

NEON HORIZON



Manual

About

The game **Neon Horizon** is a classic motor racing game, set in a semi-futuristic world. Its standout feature is the smooth 3D movement with hills and valleys, something long thought impossible on MSX. The gameplay is pure arcade racing: simple, direct and focused on speed.

Credits

Code: **Norakomi**

Graphics: **Norakomi**

Music and Sound Effects: **Wolf**

AI tools were used to assist with parts of the graphics and code.

Requirements

MSX 2, 64 KB RAM

OPL4, 128 KB RAM

ASCII16-X ROM cartridge

Notes:

- The emulator **openMSX** was used for development. Always use the most recent version so that this new ASCII16-X mapper is auto-detected. Find the latest version on <https://openmsx.org/>
- The OPL4 utilizes both FM and Wave
- Joystick and keyboard are supported

Controls

Use keyboard or joystick to move your motor over the road while avoiding the competing motors.

Keyboard

[Up] / [Space]	accelerate
[Down] / [M]	brake
[left]	steer left
[right]	steer right

Joystick

[Up] / [Trigger A]	accelerate
[Down] / [Trigger B]	brake
[left]	steer left
[right]	steer right

Gameplay

The goal is simply to reach the end of each track. The finish is marked by a special motor carrying a flag. Bump into this motor to complete the course.

The main challenge is to keep up the fuel, as your initial tank of fuel isn't enough to finish the track. There are two relevant **pods** to pick-up on your way: **hearts** and **diamonds**. A heart gives a bit of fuel, while a diamond gives a larger amount of fuel.

Another **pod** to pick-up is a **star**, which makes you invulnerable for a brief while.

If you run out of fuel, it's game over, and you'll need to retry from start!

