

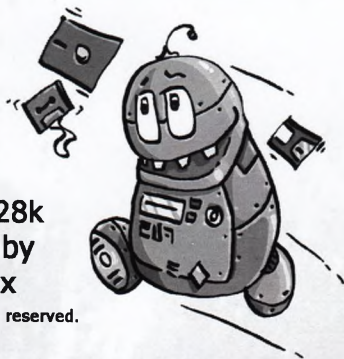
CIRCUITRY



INSTRUCTIONS

CIRCUITRY

Game by John Blythe
Programmed by Rucksack Games



With 128k
music by
Matrix

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Published by Monument Microgames

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Loading your cassette.

Circuitry 128k version loads in approximately 4 minutes.
Circuitry 48k version loads in approximately 3 minutes 30 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 TapeLoader option from the main menu and press Enter. The cassette should auto load.

Loading should be 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.

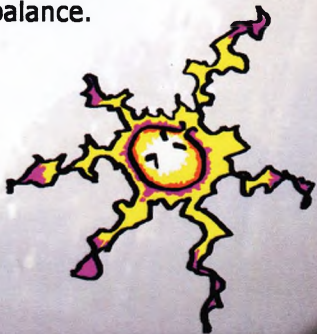
If for any reason the game fails to load after all efforts, then please contact Monument Microgames at: Microgames2000@yahoo.co.uk

Use the subject header: "Tape clinic"

MISSION DATA – Nano Project Epsilon

SecuriCorp have been at the forefront of military technology for decades, but on this fateful day there has been a major hack at the private outsource R&D company, Revanox.

As a result, the hackers have inadvertently activated an uncontrollable computer consciousness, mothballed since 1982, which is now wreaking havoc. Not only that, but highly sensitive security data is being transferred into its positronic matrix, leaving the fate of human-kind hanging in the balance.



MISSION DATA – Nano Project Epsilon

In a last ditch attempt to retain as much data as possible and prevent the undermining of society, SecuriCorp are sending in their own rival AI.

Project Epsilon: Nan'O'Bot!

You, as Nan'O'Bot, will infiltrate the mainframe and rescue as much data as you can before Revanox rip the feed to the AI's power circuits!



GOOD HUNTING NAN'O'BOT!

KEYS

Z=Left X=Right
K=Jump

Or use Kempston or Sinclair joysticks.

Navigate the cramped innards of the master computer and collect the crucial data. Make your way to the transfer zone and avoid the deadly guardians!



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**
- [] - BRUNILDA**
- [] - ENDLESS FORMS MOST BEAUTIFUL**
- [] - METALMAN RELOADED DX**
- [] - MULTITUDE**
- [] - SETO TAISHO SPECIAL EDITION**
- [] - CASTLE CAPERS**
- [] - TEODORO CAN'T FLY**
- [] - CIRCUITRY**
- [] - ROAD TO DOJO**

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Long live real-media gaming!

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

microgames2000@yahoo.co.uk