INTRODUCTION

Thank you for acquiring our game.

People can go to the moon, put machines on Mars, but the best achievement of the human species has just been finished. It's called Sales Discontinued® and is available for the finest Japanese machine ever invented: the MSX™ home computer. This superb entertainment for your favorite home computer system will run with some minor expansions and will blow you away.

Does your MSX™ have a hard drive but it hardly ever gets to work hard? Or maybe you have cartridge with a Secure Digital Memory card inserted in your MSX™ with gigabytes left unused? Well, now here is Sales Discontinued®. Your hard drive will overheat, have a total melt down and disintegrate. Your Secure Digital Memory card will show the never seen "Disk full" message, when you finally have your copy of Sales Discontinued® installed on it. The loading times of this excellent game will remind you of starting MSX™ games from compact cassette in the olden days. Except now every single scene will have amazingly long loading times, even with a hard disk! This game has been developed for eminent people who have a lot of time to spend, or those with no work or life at all.

The MSX2™ game Sales Discontinued® is a point-and-click adventure game, exclusively designed for the MSX2™ home computer by NOP®. The short name for this game is 'SD' and should be pronounced as "AasssDee". Although this computer game has been made exclusively for the MSX™ platform, the game is neither a Konami® rip-off nor does it contain any penguins. We are telling you now to prevent false expectations and disappointment while playing.

SEAL OF QUALITY

After astonishing the MSX™ world with the awesome release of Unknown Reality® in 1994, they are back! NOP® has been working on their next MSX2™ release almost daily from the release of Unknown Reality®. Now we present to you: Sales Discontinued®. This game will shock the MSX™ gaming scene. All those years spent on the new 2022 software product shows off the results. Sales Discontinued® has amazing original detailed colorful graphics, luxurious warm stereo arbitrary audio, ridiculous hardware system demands and interesting loading times. Lacking a decent point-and-click adventure game in the MSX™ game library this game will entertain you and fulfill all your gaming needs.

OUR 100 PERCENT SATISFACTION GUARANTEE

We want to make sure you are 100% happy with our game. If, for any reason, you don't like the product you purchased, you can't work out how to use it or you believe you don't need it after all, you can get a full refund anytime within 30 seconds after the time of your purchase.

If you have any issues, just get in touch with our helpful support team. They can either help you out or give you that swift refund.

Once you have received the money for your refund you will no longer be able to use the product as stated in the NOP® End User License Agreement. You will see an error notice if you try to continue using the product.

COPY PROTECTION

Copying the game dramatically increases the risk of filling up your MSX2™ storage device. NOP® will not protect you from copying.

SYSTEM REQUIREMENTS

Although it should almost run on every MSX2™ computer, some minor additional hardware accessories are needed to get it up and running.

Minimum system requirements:

- 8-bit home computer carrying the MSX2™ logo or compatible.
- 128kB Video RAM.
- 512kB RAM single slot memory mapper.
- DOS2 operating system with FAT16 support.
- Storage device with the FAT16 filesystem (memory card or hard disk), with at least 36MB free space.
- Yamaha® OPL4™ sound cartridge with a minimum of 512kB RAM wavetable memory.
- Amplified stereo headphones or speakers connected directly to the OPL4™ audio output.

Recommended system requirements:

- Faster MSX2™ Z80 CPU or R800 CPU with 512kB fast memory mapper. A one-chip MSX in turbo mode is also supported.
- Yamaha® OPL4™ compatible sound cartridge with a minimum of 512kB wavetable memory.
- Nextor DOS2.
- MSX mouse or USB mouse hardware emulator.
- Color RGB CRT monitor.
- Good quality amplified stereo headphones or speakers connected directly to the OPL4™ output.

Emulation

- openMSX version 18 or greater.

Other emulators are NOT recommended due to the 'suboptimal' OPL4™ emulation and/or graphics handling. The game has not been tested on any other emulator than openMSX.

SOUND SETUP

A lot of effort has been put in the design of this game: the story, the game engine, graphics coding and editing, and also the audio. There are a lot of tips hidden within the audio of Sales Discontinued®. Although the audio only has a resolution of 8 bits, it is recommended that you use a good stereo speaker setup or headphones so you don't miss out on those vital audio clues.

