

cRAY_5

INSTRUCTIONS



CONTROLS

Your character is controlled by either Sinclair or Kempston joysticks, or by the following keys:

"Q" = Up

"O" = Left

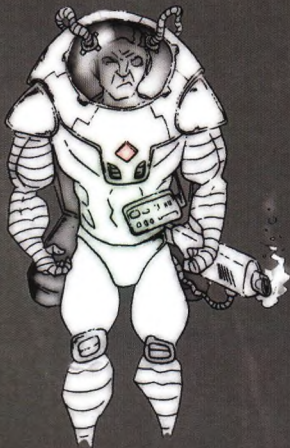
"P" = Right

With "M" or "Space" to fire



Dedicated to Miguel and Wyzinh@ jr.

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Additional art kindly supplied by Dove Hughes

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PARTITIONED ENVIRONMENT:

The 9 zones of the module are further divided into smaller areas, with each partitioning door accessible by the use of a coded key. Find these to fully explore the zones.

To make matters worse, the radiation levels are higher than suspected, and even your protective suit cannot withstand the bombardment forever. This further limits the time you have to complete the mission.



YOUR ADVANTAGES:

To fulfil your mission, you have access to the best anti-rad environment jet-pack. You also have a quantum pulse rifle, which will allow you to 'deactivate' every droid you find in your way.

The power of your suit is limited and will deplete with use, but there are several recharging devices in the module to help you replenish it.

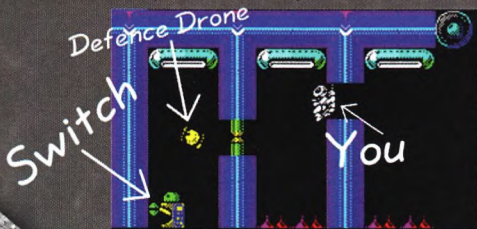
None of this will matter of course, unless you have your reflexes honed and your wits about you. These will be your most important assets.



THE GAME:

The adventure begins when you first enter the Main Control Module of Cray-5. For safety reasons, it is separate from the rest of the ship and is segmented into 9 airtight zones.

Your first concern should be to disconnect the host and go to the escape pod. This will return you to the main hall. To do this, all of the switches (located throughout the 9 zones) will have to be turned off. In every zone there is also a teleporter, that will carry you through these areas, though it is dependant on how many switches you deactivate.



DANGERS AND BARRIERS:

The Control Module is now filled with small droids and bio-entities that are responsible for general maintenance, and of course, Cray-5's newly established need for self preservation. It is considered best that you avoid contact with these at all costs.

There are also particularly dangerous locations within the module. Electromagnetic generators, Energy storage nodes, self-defence barricades, etc.

Be careful wherever you travel.



The ship... Growing, nurturing, caring, and now building new defences and organisms to assist in its work. When these organisms attacked, it was obvious that Cray-5 had gone mad.

Subdued by the Cray's regime, the humans could barely fight back, but somehow you have retained your wits and Cray-5 knows this. The computer has now decided to proceed with self-destruction of the ship and all its inhabitants. The countdown has begun, to an explosion that will destroy everything. The end of Mankind.

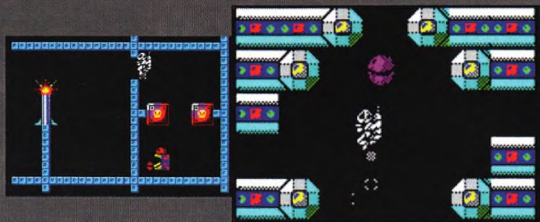
You must venture into the sub-cortex of the ship, to disconnect and subsequently repair the damage. It will not be easy as there are many new protection systems installed to prevent sabotage.

*You must make this work. You must restore
the ship, for the future of all humanity is at
stake and you cannot let it slip through your
fingers.*

Are you ready?



When the assignment was extended and you were enrolled into the final phase of the project, to travel within the ship to its unknown destination, you did not hesitate to accept. Firstly, you had seen how the remnants of mankind were struggling, but foremost you held a unique fascination with the project. The computer you designed was growing, learning, calculating. Whenever it spoke, it did so with passion. It would save the humans. It will find a planet and create a new Earth.



NO ONE EXPECTED THE CATASTROPHE:

Three years after the ship's departure, a small asteroid glanced through an anomalous fluctuation in the shielding and ruptured one of the ships sub-nuclear reactors. The fail-safe procedure was activated within seconds, but the leak had already touched upon Cray-5's control module. There was damage, and the computer admitted as much, but you were assured that it was all under control.

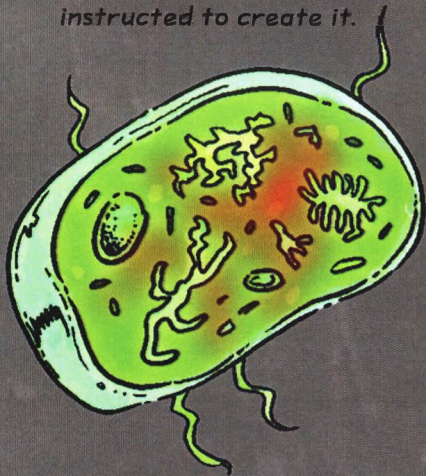


MIDDLE OF THE 22nd CENTURY:

Pollution and its consequences have made life on Earth, impossible. Humanity is left destitute and scattered, barely existing within neglected orbital communities and carrier ships, left derelict from the last war. Their only hope lies with the old Earth governments, who it said, finally came together to fund a plan of outer space colonisation - to save what remained.

Indeed, the final Earth Alliance created a huge spaceship, a living continent with a self-replicating, bio-engineered ecosystem. As part of this project, 5000 brave humans, the remaining Earth inhabitants, travelled through space, to find a new planet that would accept mankind. A planet where the ship could land and become a new seed of life.

The ship grew and nurtured its occupants, aware that mankind was frail and unable to look after itself without conflict. At the heart of this control system was the super-computer, "Cray-5," who monitored all the parameters so that life for the humans was safe and without aggression. After all, that's how you'd been instructed to create it.



Cray_5

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Sound by WYZ

Music by Iggy Rock

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RetroWorks team*

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*Loading your cassette:
Cray_5 loads in approximately 5 minutes 30 seconds.*

128k ZX Spectrum

*Select TAPELOADER option on main menu, press ENTER
and start the tape.*

48k ZX Spectrum

This game is not compatible with 16 or 48k machines. Sorry.

*Loading should be practically error free on upper-middle
volumes, though if the tape fails at any time during the
LOADING process, then please rewind the tape, adjust the
volume control 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*

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