

SPACE BASH CONTACT!!

GAME MANUAL

Dave's
RETRO
FORGE

MSX

MISSION BRIEFING

A LONG TIME AGO
IN A GALAXY FAR,
FAR AWAY....

WOOHOO!!

I've been wanting to use that line for years... and I finally did!!

Sorry.

Let's try that again.

In *this galaxy*, in a *not-so-distant future*, more and more planets are falling under the repeated attacks of the **Empire**: a stubborn regime born near the Vega system.

The **Vegan forces** are a curious mix of alien species, bizarre mutant creatures, and food-engineered constructs born from highly questionable nutritional experiments.

As planet after planet is being subjugated, their unfortunate inhabitants are forced into a **dietary regime** of dubious ethical and scientific foundations: synthetic rations that allow the Empire to maintain effective mind control.

A direct attack by the Galactic Order would be **doomed to fail**.

MISSION BRIEFING

For this reason, the **Space Bash Assault Corps** has been tasked with an infiltration mission.

TARGET

A world recently conquered by the Empire — a red desert rock, scorched by an artificial sun the natives worship as a god. One of the Empire's most important energy production facilities is located there.

MISSION OBJECTIVES

1. **Locate** and infiltrate the hidden base
2. **Disable** the Imperial Energy Bridge
3. **Retrieve** the coordinates of the connected energy bases

The Energy Bridge activates only once during each night cycle.

Timing will be... important.

The mission has been entrusted to **Ayla**, top cadet of the Space Bash Assault Corps. Armed with her **Phaser Gloves**, which focus her psychic powers, and her trusty **Portable Auto-Stair Deployer**, she is ready for her first real mission.

CONTACT IS IMMINENT!!



RED PLANET AHEAD.
LET'S GO KICK SOME ALIEN BUTT !!

THE HERO

AYLA

SPACE BASH ASSAULT CORPS



Top graduate of the Space Bash Assault Corps. Always first to jump into the action, and known for single-handedly clearing a hostile planet before sunset. She believes every world is worth saving — and prefers to finish the job before dinner.

Her younger sister Kira calls her “too serious.”
Ayla calls it being efficient.

HOW TO PLAY

**CLEAR EACH SCREEN BY
DEFEATING ALL ENEMIES.**

Ayla is equipped with:

Portable Auto-stair Deployer (PAD): to climb up or down platforms.

Phaser Glove: fires a short-range stunning beam and allows Ayla to stun, grab and smash enemies into the ground until their demise.

Secondary weapon: a lethal Energy Blast, fuelled by batteries collected along the way.

CONTROLS

You can play using **Joystick 1** or with the **Keyboard**.



Walk/Glide in the air



Climb ladder



Build ladder

The Portable Auto-stair Deployer (PAD) can build a ladder in the chosen direction. For safety reasons, it is not possible to build a ladder while standing on top of another one, but only while standing on a platform.



Primary Attack

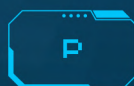
The Phaser Glove can fire a short-range stun beam that allows Ayla to grab enemies and smash them into the ground until their demise.



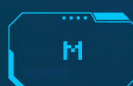
Secondary Attack

By setting her Phaser Glove to maximum intensity and feeding it a single charge, Ayla can unleash a concentrated burst of energy capable of instantly vaporizing most common enemies. A theatrical martial-arts-inspired gesture — complete with an iconic shout — makes firing the Energy Blast even more satisfying!

To power up the Energy Blast, Ayla must collect Batteries scattered throughout the levels. The weapon can store up to three charge units. Each fully charged unit grants 1x Energy Blast.



Pause



Music on/off



Quit to title

PRIMARY ATTACK

PRESS  TO FIRE STUN RAY AND TRAP AN ENEMY...



...THEN PRESS  TO BASH A TRAPPED ENEMY...



...MULTIPLE TIMES!

SECONDARY ATTACK

COLLECT BATTERIES 

TO CHARGE SECONDARY WEAPON  ➡ 

WHEN INDICATOR FLASHES  (II) A CHARGE IS READY

PRESS  TO FIRE SECONDARY WEAPON



ENERGY BLAST

VEGAN FORCES

BLUENATIC



Unarmed, slow, and definitely not Nobel Prize material. Officially known as Bluenatics, they are more commonly called Galaxy Joes across the quadrant — the ordinary workforce of the Vegan Empire. While the Greys devise brilliant plans to conquer the universe and invent ridiculously complex devices, the Blues move crates, mop space base corridors, and do their best not to trip over the reactor power cables, which inevitably leads to yet another delightfully catastrophic meltdown. But don't underestimate them! Being ordinary doesn't mean being irrelevant — especially when there are lots of them. And there are really, really a lot of Galaxy Joes in the universe.

SOYLENT GREY



Born as synthetic nutrients — the product of Vega's most advanced (and highly questionable) food engineering — Soylent Greys were already a terrible idea. Then things got worse: the substances came to life and were immediately recycled as mass-produced commercial weapons, molded into half-meter grey cubes that dangerously resemble enormous blocks of tofu. Only apparently harmless, they feed on the very matter they're made of, producing foul-smelling green gases that double as both a propulsion system and a biological weapon of mass repulsion.

VEGAN FORCES

SGORBION



Equipped with telescopic eyes and far-from-reassuring grins, Sgorbions are ugly, unpredictable, and decidedly antisocial little monsters, capable of turning any encounter into a slimy health hazard. When they sense prey, they spit balls of poisonous mucus that bend the laws of gravity. If they hit the target, they're lethal; if they miss, they splat against the shiny metal walls of the base, leaving sticky messes that take hours to clean... of course, left to some poor Galaxy Joes!

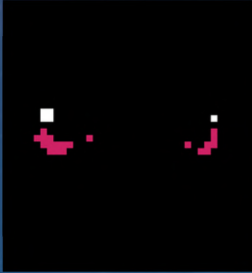
BRAINSTORM



Living proof that thinking too much can be dangerous, Brainstorms are hypertrophic brains suspended in fluorescent blue nutrient fluid and enclosed within floating transparent domes. Over time, they have developed the rare ability to materialize mental energy. Their version of "brainstorming" is alarmingly literal: their wildest ideas erupt into electrical storms, with sudden bursts of energy that can paralyze any target for several seconds. They move slowly, but they are exceptionally cunning, always maintaining a safe distance from potential threats. In groups, they display a particularly unpleasant tactic: silently coordinating to encircle their opponents — because nothing says "intellectual superiority" quite like being electrocuted by a committee.

VEGAN FORCES

GROGULON



Our nutritionally compromised agents among the Vegans have gathered fragmentary intelligence suggesting that the base is under the strict supervision of a disturbing creature. It is said to possess psychic powers, issuing commands through the sheer force of its mind, and to have the Empire's most advanced military technology at its disposal...



CREDITS

CONCEPT, GAME DESIGN & GRAPHICS

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PROGRAMMING

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MUSIC & SFX

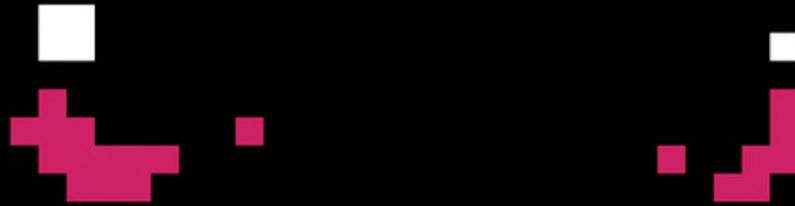
John Hassink

SPECIAL THANKS

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the MSXdev organization

...and YOU for playing our game !!



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