

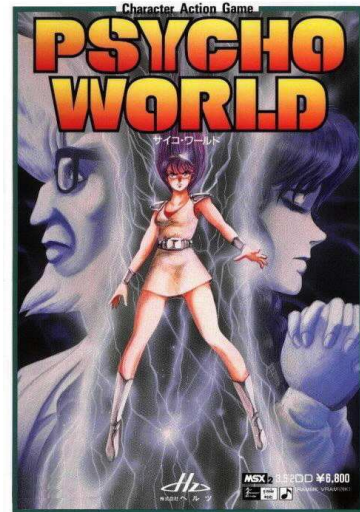
PSYCHO WORLD – HERTZ

MSX2 -1988

Version improved by FRS (1995, 2009)
and deprotected by DJANGO (2011)

It's the story of twin sisters, Cecil and Lucia, working with their father in a secret laboratory. They are experimenting on animals mutants to develop new powers « ESP. » But one day, an explosion destroyed the walls of the laboratory and the creatures escape, taking away Cecilia. Professor sends Lucia to rescue his sister, giving the ESP headset and its 9 powers:

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	1 : large bullets	
	2 : waves	
	3 : flames	
	4 : paralyzer	
	5 : demolish walls	
	6 : fly for a while	
	7 : restart the world	
	8 : destroy all the enemies	
	9 : invincible for a while	

=== Improvements ===

- on all versions (disk and hard-disk) :
 - Changed the keys to SPACE and GRAPH (instead of SHIFT and SPACE), for easier keyboard play. This will also allow you to use autofire on machines that have this feature.
 - Translated the menus and cutscenes (aka "visuals") ; only the "talkie mode" is not translated, but it is an alternate game mode, not the main one.
 - Deprotected the disk (no more bug that froze the game at the end of the 1st stage, requiring the player to remove the disk from the drive and insert it again after an error screen was shown).

- * only on the hard-disk version :
 - Ported to hard-disk. It now runs as a normal MSX-DOS1&2 application;
 - Added multi-language support. To select the language, just type SETLANG at the DOS

prompt (Only on MSX-DOS2)

=== **Game controls** ===

Keyboard	Joystick	
Arrows	Direction	Move the character
Space	A button	Fire
GRAPH	B button	Jump
STOP		Pause game
F4		Change game mode
F5		Talkie-mode (only in Extra Mode)

- When the "loading STARTER" message shows up, you can keep the following keys pressed:

- X: Reverse buttons (fire/jump)
- M: MUSIC TEST
- P: PSG mode (Turns off MSX-MUSIC)

- *Game control tips:*

- Press down + B button at the same time to select your weapon;
- To restore your energy quickly, use repeatedly the invulnerability weapon;
- To run, release and press again the direction button quickly. Note that it's not 2x press as many believe. If you try a simple 2x press, it will sometimes work, but will fail constantly during a normal play.

=== **Cheats** ===

On the first screen (with the ladder), press F4 to change the game mode. The color of your character denotes the mode:

- Orange (Power Mode) : Allows you to press keys 1-9 to select the 9 psychic powers;
- Blue (Maxup Mode) : Unleashes more HP and ESP
- Violet : normal game
- Rose (Extra Mode) : Press F5 for Talkie-Mode (enemies will speak if you touch them)

=== **History** ===

I made the HD version back in 1995, when I also translated the menus. It was sitting forgotten, zipped on my Mac's HD until I saw the Django's translated releases and some other posts about the game on MRC. This made me think: They are right, that game is good and deserves a translation. I hope you enjoy playing it.

=== **Special Thanks** ===

Without these people, this project would never have been realized.

- To Rieks Warendorp Torringa, for his quick answer and detailed translations for the visuals-1, 2 and 3.;
- To Ricardo Bittencourt, for his japanese translation of visual-0, published at his website;
- To Django, for this "something must be done" attitude. That inspired me to get my hands on the translation project. And his Psycho World translation helped me a lot to gain time on finding where the original text strings where located;
- To Snowbro, who developed Tile Molester, used to edit the VISUAL.FNT file;
- To Dusan Vujosevic, of SuaveTech, for his 0xED hexeditor;
- To the openMSX team - keep up the good work;
- To the openMSX-Debugger team: your debugger rules! Plz ship it together with the emulator, so everyone can use it. :)
- Vampier and BiFi, for proofreading the texts