

**MSX**

MSXC06 - 2009  
16K ROM Cartridge  
8K RAM -16K VRAM



*COW SNATCHIN' FLYING SAUCER-O-RAMA!*

**"IT WILL SCARE THE  
PANTS OFF YOU!"**

*.... Hedda Hopper*



# **COW ABDUCTORS**



PRESENTED BY PAXANGA - DUAL SCROLLDIVISION MSX GAME  
STARRING: JACINTA AND FRIENDS - THE HAPPY UFO'S CLUB

**User's Manual**



# COW ABDUCTORS



They don't care if you believe or not...

# REQUIREMENTS

**MSX** with 8k RAM and 16k VRAM.

# GETTING STARTED

Be sure your **MSX** is switched OFF, then insert the cartridge and switch ON your computer.

To remove it, be sure your **MSX** is switched OFF.

Don't touch slot connections.

Avoid extreme temperatures, humidity or impacts.

Don't try to open the cartridge case.

Keep this game away from real cows, they're sensible.

# CONTROLS

**<MOVE>** - Cursor keys or Joystick (port 1) for player 1. Joystick (port 2) for player 2.

**<FIRE>** - Space key or Joystick (port 1) button 1 for player 1. Joystick (port 2) button 1 for player 2.

Use **MOVE** to move your UFO in any direction. Use **FIRE** to snatch a cow.

Use **F1** to stop game music or **F2** to activate it again.

On **MSX2** or higher machine, you can also press **SELECT** on the menu screen to switch between 50/60 hz mode.

At the **Menu** screen, use Up/Down to select 1 Player vs CPU or 1 Player vs 2 Player.

After that you can select then number of rounds to be won, from 1 to 3. At 2 Player mode, you can select the speed of the CPU player.

# HOW TO PLAY

The game objective is to play against CPU or any other semi-humanoid life form, trying to get more cows than your opponent.

To get a cow, make sure the target is over it, and changes from white (no cow) to black (cow detected). Then just play Fire to activate the beam and abduce it.

Once all the cows in the field has been abducted, the round ends and the player who took more of them wins the round.

Who wins the previously selected number of rounds, wins the game.

It is possible to bug the opponent by pushing his UFO with yours. (You'll see a ghost image of the other UFO when it's at the same coordinates as yours).

# CREDITS

**Coding and Design:** MsxKun.

**Graphics:** MsxKun & Steven Hardest.

**Music:** Terrific Tunes.

**Beta Testing:** SapphiRe & Sazuni.

This game is for the MSXDev'09, so it's totally free.

Enjoy it!



**Note:** No real cows were harmed during the making of this game.



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