.



FONT

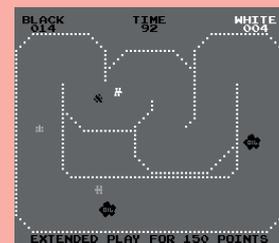
All of Konami's MSX games use the same font, with the exception of The Maze of Galious, F1 Spirit, Nemesis 3, Hyper Sports 1 and Super Cobra. The font typically uses a left-leaning 8, S and 5, and a top-heavy R.



It's often referenced as the Namco font, but that name is not entirely correct. The font can be seen for the first time in a prototype game called Cannonball from Atari, and in Sprint 2, which was Atari's first mass-produced microprocessor-based arcade game released in November 1976. Around that time Namco took over Atari's Japanese assets. Their first independent game was 1978's Bee Gee, which also uses the same font. Konami probably thought the characters looked good and re-used them in all of their games, but it was Atari who created the font initially.



On the top Namco's Bee Gee. On the right Atari's Sprint 2 and Cannonball.



SPARKIE

Code: HBS-G001C
Japanese title: スパークーキー (Supākī)
Price: ¥ 4,500
System requirements: MSX with
8kB RAM + 16kB VRAM
Release date: 1983
Size: 8 KB (ROM)

ARCADE VERSION

Because of the vertical orientation, the arcade version has a higher tree.

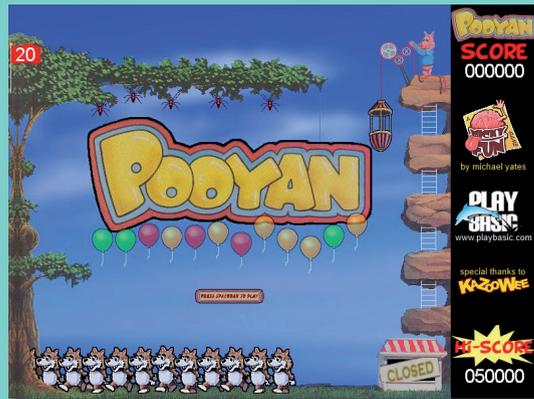


MSX2 VERSION

Gerardin H. made a unofficial MSX2 version of Pooyan.

PC VERSION

Micky4fun made a PC version, which is available for free on the internet.



An ad for the Beecard system



BADLANDS

Code: PG004-11KO
 Japanese title: バッドランズ (Baddoranzu)
 Price: ¥ 9,800
 System requirements: Pioneer PX-V60 or PX-7 (Japanese version) with LD player
 Release date: 1987
 Size: 19 KB (LASER)



KONAMI ANTIQUES MSX COLLECTION ULTRA PACK – 1998 – SEGA SATURN

Contains the following games:

- Antarctic Adventure
- Nemesis
- Nemesis 3
- Hyper Sports 2
- Konami's Boxing
- Konami's Ping Pong
- Mopiranger
- Road Fighter
- Sky Jaguar
- Yie Ar Kung-Fu
- Athletic Land
- Nemesis 2
- Nightmare
- Konami's Golf
- Konami's Billard
- Hyper Sports 3
- Magical Tree
- Super Cobra
- TwinBee
- Yie Ar Kung-Fu II
- Comic Bakery
- King's Valley
- Konami's Tennis
- Konami's Soccer
- Konami Rally
- Parodius
- Penguin Adventure
- Pippols
- Salamander
- Time Pilot



I-REVO GAME

i-revo game was a service from the internet provider i-revo. It was available between March 2006 and March 2011.

You could rent or purchase retrogames and play them on a dedicated emulator provided in the download. For a fixed fee per month you could choose 3 titles (¥ 315), 5 titles (¥ 525) or all titles (¥ 1050). Individual purchases were also possible. Konami offered several MSX titles on the platform:

- Vampire Killer
- Salamander
- Konami's Ping Pong
- Maze of Galious
- Nemesis 3
- Metal Gear
- Nightmare

A selection of Konami games was available in Nintendo's Virtual Console (a specialized section of the Wii Shop Channel for the Nintendo Wii console) and the Nintendo eShop (for the Nintendo Wii U). The MSX platform was available in Japan only.



WII VIRTUAL CONSOLE

This service has been shut down. The following games could be downloaded:

- Space Manbow
- Road Fighter
- Penguin Adventure
- Yie Ar Kung Fu 2
- Metal Gear
- Gradius 2
- Vampire Killer
- Salamander
- Parodius
- Quarth
- Contra
- Metal Gear 2
- Nemesis 3



WII U VIRTUAL CONSOLE

The following games can be downloaded:

- Parodius
- Penguin Adventure
- Space Manbow
- Vampire Killer
- Quarth
- Yie Ar Kung-Fu 2
- Road Fighter
- Contra
- Antarctic Adventure
- Vampire Killer
- Yie Ar Kung-Fu
- Ganbare Goemon
- Twinbee
- Nemesis 3
- Nemesis 3
- Sky Jaguar
- Circus Charlie
- Magical Tree
- Nemesis
- Hyper Sports 2
- Soccer
- Nemesis 2
- Salamander
- Treasure of Uşas
- Metal Gear 2
- Nightmare



DID YOU KNOW THAT...

