

1999

# Megallennium

6-in-1 MEGA CART



Six stylin' games that even the  
hit singer, Thursday's Forecast,  
can rock to!

# 1999: Megallennium 6-in-1 Mega Cart

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## Thanks

Thanks for playing this game! Please e-mail me ([willelektrix@gmail.com](mailto:willelektrix@gmail.com)) with bug reports or comments.

-A. Hagen

# History of the 1999: Megallennium 6-in-1 Mega Cart

Megallennium Software was founded in 1988 as a subsidiary of Megallennium Race Track Services Limited, an American manufacturer of analog scoreboards for horse and dog racetrack venues.

In an attempt to diversify, Megallennium hired Charlotte “Civil” Milton to develop coin-operated gambling video games for racetracks. Civil was a computer science graduate student at Massachusetts Institute of Technology. Uninterested in developing gambling games, she spent her development budget to create a game for the Nintendo Entertainment System.

The NES game was a consumer-friendly multi-cart featuring six games for the price of one. During development, it was called *1999: Megallennium 6-in-1 Mega Cart – The New Millennium of Video Entertainment*. This was later shortened to *1999: Megallennium 6-in-1 Mega Cart*.

To help with the project, Civil Milton hired seven fellow MIT students who she met while playing *Dungeons & Dragons*. Civil and her team shared a three bedroom apartment during four months of intensive development. Under Civil’s influence, work on *1999* was constant. Two of the students failed out of MIT as a result.

In 1989, *1999: Megallennium 6-in-1 Mega Cart* was finished. Civil Milton demonstrated the completed multi-cart to Megallennium’s owner Todd Bonzalez. Bonzalez believed Civil had been working on a coin-operated gambling video game. Civil was promptly fired and the multi-cart was never released.

One member of the *1999* team was Bruce Kazantazakis. He retained a prototype of the multi-cart. In 1990, he hosted an NES competition in New York City called “Video Apocalypse”. He used *1999* as the final round challenge. Word about *1999*’s radically strange games spread among the city’s gamers. Following this, Kazantazakis tried to release *1999*, but was unsuccessful in purchasing the rights from Megallennium. A year later, he moved to Haiti to work as a missionary. *1999: Megallennium 6-in-1 Mega Cart* disappeared with him.

*1999: Megallennium 6-in-1 Mega Cart* was lost until 2017 when the a prototype cartridge was found and uploaded to the internet by Civil Milton’s mother, Rosie Mecherle.

# Credits

1999 was created with OHRPGCE. James and Ralph are the developers of the OHRPGCE along with Mike, Simon, Jay, Yuriy and yet more contributors.

## 1999: Megallennium 6-in-1 Mega Cart

Producer – Civil Milton, A. Hagen

Game Select Menu – Gizmog

Menu Music – "Fernando de Noronha" and "Lopes Mendes" by Videogame Orchestra

Engine – OHRPGCE

Technical Support – TMC, James Paige

Conception, Support, and Testing – Foxley, kylecrack, Virtuous Sword

Manual Artwork – Newbie Newtype, MorpheusKitami

## Dr. Moonlight's Happyworld

Developer – MorpheusKitami

## Owlbears

Developer – Newbie Newtype

## PicORoss

Developer – Newbie Newtype

## Star Dartle 2000

Developer – James Paige, MorpheusKitami

## Ultra Frontier QQYYZZ

Developer – A. Hagen

Music – Will Brehm

## Xoo: Xeno Xafari

Developer – A. Hagen

Music – Blipkid

## a forest

Developer – MorpheusKitami

## Legal Stuff

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*PicORoss* Copyright 2017 Newbie Newtype

*Star Dartle 2000* Copyright 2017 James Paige and MorpheusKitami

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*Ultra Frontier QQYYZZ* music Copyright 2017 Will Brehm

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*a forest* Copyright 2017 Morpheus Kitami

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# Doctor Moonlight's Happyworld

by MorpheusKitami

## Story

You've been invited to play on the hottest WEBC gameshow since *Fishing With Dagon!* The infamous Dr. Moonlight (at least that's what he's going by this week) and his lovely assistant (name withheld to protect the innocent) will guide you through a gauntlet of the scariest monsters this side of Edisonfilm.

