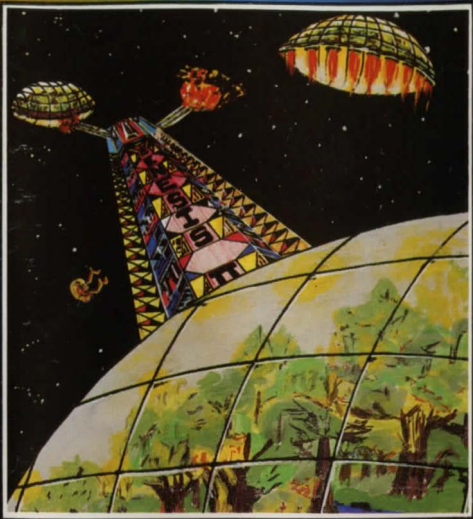


SENSATIONAL SOFTWARE FROM  
**MIKRO-GEN**



**GENESIS II**

FOR 48K ZX SPECTRUM

## GENESIS II

LOADING INSTRUCTIONS: **LOAD** " "

**GENESIS:** ORIGIN, CREATION,  
PRODUCTION, BIRTH

**GENESIS II:** RE-BIRTH? RE-CREATION?

You are the only crewman left alive on the Earth Colony Ship GENESIS II which has been stolen by a handful of space pirates. Your cargo is a forest and a collection of rare Earth animals being sent to populate a new world.

It is your task to save the cargo and if possible yourself as well. To do this you must jettison the forest and animal domes and set both their automatic pilots to a homeward course.

GOOD LUCK !!

To reduce the frustration of trying to think up the exact word commands, Genesis II has a vocabulary of around 300 words. There are nearly one hundred different locations, over 60 objects and over 500 possible actions of all types. It is full machine code, so the responses are very quick, although sometimes may be **very** misleading!

Throughout the game the computer will describe your location, tell you what can be found there and give other useful information. You must then use your

cunning and skill to decide what to do. There are no set rules as to what you must input to the computer just use plain English and if it does not understand first time, try rephrasing your instructions. For movement, the usual North, South, Up and Down etc. can be used, whilst other useful words are:

**TAKE** **DROP** **LOOK** **OPEN** **CLOSE**  
**BREAK** **KILL** **EXAMINE** **WEAR** **MEND**

**LIST** tells you what you are carrying  
**SAVE** saves the game at its current position

**LOAD** loads a previously saved game

**QUIT** ends the game

**SCORE** gives your score.

You can take or drop everything in one go with **TAKE ALL** or **TAKE EVERYTHING** etc.

In most cases when you do something you must say which object you wish to use, e.g. **KILL** **GUARD** **WITH** **LASER** or **OPEN** **WEST** **DOOR** **WITH** **SMALL** **KEY**. Remember, it is your aim to find the Earth's co-ordinates, set them in the Dome's navigation computers and send them on their way. If you can save yourself as well, so much the better.

You will receive a score during the game, so even if you fail in your task you will get some reward, which can be bettered in your next attempt.

**More sensational software  
from MIKRO-GEN**

**For ZX SPECTRUM**

Cosmic Raiders  
Creepy Crawler  
Cruise Attack  
Deffendar  
Drakmaze  
Galakzions  
Knockout  
Land of Sagan  
Laserwarp  
Mad Martha  
Mad Martha II  
Master Chess  
Meteor Storm  
Naanas  
One Hundred and Eighty!  
Panic  
Paradroids  
Pat the Postman  
S.A.S. Assault 1 and 2  
Scramble  
Sorcerer's Castle  
Space Zombies  
Star Trek  
Tempest  
Timequest

**For ZX81**

Asteroids  
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Paint-Maze  
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Star Frog

**MIKRO-GEN**

**44 The Broadway  
Bracknell, Berkshire**

# MIKRO-GEN

# GENESIS II

FOR 48K ZX SPECTRUM

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