

SOUL TRAPPED

The House

User Manual

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You wake up in a house that is both familiar and strange at the same time.

Are the experiences normal or abnormal?

Is it a home or a prison?

You might like to stay for a while, perhaps for all eternity?

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SYSTEM REQUIREMENTS

Required hardware

- MSX2 or above
- NEO mapper compatible flash cartridge:
 - MSX Pico (normal or WiFi; firmware 1.54)
 - MSX Pico+ (needs firmware 2.12)
 - MSX PicoVerse (2040 or 2350)

Optional devices

- MSX-Music (internal or cartridge)
- MSX Mouse ^{#1}
- MSX Joystick

^{#1} The MSX mouse must be plugged in before launching the game and must remain still to be properly detected. You can press the [0] key later to retrigger mouse detection.

EMULATORS

NEO mapper compatible emulators:

- Emulicious
- MSXEC (v20260303 or above)
- openMSX (v20.0 or above)
- WebMSX (v6.0.7 or above)

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CONTROLS

Keyboard

Arrow keys	Move cursor
[Space]	Interact
[C]	Cancel (item) / close (program)
[S], [F]	Rotate camera left / right (panning)
[D]	Move back (dezoom)
[O]	Detect MSX mouse ^{#2}
[1], [2]	Change input port (port 1 or 2) ^{#2}
[3], [4], [5], [6], [7]	Mouse sensitivity (from low to high)

^{#2} The MSX mouse must remain still during detection or switching of the input port.

Mouse

Movement	Move cursor
Left click	Interact
Right click	Cancel (item) / close (program)

Joystick

↔↕↔	Move cursor
Ⓐ	Interact
Ⓑ	Cancel (item) / close (program)
Hold Ⓑ + ↔	Rotate camera left / right (panning)
Hold Ⓑ + ↕	Move back (dezoom)

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SAVE DATA

- The game state can be saved from the in-game computer to your MSX real-time clock's user memory. Please note that this memory area is normally available for use, but may be already used by another software.
- The last saved game will be loaded automatically the next time you start the game.
- Save data can be erased from in-game computer if you'd like to restart from scratch.

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CREDITS

Writing

Casper Croes
Guillaume "Aoineko" Blanchard

Programming

Guillaume "Aoineko" Blanchard
Powered by MSXgl

3D graphics

Casper Croes

UI graphics

Guillaume "Aoineko" Blanchard

Music

mortje (a.k.a. ARISA)

Music conversion

Casper Croes

Sound FX

Guillaume "Aoineko" Blanchard

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