Nemesis has some speed issues in this compilation. Penguin Adventure comes with its continue cheat already activated.

A great deal of music from MSX Konami productions has been released on tape, cd-single or full cd. Most of them are very hard to find these days.

GANBARE GOEMON SOUND TAMATEBAKO - ORIGINAL SOUNDTRACK (BOX)

EMCA-0027 (10CD)

Ten-cd box containing music from all Goemon games, including the MSX (on the first disc).

KONAMI GAME MUSIC VOL.4

28XA-201 (CD)

Contains music from F1 Spirit.

GAME SOUND LEGEND SERIES Konami Game Music VOL4

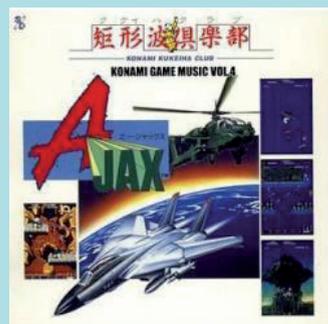
SCDC-00472 (CD)

This is a reprint of 28XA-201.

METAL GEAR >> SOLID SNAKE MUSIC COMPILATION OF HIDEO KOJIMA/RED DISC

KICA-7929 (CD)

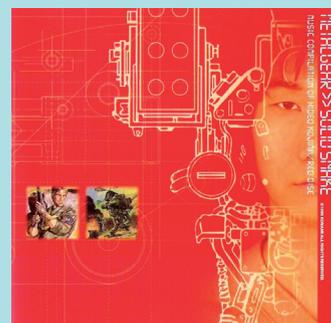
This CD features arranged music from Metal Gear, Metal Gear 2: Solid Snake and Metal Gear Solid.



CONTRA SPIRITS

KICA-7604 (CD)

Features MSX Contra music.



MIDI POWER PRO 5 - SALAMANDER

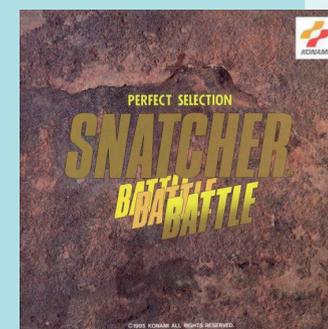
KICA-7837 (CD)

Features MIDI music from MSX Salamander.

PERFECT SELECTION SNATCHER BATTLE

KICA-1152 (CD)

Features Snatcher and SD Snatcher music from the MSX.



SALAMANDER - AGAIN

KICA-7905 (CD)

This is a reprint of KICA-7601 and features music from MSX Salamander.

PERFECT SELECTION KONAMI SHOOTING BATTLE

KICA-1136 (CD)

Features music from MSX Salamander.



PROJECT EGG

The following albums are available in MP3 format in Project EGG:

- Ganbare Goemon Sound Tamatebako Original Soundtrack Box (EMCA-0027)

- Contra Chronicle Vol.2 The Beginning of the Legends (EMCA-0025-1~3)

- MSX Racing Spirits Soundtrack (EMCA-0015)

AMAZON MUSIC UNLIMITED

Most albums are also available on the Japanese Amazon Music Unlimited.



SPACE MANBOW FROM MSX

KICA-1006 (CD)



PERFECT SELECTION SNATCHER & SD SNATCHER

KICA-1017 (CD)

Features MSX Snatcher and SD Snatcher music.



KONAMI ALL STARS ~THE SENRYO-BAKO HEISEI 4 NEN BAN~

KICA-1053~5 (3CD)

Features music from MSX Nemesis 2, Space Manbow and Solid Snake.



FROM MSX F-1 SPIRIT & F-1 SPIRIT 3D SPECIAL

140A-7706 (CD)

PERFECT SELECTION GRADIUS 2

KICA-1112 (CD)

Features music from MSX Nemesis 2 and Nemesis 3.



KONAMI ENDING COLLECTION

KICA-1046~7 (2CD)

Contains endings from the MSX versions of Snatcher, Gradius 2, Space Manbow, Parodius, Salamander, SD Snatcher, Gofer no Yabou Episode II, Shalom, Metal Gear 2, F-1 Spirit 3D Special and El Giza no Fuuin.

