

1. Loading the Program

Spectrum 128k and
Spectrum +2 Select 48k mode from the initial menu, then
as for 48k machines

Spectrum 48k and
Spectrum 48+ Type L0AD "" (load is on the J key) and play
the tape. Micronaut will load and run automatically

After loading you will see the title screen and the message 'Press Fire, Space or N to continue'.

If you have a Kempston Joystick the fire button will select this as the control method. Otherwise press N or Space (rubber keyed 48k owners without a Space bar will probably prefer N).

The screen will clear to show a control panel and logo, and on the top line you will see a list of options, the MAIN MENU:

Play	Setup	Keys	Scores	Demo
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Below this is a small arrow. The keys O, P, S and X (or the joystick) will move this around the screen. To make a choice simply move the arrow to your selection (it will be shown in inverse), and press FIRE.

The game makes extensive use of windows. To pull down a window move the pointer to the option and press FIRE. To remove a window simply move the pointer to OUTSIDE the window and press FIRE.

2. The History of the Guild

After the Great Collapse, nothing could ever be the same again. For over one thousand years after Oppenheimer, civilisation was reduced to near barbarism and mutations were rife throughout the planet.

As mankind again began to study Science and Medicine, all the old ways had been lost, and in a civilisation where metal was very rare a new path was taken. Even the humble computer took on a new form, the Biocomputer.

Biocomputers were formed as a fusion of electronic and Biological life forms. The standard biocomputer is a massive system, laid out as a network of tunnels on low-gravity asteroids. Unfortunately (or fortunately for the Guild) the bio-machines are very unstable and need constant maintenance to maintain the energy levels.

As with all systems the biocomputer has its predator, the Scrim, a mutated descendent of the fruit fly, Drosophila.

The Scrim live in the Tunnels, feeding on free energy and thriving on the warm and damp environment needed. As part of the work of the Guild the tunnels must be kept clear of the Scrim eggs and their webs.

The Scrim has a three stage life-cycle in the tunnels. . . Eggs are laid by adult Scrim. They are very strong and usually impervious to the Guild's weapons. The eggs grow very quickly in the energy rich tunnels and hatch into Larvae. These crawl through new tunnel sections and continue to feed on latent energy until they split and form the fully adult Jellyfly. Jellyflys are fast moving and will search for a section of tunnel to build an energy web, and lay their one or two eggs.

3. The objective of the game

In Micronaut 1 you are a member of the Guild of Equalisers and pilot a ship in the tunnels of the biocomputer.

The objective of the game is to rid the tunnels of any Scrim whilst maintaining the energy balance in the bio-machine.

Energy is the key factor in the tunnels. The biocomputer has four Energy Transfer Units, recognisable by the 'EYE' symbol of the Guild, where energy can be transferred to and from the ship (see the ETU menu) but these must not be allowed to go too high or low as the whole complex may explode!

Firing the ships weapon (a kind of Van Der Graaf Generator) uses a great deal of energy but this can be regained from energy clouds in the tunnels.

Care must be taken to stop the Scrim from completing a web, as this will block the tunnel section. Several webs can stop navigation in the tunnels completely and from then on it's only a matter of time before one of the ETU's goes critical.

When all the Scrim have been eliminated in a tunnel complex the Guild will transfer you to a more unstable and heavily infested area.

4. Playing the Game

To begin life as a Guild member move the arrow to the Play option on the MAIN MENU and press FIRE. (If the program goes into demo mode press 'BREAK' or 'caps shift and space' to get back to the main menu).

The screen will clear and a new set of options will appear, the GAME MENU:

View	Map	E.T.U.	Info	Pad	Misc.
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Below that is some information on your present score:

Level 001
Tunnels of Ceres
Score to date: 000000

Select the VIEW option. The top of the screen, the viewscreen, will show your ships view of the tunnels. Now left, right, up and down will move your ship about through the

tunnels, and Fire will fire the ships weapons. In addition, the keys Q and W allow you to move up and down in the tunnel to avoid obstacles etc.

To get back to the game menu at any time press BREAK (or caps shift and space).

Below the viewscreen are the ships instruments:

A small rectangular window, the scanner shows the tunnel section that you are in, the direction that you are facing, the time, and whether your weapons are targeted.

Section: 001
Spinward
00:00:01 T

Below the scanner are three bars. The first shows the ships speed, the second the ships energy level and the third is a message window for information about the Biocomputer.

Press BREAK (or caps shift and space) to get back to the Game Menu.

The next menu across is the MAP. This shows a map of the tunnels which wraps round the screen and can be scrolled from left to right. Your position is marked on the map by an X, and you can also set a marker to any section simply by pointing at it and pressing fire. These markers are used by the ships Navigational Locking System (Nav. Lock on the map menu bars) to calculate a route for your ships to anywhere in the tunnels. In addition the markers menu allows you to pick out the four Energy Transfer Units in the tunnel complex, or to refer to a sector by number.

The E.T.U. menu shows the energy levels of the four Energy Transfer Units in the tunnel complex. If your ship is docked in an ETU section (a blinking EYE) the ETU number will be highlighted and you can transfer energy to or from that ETU.

The INFO menu simply gives an overview of the Biocomputer and provides a valuable identification chart for the differing life stages of the Scrim.

The PAD option simply gives a pull down notepad to help keep track of positions of egg's webs etc.

The MISC. menu provides a further three options:

Clear Pad is self explanatory.

Status gives a breakdown of Scrim destroyed and Scrim remaining in the tunnels.

Abort Game allows you to abandon an unfinished game and return to the main menu.

5. Extras

There are several extra options available on the MAIN MENU (Abort on the Misc Menu will get you back here).

SETUP allows you to choose between the Full game described above and a more straightforward Race Game (see sect. 6).

You can also customize the panel colours and turn the sound (minimal due to the fact that the tunnels are kept in a semi vacuum state) on or off.

KEYS allows you to set the keys of your choice or use Kempston, Protek or Sinclair joysticks.

SCORES gives the high scores for both the Race Game and the Full Game.

DEMO simply provides a short attract cycle of your ship rushing through the tunnels.

6. The Race Game

To get to the race game, tick the Race option on the Setup menu, move to the Play Menu and press Fire.

You will see the RACE MENU with Five options

Race **Track** **Pacer** **Times** **Exit**

RACE will take you into the (smaller) race tunnels. Races are over 5 laps against the clock.

TRACK allows you to choose one of three race tracks and also provides a map of the chosen track.

PACER allows you to select a computer driven pacer to race against, and to set the speed at which it traverses the tunnels.

TIMES shows the best time achieved on each track.

EXIT takes you back to the main menu.

**Welcome to the Guild
Long Life to the Emperor**

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Pete K	Brainstorming

Micronaut One

Welcome to the Guild
Long Life to the Emperor



Now Hear This

Our Imperial Majesty Emperor IX has decreed that a new Guild be formed to protect and maintain the asteroid-based Biocomputers and that this Guild shall henceforth be known as the Guild of Equalisers.

Welcome to the Guild
Long Life to the Emperor

(Extract from Imperial Decree LXXVII dated 24.5.1290 A.O.)

NEXUS