

THE SKULL IS COMING...



PLAYER'S GUIDE

*Miniloop*  
RETROWARE

[minilopretro.com](http://minilopretro.com)

# THE SWARM IS COMING...

## CREDITS

CODE & GRAPHICS: BRUCE GROVES

TESTING: ANDRE LEAO, DAVEY SLOAN, QUANTUM SHEEP

SPECIAL THANKS: KEES VAN OSS

TOOLS: MPAGD BY JONATHAN CAULDWELL, MPAGD MUSICIZER BY DAVID SAPHIER

### MUSIC CREDITS

|                           |                        |               |
|---------------------------|------------------------|---------------|
| INTRO MUSIC:              | THE SWARM IS COMING... | MIKE RICHMOND |
| MISSION 1: BREMNER...     | REAL LIFE SUPERHERO    | YERZMYEY      |
| MISSION 2: THE BIOSPHERE  | MT16                   | YERZMYEY      |
| MISSION 3: THE LABORATORY | THE LABORATORY         | MIKE RICHMOND |
| MISSION 4: THE MINE       | TEK                    | YERZMYEY      |

welcome to

# PROXIMA MINING CO.

Since the colonisation of Proxima B in 2112, Humans have been mining Proxima Moon Alpha for the element Proximum.

Scientists have discovered that Proximum has a unique characteristic, being able to distort the space/time continuum.

Proximum has now been incorporated into the first successful experiments with teleportation, enabling small, non-living, items to be transported across space time in seconds. Scientists working at the Moon Base are working hard to improve the capabilities of the first 'Materializer-ZX' (Mat-ZX) aiming to get it to a point where humans can be teleported, which they hope will help to rapidly accelerate the colonisation of Proxima B and further human expansion across the galaxy.

You are Bremner, an engineer working at the Moon Base, generally fixing things that the scientists break or lose. One morning you are outside the Moon Base with your senior colleague Mortimer, inspecting some strange mineral deposits that have recently appeared on the surface.

You have a MAT-ZX with you, useful for the canteen to teleport your sandwiches to you...although it makes the cheese taste funny... when you hear the dulcet tones of Lt. Katie Swain in your ear....

Bremner...Bremner...Bremner...

# CONTROLS

All keys are re-definable. Default keys:

MOVEMENT: (8-Way directional)

Q UP  
A DOWN  
O LEFT  
P RIGHT



K + Q,A,O or P STRAFE



Space FIRE

1 WEAPON SELECT (up)

2 WEAPON SELECT (down)

I MAT-ZX Menu (request a supplies teleportation drop)

Also supports Kempston & Sinclair Joysticks (we recommend redefining keys first for the additional keys required that are not supported by single button Spectrum joysticks)

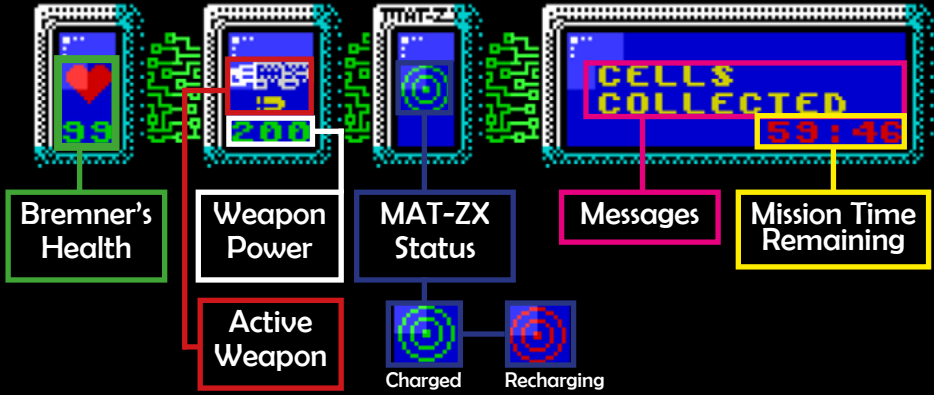
MELEE

Rapidly Tap the FIRE key



Should you be caught in a fist-fight the MELEE icon will appear in the weapon slot in the HUD. Rapidly tap the FIRE key to win the fight by filling the MELEE meter beneath the icon