## Gameplay

The player must make it from the entrance of the house, to the attic, all the way back down to the basement, without getting defeated by any of the 11 monsters. Defeating them is not necessary, but does make it easier to advance. To help with this there are many items in the house, such as bullets, and sandwiches. Remember to look in the trash cans and ash trays, because you never know what's been hidden there now.

## Additional Credits

Special thanks go to Foxley for his sound effect pack and Newbie Newtype for his font.

# Owlbears

by Newbie Newtype

## Story

Dr. Wartor, with fires of conquest flaring in the reflection of his lens, releases an army of scientific owl and bear hybrid magic monsters to invade the village! A good kobold, named Pibi, decides to brandish his magical staff and see how many fiendish baddies he can ward off before he becomes too fatigued to fight any longer.

## Controls

The arrow keys change the direction Pibi is facing. Pressing the same direction while Pibi is facing that way will fire a magic shot in that direction. The Z key will also fire a magic shot. You may customize the controls in the options menu.

## Scoring

Each Owlbear and their friends give a set amount of points by default.

<b>Owlbear</b>	<b>100 points</b>
<b>Oozer</b>	<b>200 points</b>
<b>Gremlin</b>	<b>300 points</b>

But that's not all they give! If Pibi blasts multiple enemies in a row in a single lane then a score multiplier will increase, multiplying these score values by that number (maximum multiplier is 8x).

If Pibi has a multiplier then he has a short amount of time to keep the multiplier refreshed by defeating more enemies in the same lane. If a multiplier is present, Pibi can still defeat enemies in other lanes before the multiplier disappears.

Once Pibi has exhausted his extra lives, the game is over and the total amount of points accumulated that game will display. If this score is high enough to display on the high score table, it will be written to disk.

Pibi can earn an extra life starting at 15,000 points, and then every score value multiplied by 3 after that.

As monsters are defeated, they will gradually become faster. Try to score many points as early as possible!

## Enemies

**Owbears (100 points)** Owbears are big, they are fast, but most importantly they are mean, hungry, and there are a lot of them! They make up the bulk of Dr. Wartor's monster army and constantly come at every direction. Owbears begin moving slowly, but they gain more speed than other monsters if left unchecked. Blast them quickly!

**Oozer (200 points)** Oozer is an ooze that wears a mask to give itself a cute face. They move slowly, but they are made of gelatin and can bounce high to avoid your shots. Be careful when you defeat Oozers, they have a last trick up their sleeve after you thought you've destroyed them!

**Gremlin (300 points)** Gremlins are Dr. Wartor's air force. They will circle around the battle field until slowly descending on Pibi when he least expects it. Don't let other enemies distract you! Time a good shot before it is too late!

## General Options

You may revert to default controls as described in these instructions in the options menu.

It is also possible to reset the high score table. A warning will appear prompting whether you are sure you want to proceed with the action.

Use the left and right arrow keys to adjust the volume of sound and music. The sound is set to low by default for the protection of players with loud sound systems or loud headsets, adjust accordingly before playing.

You may quit at any time during the game by pressing Esc or Alt, then selecting "Quit Game". A prompt will display with a quickly moving Pibi. Move Pibi to the "yes" side to quit the game.

## Additional Credits

Contains bitmap graphics based on the Fenwick Woodtype font

Uses an approximation of the NES palette

Tools Used: BFXR for sound effects (except when a sound effect bundled with OHRRPGCE is used), TIATracker for music, Graphics Gale and OHRRPGCE for bitmap art

# PicOHRoss

by Newbie Newtype

## Controls

Arrow Keys or Mouse Movement directs the cursor on the tile board.

Left Click or Space Bar to clear a tile. If a tile is not correct, it will break and a time penalty will incur.

Right Click or Z to x-mark a tile. Cleared tiles that are surrounded by marks can show that group of cleared tiles as done on the number display at the top or bottom. Marked tiles cannot be overwritten by "?" or cleared/broken tiles. Overriding an x-mark with another x-mark will erase it.

