

Awesome simultaneous two player action computer game for your MSX homecomputer. Attack your opponent with your dot-gun. Stunning famous patented Minekraft 2D high speed graphic engine. Two joysticks required.





32K ROM CARTRIDGE

# DOT ATTACK

The wild west is boiling with excitement as rival gunners from all over the world gather for a duel. The polished guns loaded with ammo are ready to go. Only the razor-sharp aiming of the best shooter can win the duel.

THE DOT ATTACK FIGHTER COURSE

STAGE 1 - The Town Saloon
The outside of the local saloon has to be
a perfect place to set this duel straight.
Don't drink and duel...

STAGE 2 - The Graveyard On the graveyard there are a lot of tombstones to hide behind. Make sure not to stay... Who will stay here forever?

STAGE 3 - The House on the Prairie
The heat of the Prairie will get this
fight over soon, nobody will hear the
shooting though...

STAGE 4 - The Train Station
The last train has left, there is nobody
but the two gunners left. Time to duel!

STAGE 5 - The Narrow Valley
The narrow valley between the mountains
will give the gunners no open space to
fight...

### 1. PARTICIPANTS IN THE BATTLE

# 1. PLAYER A - 'Clint'



This gunfighter used to live in the woods in the east of the country.
 He is very fast with guns and shooting one liners.

2. PLAYER B - 'Macaroni'



He talks strange, but don't under estimate this gunner. He likes his pasta and is also a trained shooter.

3. SPFDER - 'Wammes'



The master of irritability, the white-headed deadly spider. The spider will really annoy you. Normally it will not kill, but if you approach, it will attack you.

4. SNAKE - 'Solid'

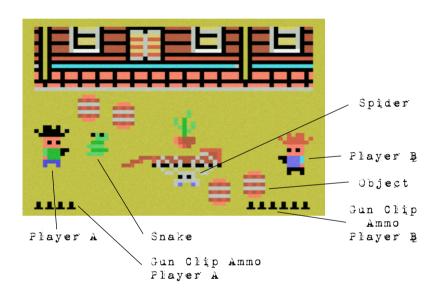


A gigantic poisonous snake. Boy! Is he slow but sneaky. Shoot it or leave it alone, it's your choice.

#### 2. HOW TO PLAY

- 1. This game is designed to be played by two persons simultaneously; you have to compete with an other player. If you don't have any friends maybe you can hire or buy a player on eBay. Or maybe this game just isn't for you...
- 2. You can control the action using either MSX KEYBOARD or a JOYSTICK.
- 3. You can select a number of game options before you start the duel.
- 4. The in-game 'MUSIC' can be turned on or off. With the music set to off, only sound effects can be heard. The in-game music can also be selected with [F5] on the MSX keyboard.
- 5. The option NUMBER OF 'ROUNDS'. The game will have one, three, six or nine rounds.
- 6. You can select the 'LEVEL' OF DIFFICULTY of the game before you start. LEVEL A is for rookies; LEVEL B is for experienced shooters.
- 7. By selecting 'SWAP' PLAYERS the gunners will be swapped to the other side of the playing stage.
- 8. Start the game by selecting 'START GAME' option and pressing either the SPACE BAR on your MSX keyboard or the SHOT BUTTON on the joystick.

- 9. The starting stage will be in a random location in the wild west. You will never know what hit you!
- 10. If you hit the other player with a bullet, you will score one point. The length of the game depends on the selected NUMBER OF 'ROUNDS'. The gunner with the highest number of points is the winner!



## 3. CONTROLLING THE ACTION

- 1. MOVING THE PLAYER Control player A around from your computer keyboard by using left, right, up and down CURSOR KEYS, player B uses [A] left, [D] right, [W] up and [S] for down.
- 2. SHOOTING

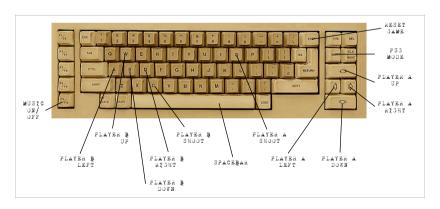
For player A use the [0] key to shoot; releasing the space bar will reload the gun, just like a real gun. For player B use [0] to fire. The gun takes a six bullet clip. When the gun is out of ammo, it takes some time to fully reload a clip.

- 3. JOYSTICK CONTROL
  You may also use a JOYSTICK to control the
  action. Connect a joystick to PORTL for
  controlling player A. Connect a joystick
  to PORT2 for controlling player B. The
  fire button will shoot the gun.
- 4. RESET GAME
  The MSX keyboard button [STOP] will reset
  the current game.

## 5. CONTROL BUTTON TABLE\*1

Action	Keyboard	Joystick
Player A Left	[LEFT]	Port 1 Left
Player A Right	[крснт]	Port 1 Right
Player A Up	[47]	Port 1 Up
Player A Down	[nwed]	Port 1 Left
Player A Shoot	[٥]	Port 1 Shot button
Player B Left	[A]	Port 2 Left
Player & Right	[¤]	Port 2 Right
Player B Up	[w]	Port 2 Up
Player B Down	[\$]	Port 2 Left
Player B Shoot	[c]	Port 2 Shot button

# 6. MSX KEYBOARD LAYOUT



 $<sup>^{1}</sup>$  Keyboard controls could differ on localised keyboards.

## 4. SCORING

- 1. You get a point every time you shoot your opponent.
- 2. Touching the spider or snake will kill you and the opponent will score one bonus point.
- 3. The length of the game depends on the selected NUMBER OF 'ROUNDS'. The gunner with the highest number of points is you're winner!

### 5. SOUND HARDWARE SETTINGS

This ROM cartridge supports also an external PSG sound chip hardware. The amazing 6 channel square wave sound will blow you away. Connecting your MSX audio output to a ghetto-blaster on volume 10 is recommended.

You can set the music and sound effects in the menu or by pushing the [SELECT] button on your keyboard. The default PSG sound mode setting is Mode A.

PSG SOUND MODE TABLE

Sound Mode	Music	Sound effects
A (Default)	Internal PSG	Internal PSG
B <sub>e</sub>	External PSG	Internal PSG
С	Internal PSG	External PSG
D	External PSG	External PSG

## 6. HINTS FOR SKILLFUL PLAY

- 1. Shoot the spider or snake, maybe it will reappear on the side of your opponent.
- 2. Use objects to dodge the opponent's bulkets.
- 3. By shooting through objects you find new ways to hit the other player.
- 4. Use you bullets wisely. A clip contains 6 bullets and it takes time to reload the gun.
- 5. Hit your opponent in real life.
- 6. Stand in front of the other player so he or she cannot see the screen.
- 7. Disconnect the opponent's joystick unnoticeably.

#### Credits

Created by: SjaaQ

Gfx by: SjaaQ

Code Subs: Inchl

Printed Material: WLCracks

Casting: Happysoft

Mobile Game Support: Eref

#### Music by:

OLEG NIKITIN:
LOGO
SERGEY KAMINSKIY:
INTRO AND INGAME
ANDEA PERTRIKU:
CREDITS
VLADIMIR HROPOV:
GAMEOVER



#### Cautions

This game cartridge is designed for use with all MSX personal computers. Be sure that your computer is turned off when inserting and removing the cartridge. This cartridge is manufactured to the highest precision standards and will be irreparably damaged if attempt is made to open or disassemble the cartridge. The product is an original creation of N.O.P. Copying of any portion of the product, including graphics, sound, computer programming, or printed material, by any means, whatsoever is strictly prohibited without specific permission from the manufacturer.



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