METAL MAN
R-E-L-O-A-D-E-D

INSTRUCTIONS

METALMAN

Credits

Oleg Origin:
Story, Graphix, Code, Music

Stella Aragonskaya:
Testing, Loading screen creation assistance,
Inspiration & support

Published by Monument Microgames

System requirements

Minimal:
ZX Spectrum 48K

Comfortable:
ZX Spectrum 128 (for possibility of loading all levels at once)
Joystick (Sinclair, Kempston or Cursor)

Recommended:
Pentagon-128K (for faster speed and better sound quality of title music)
Joystick (Sinclair, Kempston or Cursor)

Loading your cassette. (SIDE A: Metalman Reloaded.)
(SIDE B: Matthew Cranston Battles.)
You'll also find the original 1-level demo on Side B!

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 TAPELOADER option upon switch-on, and start the tape. Levels for the game will be loaded in one go.

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"

Earth: The near future.

When the machines were first unveiled it was clear that a new dawn was upon us. With the NYPD scattered and succumbing to mafia control, we were sure that this would finally put an end to the increase in trafficking crimes, to the unlicensed genetic experiments, and to the off-world smuggling ring, and that it would finally unite the police against Frank Slayer and his ever-tightening grasp on the city.

But the government buckled, and the mafia overlord was sanctioned exclusive use of the cybernetic weaponry. Under a barrage of relentless attacks, the remnants of the Police surrendered, and the city fell under mafia control.

Earth: The near future.

There was only one way to beat this, and that was to play them at their own game. With a few law-enforcement loyalists at your side, you scavenged what you could of the new technology, and integrated it into your physiognomy. Now it's time to take on the mafia clans and the corruption of the city. Get this right, and the city will be free forever.

This special edition contains both the original Metal Man Reloaded, plus the exclusive, "Matthew Cranston battles." Both can be loaded independently of each other.

MONUMENT MICROGAMES

[ ] - CATACOMBS OF BALACHOR
[ ] - ZOMBIE CALAVERA
[ ] - SID SPANNERS
[ ] - GENESIS DAWN OF A NEW DAY
[ ] - BALACHOR'S REVENGE
[ ] - EL STOMPO
[ ] - GAME ABOUT SQUARES
[ ] - CRAY_5
[ ] - FOREST RAIDER CHERRY
[ ] - FUTURE LOOTER
[ ] - SIR ABABOL
[ ] - PHAETON
[ ] - SAM MALLARD
[ ] - TRAXTOR
[ ] - ROAD TO DOJO

Thank you for supporting
Monument Microgames

Long live real-media gaming!