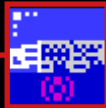
# HUD



# WEAPONS



All Proxima Mining Co. employees are equipped with a PMC-01 personal weapon. The PMC-01 is field upgradable to more powerful features (dependent on employee rank). Engineers like Bremner, have only the basic Plasma Shotgun installed, other available upgrades include:



**Ion Grenade Launcher** - an explosive charge capable of vapourising certain minerals. Re-loads slowly, but effective. Be careful of getting caught in the blast radius.



**Lightpulse** - high-powered light discs, extremely dangerous.

Handle your PMC-01 with care, especially when using the grenade launcher armament...don't get caught in the blast!

# SPECIAL ITEMS



## Decoys:

Up to 3 decoys may be carried. Decoys are useful for distracting local life forms. Security measures include a self-destruct mechanism when low on power or touched by a non-PMC employee, or left unattended



## Explosives:

For mining operations Explosives may be requested via your MAT-ZX, due to their heavy nature, only one may be carried at any time.

# USING THE MAT-ZX



When charged, press your MAT-ZX key (default is 'I') to bring up the supply request menu:



Use UP & DOWN to navigate the menu and FIRE to select your request.

Selecting the bottom item will cancel the menu.

The Game will pause while the menu is open.



The Mat-ZX beacon will appear at the point of request.



After a short while, your supplies will appear.

## IMPORTANT!

The Mat-ZX has security measures that will disable it if you leave it out of your sight. The Mat-ZX has nanobot technology that will self-repair should it get damaged.

You cannot request items for which you already hold the maximum permissible amount. After use the MatZX needs time to recharge, this is automatic. See the MAT-ZX status icon in the HUD for availability (green= charged/available, red=re-charging/unavailable).

You can request CELLS (replenish weapon power), MEDIKIT (restore health), DECOYS, TNT and occasionally other PARTS that you may need to complete your mission.

# PROXINET SECURITY

THE LABORATORY

ENTER ACCESS CODE

□ A A A A A OK

Accessing certain areas of Moon Base Alpha is possible only with a valid Proxinet Access Code.

To Enter your code press fire to cycle through the letter combinations and left right top enter the next character, then move to OK and press fire to enter your code.

# LOADING

The game is split across 4 MISSIONS available in 128K and 48K version. Each Mission is a separately loaded file.

In addition there is a basic training mission to help you get used to the controls and game mechanics. It is highly recommended you do the training first!

swarm0-training.tap

swarm1-xxx.tap MISSION 1

swarm2-xxx.tap MISSION 2

swarm3-xxx.tap MISSION 3

swarm4-xxx.tap MISSION 4

Missions 2,3, and 4 require access codes which are granted by successfully completing the prior mission. You can restart any mission using an access code, there are multiple codes dependent on difficulty and your performance.

# DIFFICULTY SETTINGS

When starting the first mission you are prompted to choose one of four difficulty levels:

## CHOOSE YOUR PAIN LEVEL

**AH DIDDUMS**  
**MILD DISCOMFORT**  
**OUCH THAT HURT**  
**DESTROY ME NOW**

The difficulty level will stay for the entirety of your game.

Difficulty controls many things, including enemy speed & aggressiveness.

When successfully completing a mission you will be given a rating, this is based on your difficulty level, number of lives lost and time taken to complete the mission. The only way to score a rating of 100/100 is by playing on the hardest setting (destroy me now!)...good luck with that.

# HINT - DON'T READ!!!

Demon portals will re-open if you stay close for too long. Keep on the move, a warning in the HUD and a flashing portal will warn you when one is about to re-open.



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