INSTALLATION

Real MSX2™ computer

- Download the SD.ZIP file from nopmsx.nl
- Unzip the contents to a folder on the MSX2™ hard drive or memory card, e.g. E:\GAMES\AasssDee
- Power up your MSX2™ computer, make sure DOS2 prompt is displayed.
- Change the current directory to the directory where Sales Discontinued® is installed, for example:

```
E:
CD GAMES
CD AasssDee
```

- Now run the main executable:

```
SD
```

- Play the game!

openMSX Emulation

Make sure you are using openMSX version 18 or higher. If you already have an existing openMSX setup, you can mount the SD.DSK file as either primary or secondary harddisk. Make sure your DOS2 boot drive supports FAT16. Your openMSX setup will need extension to meet the minimum system requirements (see the requirements section).

We are assuming you have downloaded and installed openMSX, and have found, downloaded and installed the required ROM files:

- Panasonic FA-A1GT system ROMs (fs-a1gt_firmware.rom and fs-a1gt_kanjifont.rom).
- Yamaha OPL4™ wavetable ROM (yrw801.rom).
- MegaFlashRomSCC+SD kernel ROM (mfrsd.rom).

You are now ready to start Sales Discontinued® by running the following command:

```
"C:\Program Files\openMSX\openmsx.exe" –machine
Panasonic_FS–A1GT –ext moonsound –command "plug joyporta
mouse" –hda "SD.dsk" –ext MegaFlashROM_SCC+_SD
```

Of course, you need to modify the path of the openMSX executable to match your installation. A convenient batch file "SD.CMD" has been provided with this command.

If you start Sales Discontinued® with "SD.CMD" and you get a screen with the tool "MultiMente", simply do the following:

- Quit "MultiMente" with keyboard [SHIFT]+[Q].
- Select the B: drive (type in "B:" + [ENTER])
- Run Sales Discontinued® by typing in "SD" + [ENTER].
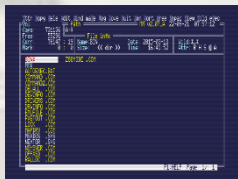
You can also erase the MFRSCC+SD boot disk by following these steps:

- Start openMSX with the "SD.CMD" command.
- Immediately press the [ARROW-UP] on your keyboard.
- When the pre-boot screen (as displayed on the right) appears, press [F3] on your keyboard. Press [Y] to confirm. The boot disk has been erased and next time you start openMSX it will directly boot to Sales Discontinued®.

Congratulations, you are up to speed with modern MSX-ing!

openMSX Emulation (advanced users)

When you are an advanced user of openMSX and know how to work with tcl commands, you can speed up loading by setting the following properties:

```
set auto_enable_reverse off
set fullspeedwhenloading on
debug set_watchpoint write_io 0x00 {} {set throttle
$::wp_last_value}
```

Whenever the game is loading, it will indicate this to the emulator by sending 0 or 1 to I/O port 0. This line will put openMSX in the full speed mode, so loading time is minimized.

STORY

In Sales Discontinued®, you play the role of Karl Dandleton, a door-to-door bathroom accessory salesman. He doesn't have a family, a partner, a home or a car. He travels from city to city and lives in motel rooms with noisy neighbors. The only thing he owns are his clothes and his briefcase. Karl is really attached to his briefcase -- quite literally: he never goes anywhere without it. Apart from this wonderful relationship, he failed miserably in his career and his life.

That's where you come in. You direct the actions of Karl as he arrives at the site of a potential customer. You and Karl will learn much about bathroom accessory salesmanship by completing the first sale and pointing Karl's life toward success again.

If this is your first point-and-click adventure game, be prepared for an entertaining challenge. Be patient, even if it takes a while to figure out how to make your first sale. If you get stuck, be creative: collect useful items or combine them with items from your briefcase, try another catchy sales phrase or be more persistent. Hang in there and use your senses and imagination!

PLAYING THE GAME

After the opening title sequence and introduction, Karl will be in the front of a city building sleeping. When he finally wakes up, you should walk to the door of the building to welcome your first customer of the day. You may begin directing his actions as soon as Karl wakes up from his nap.

The best approach to playing an adventure game like Sales Discontinued® is to explore every location thoroughly. Move your cursor all over the screen to see which things highlight, try different objects together (even in improbable combinations) and talk to all the characters you meet.

