

Advices

- * Learn all about the jungle. Every little piece of river, every lake, every access to the shrines... you'll have more possibilities to succeed as long as you know the surroundings.
- * Use your items carefully. They can save your life or leave you trapped forever in nasty places. Learn where you must use each item and where not to use them.
- * Try to bring with yourself a gun as much as you can. Pay attention at this advice, it can save your day!.
- * Do not waste the water bottles. Try to remember where they are in order to go back your steps and drink when you need it most.
- * Items are placed randomly when the game starts, but there is always a coffee sack inside one of the shrines.
- * Watch out the time. If time reach the maximum, your adventure will come to an end, no matter how much lives left you have.

Credits

Original version:
(c) Dinamic 1984

Created, coded and designed:
Victor Ruiz

MSX Conversion:
(c) Karoshi Corporation, 2005

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SAIMAZOOM

Instruction Manual

KAROSHI
CORPORATION

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Connect the EAR jack of your MSX to the PHONES entry of your CD Player. Adjust the volume of your CD Player to aprox. 3/4. Type BLOAD "CAS:,"R and press RETURN. Press PLAY on your CD Player. The game will start loading. If not, try adjusting the volume again and repeat the process. When a disk drive is present, remember to press SHIFT key while switching on the computer.

MSX **KAROSHI**
CORPORATION



32KB RK708

System requirements:
64KB RAM / 16KB VRAM

KAROSHI
CORPORATION

RK708

SAIMAZOOM

At Karoshi Corporation we are proud to present you this MSX remake, in which we have put special care. SAIMAZOOM FOR MSX is our tribute to that 8-bit dreams creator that was DINAMIC, the company that made so nice games in the golden age of the spanish software. And for that reason we want to thank Victor Ruiz and the past DINAMIC crew from the heart, for those good old moments they made us pass in front of our televisions.

¡THANK YOU VERY MUCH, DINAMIC!

Storyline

Johny waked up frightened. "Calm down, Johny, it was just a nightmare". He looked around and he discovered he was in his little and warm room again. "Woa, what an extrange dream, this has necesarily been caused by that knights and sorcerers late movie at the tv...". But our hero can't sleep and he decided to wake up and take some dusty and old books from a library near his bed. Those were his old diaries where he used to take notes of his adventures around the world!. With the recent trip to Assuan still in his mind, he decided to read the first pages of his first adventures. So, taking the most old-looking book, he get into his bed again, and started to read...

SAIMAZOOM

This is the very first adventure of our beloved hero Johny Jones. One day, returning home from work, our friend was planning to enjoy one of his maximum pleasures of all life: to have a cup of Saimazoom, the better coffee in the world, tasty and smooth but a bit strong. But he get a bad surprise when he found out that he has no coffee left at home!. He went running downstairs, and entered a store to buy a pack of his loved coffee mark, but the tragedy continued: there were no packs of Saimazoom coffee there... an employee from the store told Johny that he didn't know exactly where was the probelm, but that he know that there were no more Saimazoom distribution in the whole city. More over, the distribution of this specific branch of coffee has ended forever. In this moment, the adventurer spirit of Johny awakened, and he took a life decision: he will become an adventurer and he'll start a trip into the center of the jungle to find out the real reasons about this distribution trouble. His prize: the best cup of the finest coffee... Saimazoom.

Mission

Canibals are blocking the coffee distribution. Johny's goal is to get four sacks of his favourite coffee and return to the starting point of the game. To succeed you must travel a big map evading enemies and obstacles, getting useful objects and exploring every jungle corner.

How to control Johny

You can control Johny with the cursor keys and the joystick (port 1). You do not need more then the four directions to manage all things in the game, because the program will decide where or when you can use an object or not.

CURSOR KEYS/STICK (port 1) .- Move Johny.

SPACE .- Selects the Cursor Keys in the main menu.

BOTON 1 (JOYSTICK) .- Selects the joystick (port 1) in the main menu.

ESC .- Suicide/Quit playing.

F1 .- Pause

F2 .- Enable/Disable in-game music..

Items

Johny got a rucksack that lets him keeping a maximum of four objects that he can get during his amazing trip. But when Johny pick up an object, notice that the fourth object in his rucksack will be drop, so be careful and learn how to use the rucksack wisely... on it depends the success on your mission!.

In order to pick up an item, Johny must touch an item container in the map. In the moment of touching it, Johny will catch it into his rucksack and our fourth item will drop at the item container.



COFFEE SACK.- Is a big sack of Saimazoom coffee, it smells tasty! It's kinda treasure for Johny, so keep them safe. You must return to the starting point with four coffee sacks to complete the game so... look for them!.



KNIFE.- It's a very useful item, because it will let you cut in a simple slash every vegetal element in the jungle, from trees to cactus or palm trees. The thing is that it only let you make one simple cut. Using it means to lose it, so choose well where to cut!.



PICK.- The pick is another powerful and useful tool. With it you will be able to destroy rocks, even mountains!. This thing is really important, because with this tool you will be capable to go through the high mountains that round the jungle. Use it well... you can only use once and then you'll lost it!.



BOAT.- It's a little boat that Johny can use to go through the river that divides the jungle from north to south. This is a very rare item, so you must have special care not to spend it crazily. To use it you just have to go straight to a river and Johny will cross it in his tiny boat. Pay special attention: Johny could only cross the little sides of the river. Do not try to cross lakes, river corners or long sides of the river with the boat.



PISTOL.- This fire weapon will let you destroy the crappy enemies that crawl in the jungle, as the annoying snakes or the evil canibals. If an enemy touch you when having a pistol, you'll kill him in a single shot!. Try to have with you a pistol everytime you can... it can get your life safe!.



KEY.- Is the key to access shrines. If you touch a keyhole with a key in your rucksack, you'll discover the secret and dark shrines!



WATER BOTTLE.- It's crucial to drink water. If the water level reach zero, Johny will die. This item activates automaticaly when picked up.