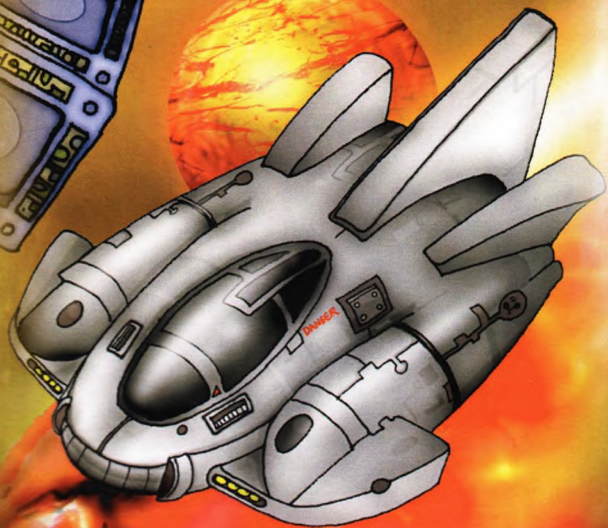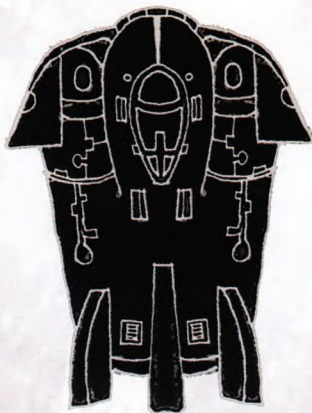# TRAXTOR

INSTRUCTIONS

TRAXTOR
and
RETURN OF TRAXTOR

Programmed by Juan J. Martinez
@usebox.net

Published by Monument Microgames

Loading your cassette.

(Traxtor turbo loads in approximately 1 minute 30 seconds)
(Traxtor normal loads in approximately 2 minutes 30 seconds)

(Return of Traxtor turbo loads in approximately 1 minutes 40 seconds)
(Return of Traxtor normal loads in approximately 3 minutes)

PLEASE NOTE: SIDE A CONTAINS THE SENSITIVE TURBO-LOAD VERSIONS OF THE GAMES. THESE REQUIRE A 48k SPECTRUM WITH A FINELY-TUNED VOLUME CONTROL. IF THESE FAIL TO LOAD, PLEASE REWIND SIDE-B AND LOAD YOUR GAMES FROM THERE.

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 reasonably error free on 128k+2 machines, or on upper-middle volumes on 48k/128k machines, though if the tape fails at any time during the LOADING process, then please rewind the tape, adjust the volume if possible, 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

Please use the subject header: "Tape clinic"

TRAXTOR

STORY

We never had a name for the invaders. There was nothing tangible about them to give a name to. They had weapons of course, and we could see those; tumbling geometrics filling the void, advancing on our outposts and smashing them to bits. They were relentless.

Day by day, fewer star-pilots returned from the fight, and soon our home planets came under attack.Xonas fell first, peppered with magenta blocks that ripped through its core and kept on going. In one single day, the Xonan colony was obliterated.

Any future for our species looked to be futile.

TRAXTOR
STORY

It was a lone cargo-hauler who made the first successful strike against the enemy. As the tumbling shapes appeared, so he released his cargo to flee. The force from the de-polarised tractor beam sent the cargo-crate smashing into an alien block, and just for a moment, the block was repelled.

The trans-vid of this event sparked a frenzied development program, and the cargo hauler was re-fitted with a new potent tractor beam, one that could draw out these advancing blocks, and send them smashing back into their brethren. They referred to this device as, "Traxtor."

As the only person to have dealt a blow against the invaders, the cargo pilot was assigned the mission. To save the cosmos.

You are the cargo pilot of this story, and people now call you, "Traxtor."

CONTROLS

TRAXTOR

Keyboard
Q= Push block   A= Suck block
O= Left P= Right

Or keys can be redefined

Kempston Joystick
Sinclair Joystick

RETURN OF TRAXTOR

Keyboard
Q= Push block   A= Suck block
O= Left P= Right
H= Pause

Or keys can be redefined

Kempston Joystick
Sinclair Joystick

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!

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