Menu

When you press [ESC] during gameplay or you use your File-o-Fax from the inventory: a menu will appear on the screen with several choices available to you.

- Write journal entries: (Save game) Will present a menu to save the current game in one of the 3 save game slots (called pages).
- Revisit memories: (Load game), will present a menu where you can select one of 3 save game slots (called pages).
- Quit: Will exit the game (back to DOS2)
- Never mind: ([ESC] or the right mouse button) will exit the menu and return to the current game.

Controlling your character

You may move your character on the screen with the [Arrow] keys, a joystick connected to any port or the mouse connected to any port. To halt your character's steps, position the arrow where you want the character to move, then press [Spacebar], [Fire#1] or click the left mouse button.

When you approach a person or object you can interact with, the name of the person or object will appear. There are various types of action icons available when hovering the cursor over a person or object. You can cycle through them by pressing [N], [M] or [Fire#2] or right mouse button; use, take, examine and talk. When holding an object the icon will change to the closed hand icon.

When the cursor changes to this animating arrow down icon, the game will wait for you respond (press a key/button).

The "hand pointing" icon is used to interact with a person or object. Sometimes it is also used to just touch or push something.

The "full hand" icon represents the actions "pick up" or "take". Sometimes it is also used to just touch or pull something.

The "magnifying glass" icon is used to examine a person or object.

The "speech bubble" icon can be used to talk to a person or object.

The "closed hand" icon means you're holding an object and are ready to use it on - or combine it with - a person or object.

Briefcase (Inventory)

A sleek successful business man's suit should look as smooth as a glove. All your stuff will be stored in your briefcase. So be sure never forfeit your briefcase or you will lose your inventory too.

You never leave home without your trusty File-o-Fax. You can use it to read memories (load game) or write a journal entry (save game). You can also use it to just go do something important (quit) whenever you feel the need to play those classic games again.

Moving the cursor to the top of the screen will show you the contents of your briefcase. You can have more than 5 items in your inventory. If you move your mouse pointer to

the left or right of the briefcase, a scroll arrow ⬅ or ➡ appears. Clicking when the scroll arrow is visible, will cycle through the inventory.

To use an object, select the 'full hand' mouse pointer icon and left click on the item you want to put in your hand. The mouse pointer 🖐 "full hand" icon will change in the ✊ "closed hand" icon,

indicating that are holding an item in your hand. Leave the briefcase by moving your mouse pointer toward the bottom of the screen. The briefcase will close and disappear from the screen. Now use the mouse pointer "closed hand" on an object or person to "use" the item on the target.

To combine an item, you can select the item by clicking on it (🖐 "full hand" changes to ✊ "closed hand") and then click on the item to combine it with, also present in your briefcase. If it is possible to combine an item, you will be informed about it in the game.

A Few Helpful Hints

- Pick up everything you can. Odds are that, at some point, all those strange things will serve some purpose. If not, they might just make your briefcase smell like a locker room.

- If you get stuck and can't figure out how to proceed, try looking through all the items you've found and thinking about how each one might be used. Think about the places you've gone, and the people you've met. Chances are there will be a connection that will put you back on track.

- Draw a map from some areas as you progress through the game. Make a note of each area you visit, and include information about objects found there and dangerous areas nearby. If you miss an area, you may miss an important clue!

- Save your game often, especially when you are about to try something new or potentially dangerous. This way, if the worst should happen, you won't have to start all over again from the beginning. Save games at different points in the game. In effect, this will enable you to travel backward through time and do things differently if you wish.

- If you want to speed up your game play, take a look at the msx.org forum or search for walkthroughs for some hints.

FAQ

Q: Why is games scene loading slow?
A: Send an e-mail or letter to the Yamaha Corporation. Please ask why the transfer to the OPL4™ wavetable memory is limited. Their response will answer your question.

Q: How do I speed up the loading?
A: Buy a Turbo-R with 512kB RAM or install a faster Z80 processor in your MSX2™. The cheapest and easiest option would be, run it on openMSX and press [F9] while loading. This could corrupt the audio at some stages though.

Q: I want my money back!
A: That is not a question.

Q: Why does the audio sound different on WebMSX?
A: Please don't play Sales Discontinued® on WebMSX. At the time of writing, not all hardware within the OPL4™ is supported on WebMSX. If you must run it within an emulator, please use the latest version of openMSX. openMSX will emulate closest to a real MSX™ setup.

