

GENESIS

DAWN OF A NEW DAY



INSTRUCTIONS

GENESIS: DAWN OF A NEW DAY

Idea and code: Utopian

Graphics: Sejuan, Anjuel, Pagantipaco

Music, sound effects, player: WYZ

Betatesting: tbrazil, Ivanzx, Metalbrain and the RetroWorks team.

Intro music: Riskej

Dedicated to Rafa.

I hope someday you will play this game and have some fun with it.

Also dedicated to the loving memory of Jonathan "Joffa" Smith.

I hope this is good enough to be worth your time, wherever you are.

Created by Retroworks

Released by Monument Microgames 2014

*Loading your cassette:
Genesis loads in approximately 6 minutes 44 seconds.*

48k ZX Spectrum

Note: Genesis: Dawn of a New Day will not work on 16 or 48k Spectrums. Sorry.

128k ZX Spectrum

*Please select the TAPELOADER option from the main menu.
press ENTER and start the tape.*

Loading should be practically error free, though if the tape fails at any time during the LOADING process, then please rewind the tape and try again. If failure persists then please try the other side of the tape.

All Monument cassettes are tested before shipping, but if for any reason the game fails to load after all efforts, then please contact Monument Microgames at: Microgames2000@yahoo.co.uk

Please use the subject header: "Tape clinic"

THE STORY SO FAR:

They never took the Dork menace very seriously.

It could have been something to do with their name,
Or the fact that they looked so, 'disco.'

The military thought they would never dare to attack,
or if they did, that they would be easily beaten.

Mankind never learns.

Now the Earth has been invaded by those funky
creatures, and as the most experienced pilot in the
SpaceCorps, you've been placed in charge of saving
everyone.

Does that sound familiar to you?



DORKS RULE!

THE STORY SO FAR:

But things aren't so simple with these guys. When they first attacked, the definitive weapon was designed, something that could free us from the Dork... The Genesis Spaceship.

That's what you expected to be piloting, but upon being assigned the mission, you are reluctantly told that it's far from ready.

Typically, the electronics were made in China and all other parts were outsourced to remote planets. And there they remain, waiting for someone to pick them up and glue them together.

Guess who's been volunteered?

So this is the situation. You are on your good old spaceship, in a secret hangar, getting ready to try to escape from Earth. Visit five planets to gather the Genesis parts, assemble them, and finally come back home, to free the planet from an angry alien invasion... all on your own.

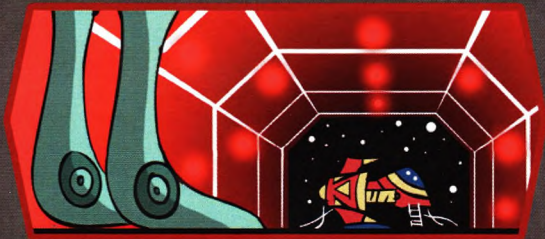
HOW TO PLAY

Your mission is quite simple: kill as many enemies as possible, while trying to stay alive.

First, you must escape from Earth, to visit five planets and get a part of the Genesis on each one. Once you have successfully assembled the spaceship, you will use it to get back to Earth and free us from the Dork menace.

Your ship has two different shoot types: normal shoot, which will be used to fire the weapons equipped by your ship at any time, and a megablast, which will kill every enemy around you.

To activate the megablast, keep the fire button pressed, until the power bar located on the lower-right side of the screen is filled up. The blast will be launched when you release the fire button. You have an unlimited number of normal shoots and a very limited amount of available megablasts, so use them wisely.



Somewhere within the core of these planets, you will find capsules that, when shot, will release power ups for your ship.

The type of power ups are shown here:



Add a megablast to your inventory



Double the firepower

(Shoot twice as many lasers without reloading)



Triple shoot

A highly destructive laser.



Homing missile. It will go directly to your enemies, following their heat trace.



Bomb, added to your normal shoot.



Megashoot.

Little is known about the capabilities of this weapon. All we know is that, if you get it, you will be able to shoot in all directions.

You may control your ship using a Kempston or Sinclair joystick, or the keyboard, using the following keys (not redefineable):



Press fire on the main menu, and the game will automatically detect which type of control you are using.

You may decide if your ship will move with or without inertia, pressing "I" on the main menu. You may also decide the type of in-game sound (music&FX, only music, only FX, silence), pressing "S" on the main menu.

PLAYING HINTS:

Do not always try to kill all enemies. Sometimes you will find alternative paths in a level. Explore all options, some paths are way easier.

Final BOSS enemies, even though they look invincible, can always be destroyed.

Follow their simple behaviour rules. If you can understand them, you will get to know their weak points.





THANK YOU

To Derek Smith, Jonathan Cauldwell, Rusell Kay, and everyone else sharing their knowledge and code. Probably this game would have never existed without you.

To anyone who has taken the time to provide even the smallest idea or hint to this game. Thank you for having made this dream come true.





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