

FUTURE LOOTER



INSTRUCTIONS

FUTURE LOOTER

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Game (c) 2010 by Timmy
Music by Mister Beep
Released by Monument Microgames
2014

Story adapted from the original
work by Timmy.

Artwork by Lone Magpie

Loading your cassette:
Future Looter loads in approximately 4
minutes 40 seconds.

48k ZX Spectrum

Type LOAD "" press ENTER and start the tape.

Note: LOAD is obtained by pressing the J key
after turning on your computer, or while the
K cursor is flashing.

The " " are obtained by holding symbol shift
and pressing the P key twice. There is no
space between the "" marks.

128k ZX Spectrum

Please select 48k mode and follow above
procedure. There are no additional elements
for 128k users.

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

Story:

The Federation is in danger. Preoccupied by the new-found planets and their rare "Star Crystals," the Space Management Guild have broken all the treaties, forcing citizens into hastily constructed mines. With sole ownership of the crystals, it is likely that the Guild will become powerful enough to overthrow the Federation, to be a new Dictatorship. To control the cosmos.

As one of the few free people of the Federation, you've decided to hinder the transport of Star Crystals on their way back to the Guild-worlds. You will need to use your skills as well as wits to complete this mission.

Good Luck! You'll need it!

Keys:

This game supports QAOPM, QAOP SPACE, Sinclair 1 and 2 joysticks, and Kempston Joysticks.

Press any key to stop the music, and press fire to start the game.

Notes:

Many of the elements in this game are self-explanatory, But you should be aware that the [R] item resets all the puzzles / aliens in the room. It will also cost you a life.

As for the clock, it is a bonus timer. You will receive an extra life (max of 9) and 10% of your timer as bonus at the end of each level.

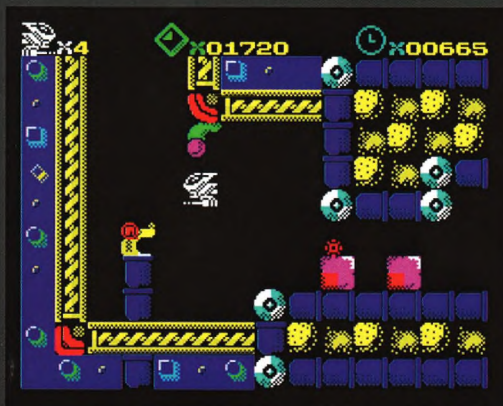
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- [] Game about Squares
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Coming soon:

Lala the Magical
Metalman Reloaded
Sir Ababol

Thanks to Speccy gamers all
across the world!



Long live Real-Media gaming!

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