Q: Why aren't there any fart sound effects in this game?
A: Very good question. We argued a lot about who should produce the 'sound effects', who should record them, and about whose microphone to use.

Q: Are there any patches or game updates?
A: Check nopmsx.nl for bug fixes. When you start SD.COM the build number is displayed.

Q: Can I donate to support this project?
A: Sure, if you really insist! Check the NOP® website, there should be a donate button. But please remember, all money will be converted directly to booze.

Q: Why didn't this game win in the MSXdev 2022 contest?
A: It doesn't use an FMPAC, it is an original game within the MSX2™ game library and not some Konami rip-off, and it does not have a computer player option.

Q: Are you planning to port this game to C64 or Sinclair Spectrum?
A: Sure, after the NOP® Research and Development Department has finished porting Unknown Reality® to these systems. Just wait for it.

Q: What screen mode does this game use?
A: Screen 8.

Q: Can I play without a Yamaha® OPL4™ sound cartridge?
A: No, sorry.

Q: Can I play without a mouse?
A: Yes, sorry.

Q: Can I play without a keyboard?
A: No, sorry.

Q: Can I play from 720kB floppy disks?
A: Sure. You need to split SD.DAT into 50 disks and prepare for a lot of disk swapping. So, practically, that will be a no.

Q: When I load a save game, why do I get a message "This save game is not compatible"?
A: Your save game is from a previous build of the game. You need to restart from the beginning. Bad luck.

Q: Why do I get a message starting with "ERROR:" when playing the game?
A: Congratulations, you have found a bug.

Q: Why does the game exit to DOS2 and throw an error while I was playing?
A: Congratulations, you have found a bug.

Q: When are you adding text to speech to the game?
A: When the OPL5™ is released.

Q: How can I cheat?
A: We won't tell. It's illegal.

Q: How do I activate the "Boss" key?
A: Really? Wasn't that [ALT]+[B]?

GAME CREDITS

Creation and design: Maarten Loor
Story: Maarten Loor
Art: Seth Macfarlane

RLE Graphics system: Stephan Smetsers
Zega Super Scalar Engine: Stephan Smetsers
Glass Z80/R800 Assembler: Grauw

Original Music: WLcracks
Original Sound effects: WLcracks
Voice acting: Beau, Nina

Audio environment: Convolution Reverb
Audio processing system: Ableton Live 11
Mall muzak: Seaburg3000

Game testing: Arjan van Kooi, Anne de Raad, Manuel Bilderbeek

User manual design: WLcracks
Game text and user manual proofreading: Mark Verhappen
Camera operator: Reindert Franke

Thanks to: Jose Luis Lerma Moreno

DISCLAIMER

This game has none of this 16- or 32-bit rubbish. Only 8 classical bits have been used. No 16- or 32-bit words were offended or harmed during the 8-bit development stage.

The story, graphics, sounds, events, characters and firms depicted in this game are fictitious. Any similarity to actual events, graphics, sounds, actual persons, living or dead, resemblance with TV series, motion pictures, computer games or to actual firms is purely coincidental.

Health warning: this game contains a lot of muzak, very badly composed music and infinitely repeating sound effects. Long term exposure to these audio waves may lead to hearing loss and will lead to depression and insanity. Please, do not expose yourself or others to the sounds of Sales Discontinued® for extended periods of time.

No animals were hurt during the production of this game, only some 'contributed' to the food chain after they stopped being useful for the game.

Sales Discontinued® features stunts performed either by professionals or by gullible actors under the supervision of professionals. Accordingly, the producers of this game strongly discourage recreating or reenacting any stunts or activities performed in this computer game.

This game contains no flashing images or graphics due to the fact the game engine is too slow. If you experience any flashing images, bad programming would be to blame. Please complain about the bad design of this game on any kind of social media, but don't report this to NOP®.

This game is based on a real fictional story: trying hard to succeed in real life but ultimately failing. This could be a very confrontational experience for your personal life and drive you crazy. Do not try to sell bathroom accessories in real life by no means.

Caution: Shock hazard inside.

Do not eat this game.

Do not inhale (deeply).

No serviceable parts inside.

Do not puncture or burn after use.

Choking hazard for persons under the age of 123.

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$ALES
Discontinued

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