X key marks a tile with a "?" mark. ? tiles are useful for making measurements and counting without needing to remove them later. ? tiles can be overwritten by x-marks or cleared/broken tiles. Overriding a ? mark tile with another ? mark will erase it.

## Additional Credits

Contains bitmap text graphics based on the Luculent font

Uses an approximation of the NES palette

Tools used: Graphics Gale, OHRRPGCE, and GraFX2 for bitmap art

# Star Dartle 2000

by James Paige and MorpheusKitami

## Story

A small group of rebels have revolted against the empire of Lord Shiptaur. The empire has sputtered into a halt and the navy has been assembled. Lord Shiptaur has sent you, his trusty servant, to eliminate the threat. Take out the rebels and save the empire from internal destruction.

## Gameplay

Kill the enemy. If you let the enemy escape, Lord Shiptaur will be cross with you, and you will have to tell him how many enemies escaped. Beware, for Lord Shiptaur knows and sees all, and will throw obstacles in your path if you lie to him. When Lord Shiptaur is happy, he will grant you a power-up. Collect enough power-ups and none will be able to stop you.

## Complete Credits

James Paige: Coding, concept, graphics, music

MorpheusKitami: Level design, graphics, music

Foxley: Sound

Newbie Newtype: Font

# Xoo: Xeno Xafari

by A. Hagen

music by Blipkid (from *Arrowhead EP*)

## Story

You are on safari on XOO ISLAND. Located in the Bermuda Triangle, the island is home to alien XENOS from across the universe. You can camp on XOO ISLAND all summer. Enjoy its natural beauty and find all the XENOS.

## Objective

The goal of *Xoo: Xeno Xafari* is to have fun and chill out. The secondary goal is to fill your XENO CATALOG by spotting all 95 XENOS.

Wander XOO ISLAND. When you spot a XENO, touch it. New XENOS will be added to your XENO CATALOG. When you run out of ENERGY, rest at your campsite to recover.

You can also find and sell EGGS for MONEY. Use your laptop to cool camping gear.

## Controls

Navigate with ARROW KEYS. Open/close menus with ESC. Select things with ENTER, SPACE, or CTRL.

## **Gear**

**Xeno Pop:** Lures a special special XENO. Keep drinking until you see it!

**Map:** It's great. It's a map, GPS, and XENO radar. Just buy it!

**Telescope:** Spot AVIAN XENOS.

**Periscope:** Spot AQUATIC XENOS.

**Microscope:** Spot INSECT XENOS.

**Fishing Pole:** Go fishing for a special XENO.

**Birdbath:** Lures a special XENO.

**Furry Outfit:** Lures a special XENO and is fun to wear.

**Fresh Outfit:** Looks cool but is otherwise useless.

**Funky Outfit:** Looks radical but is otherwise useless.

**Trail Mix:** Increases max ENERGY.

**Boots:** Hike really fast.

**Zip Line:** Return to campsite.

**Lure:** All XENOS appear more. Awesome!

**Souvenir:** Remember this sweet trip forever.

## **Additional Credits**

Sound effects by Foxley

# Ultra Frontier QQYYZZ

by A. Hagen

music by Will Brehm

## Story

You are QQYYZZ. Your civilization has been destroyed. Explore the fringes of PSYCHO SPACE to find a new home for you and your clones.

## Objective

Dodge everything. Die with a high score.

## Controls

Move with ARROW KEYS, W/S, or P/L. Pause with ESC. Select things with ENTER, SPACE, or CTRL.

## Scoring

Die less to score more. You begin with 50 clones (lives). Following each zone, your remaining clones are multiplied by the zone number. For instance, completing zone 3 with 40 lives earns 120 points. Some special zones have a score multiplier.

## Zones

**Psychic Zone:** Moves at turbo speed. Triple score!

**Sensory Zone:** Moves in reverse. Double score!

**Insomnia Zone:** 2x longer. Quadruple score!

## Additional Credits

Sound effects by Foxley.

