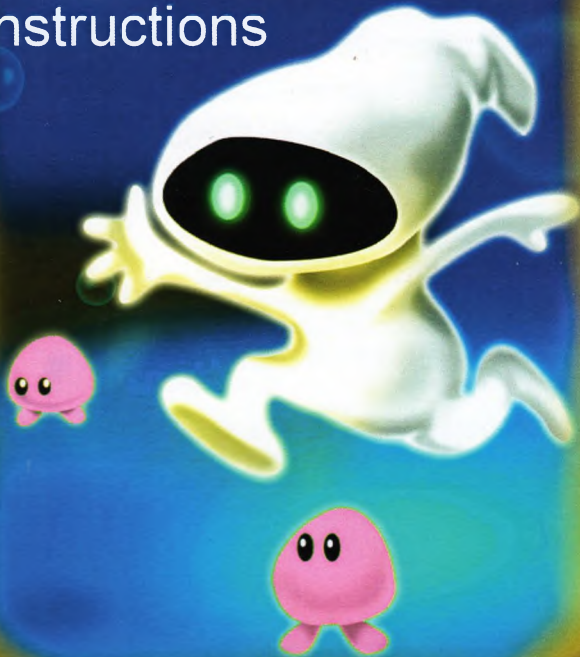


ENDLESS FORMS MOST BEAUTIFUL

Instructions



ENDLESS FORMS MOST BEAUTIFUL

ZX Spectrum game: Dave Hughes

Sonix: Dr Thomas

**Additional Support: Kgmconeil,
Turkwel.**

PC Remake: Locomalito

Sonix: Gryzor87

Cover art: Marek Barek

**Published by
MONUMENT MICROGAMES**

Loading your cassette.
(SIDE A: Endless Forms Most Beautiful)
(SIDE B: Biscuits in Hell)
(SIDE B: Stamp Quest.)

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
EFMB / Stamp Quest

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

Use Tapeloder for Biscuits in Hell. There's a natty 128k tune there!

Loading should be reasonably 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 (on 48k machines) and try again.

If for any reason the game fails to load after all efforts, then please contact Monument Microgames at: microgames2000@yahoo.co.uk

Use the subject header: "Tape clinic"

E F M B

Moebius had travelled further than any other being in existence, beyond Stratosvartz, and far beyond the Egg-whisk Nebulatt, so there wasn't much he hadn't already seen. How could there be any possible surprises left, when even the wonderment of glittery C-beams and fires off Orion's shoulder had become a total bore?

And to have seen it all so soon.

The long years thereafter were steeped in mediocrity, and upon the passing of each empty moment, a feeling of futility tainted every thought until the purpose of further existence was in question. Memories of the spectacular past began to cause so much pain, and Moebius wondered whether it would be best to forget it all and finally succumb to the infinite dark.

E F M B

But still he travelled, ever onwards, until the universe ran out of stars.

And there it was.

After such intimacy with the mundane, to be suddenly wakened to an ever-changing world of colour was like being re-born. Moebius had crossed the furthest barriers and had stepped into a new reality.

Here there were new choices, new races, new perils, new worlds, and all ever-changing. It was clear that Moebius was needed here. Desperate lifeforms cried out for liberation, rare species had to be collected and preserved, and all in the most spectacular environments that Mobeius had ever seen. Such amazing worlds and entities, each with endless forms, and every oneof them, always most beautiful.

BISCUITS IN HELL

There was a time in the aforementioned darkness, that Moebius discovered his own personal hell.

He couldn't remember what had driven him to steal the last packet of Malted Milk biscuits, but the result was disastrous. They told him it was the ultimate confectionary crime, and that the punishment was to spend eternity in hell, tortured by his poisonous memories for evermore ... unless he was able to eat his way through all 8 levels, and escape.

STAMP QUEST

It's prequel time! You are Moebius, intergalactic stamp collector of some considerable repute. You have skimmed the rings of Saturn and skirted the black hole of Sinclavius-10 in pursuit of your hobby. Dare you accept the challenge of STAMP QUEST?

You need to guide Moebius through 10 levels, avoiding the deadly guardians and collecting all the stamps as you go. The teleporters will only work if Moebius is standing on them, in which case you can go up and down. The teleporters are not intended to work when standing underneath them.

CONTROLS

Please see instructions as presented on the introduction screens when loaded. However ...

**O-Left P-Right
Q-Teleport up
A-Teleport down**

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COMPETITION!

BISCUITS IN HELL is a competition game. Yes, it's rock hard, but if you can see it through and message Monument Microgames with the secret code unveiled upon completion, then you could win a free game!

The first person to get this code to Monument will win the next brand-new game they release, plus a snazzy badge to declare them a Master Biscuit-eater. The next 2 (the runners-up) will get a nice badge to enrol them into the Order of Biscuit-eaters, which is probably the most distinguished organisation in the entire universe.

GOOD LUCK!

**Thank you for supporting
MONUMENT MICROGAMES**

long live real-media gaming!

**If you've written a game for any 8-bit micro, and you'd
like to see it given the Monument treatment, then
please get in touch.**

microgames2000@yahoo.co.uk