PERFECT SELECTION SOUND RACING HISTORY

KICA-1119 (CD)

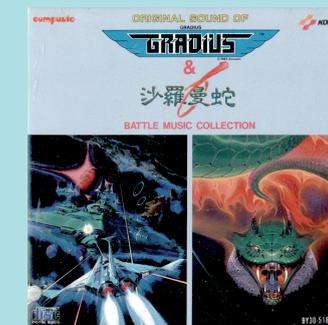
Features music from MSX F-1 Spirit and F-1 Spirit 3D Special.



THE KONAMIC GAME FREAKS

28XA-135 (CD)

Features an MSX medley of Knightmare, King Kong 2 and Penguin Adventure.



ORIGINAL SOUND OF GRADIUS & SALAMANDER: BATTLE MUSIC COLLECTION

BY30-5180 (CD)

Features music from MSX Nemesis and Nemesis 2.

LEGEND OF GAME MUSIC - PREMIUM BOX

SCDC-00410~7 (9 CD & 1 DVD)

CD 7 features music from Knightmare, The Maze Of Galious, Yie Ar Kung-Fu 2, Penguin Adventure, King's Valley 1 & 2, Quarth, Hyper Somen and Tsurikun Kun.



OTOMEDIUS ORIGINAL SOUNDTRACK

LC-1852~4 (3CD)

Disc 3 contains Combat (from the MSX version of Salamander).

KONAMI SHOOTING COLLECTION

LC-2039~48 (10CD)

Contains music from MSX Salamander, TwinBee and Space Manbow.



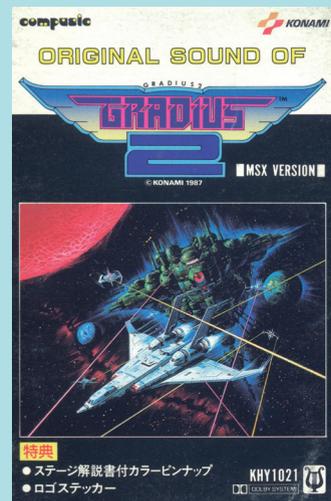
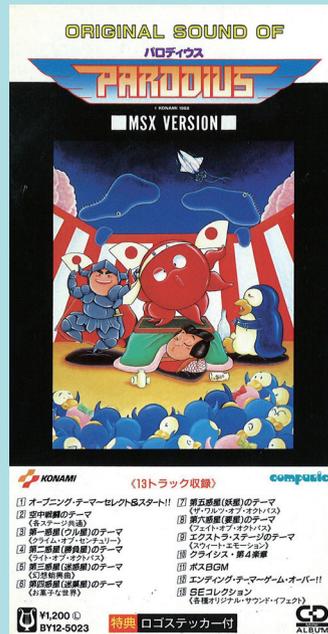
ORIGINAL SOUND OF PARODIUS MSX VERSION

Exists in two versions:

BY12-5023 (CD)

KHY-1032 (tape)

The tape version includes a fold-out poster with character descriptions and a logo sticker.



GRADIUS ULTIMATE COLLECTION

GFCA-302~9 (8CD)

This is a reprint of LC-1949~56 and features music from MSX Nemesis, Nemesis 2 and Nemesis 3.

LEGEND OF GAME MUSIC - CONSUMER BOX

SCDC-00497~506 (8 CD & 1 DVD)

Disc 8 contains music from Nemesis (SCC version), Nemesis 2, Salamander, Nemesis 3, Parodius and Space Manbow.

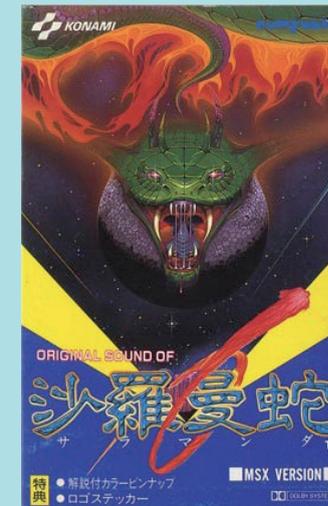
ORIGINAL SOUND OF SALAMANDER MSX VERSION

Exists in two versions:

BY12-5020 (CD)

KHY-1035 (tape)

The tape version includes a fold-out poster.



FROM MSX GOFER NO YABOU EPISODE II

Exists in two versions:

140A-7705 (CD)

096T-3705 (tape)



GRADIUS REBIRTH ORIGINAL SOUNDTRACK

LC-1741 (CD)

Features music from MSX Salamander, Nemesis 2 and Nemesis 3.



CONTRA CHRONICLE VOLUME 2: THE BEGINNING OF THE LEGENDS

EMCA-0025-1-3 (3CD)

Three-disc set. Contains the MSX soundtrack on disc 1.