

THE GAME

He walks alone: NINJA in the land of death. His timeless quest: to rescue the Princess Di-Di, pearl of the Orient, who is a prisoner in the Palace of Pearls. And he must gather loots she has dropped to prove his worth.

As well as fists of thunder and feet of iron NINJA is granted weapons: a slashing Samurai sword, spinning death stars and a throwing dagger. But these weapons are also given to his fierce evil Ninja opponents who guard the doorways and the idols. As he rises through the levels his opponents multiply, his strength drains but his resolution grows.

NINJA: It blasts the black belt off all other martial arts games!!

CONTROLS: Joystick or Keyboard
Pause - Caps Lock

Esc - Abort

Space bar - Fire

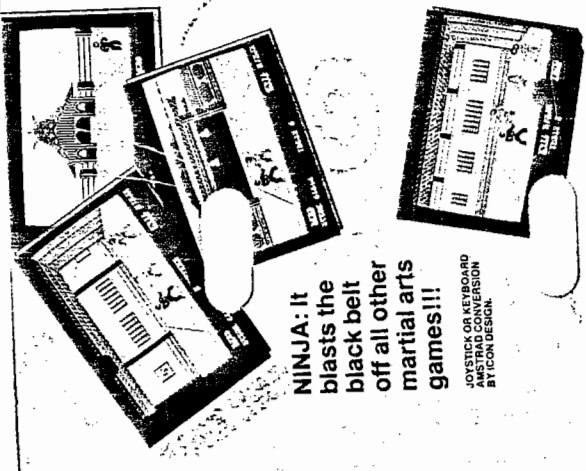
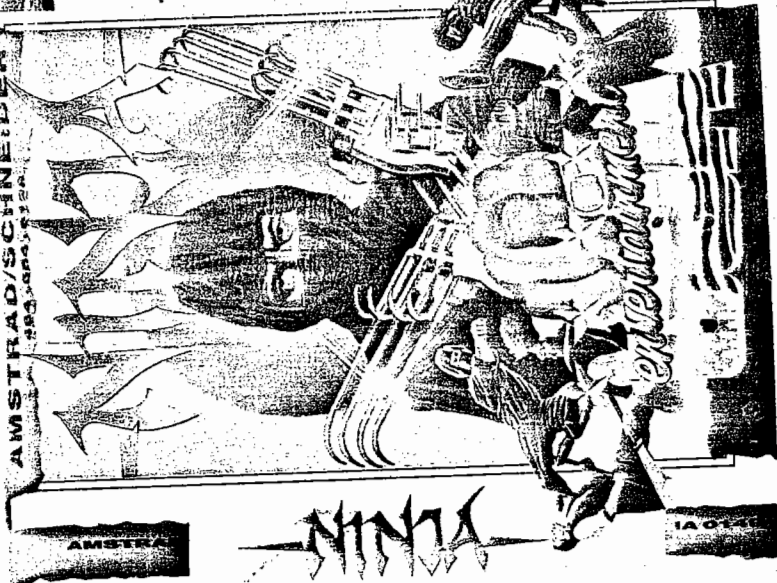
Higher levels are reached through the holes in the ceiling! Stand underneath and push the joystick up to enter further deadly danger.

LOADING INSTRUCTIONS

Press control and small ENTER together, then START tape.

The program code, graphics, presentation and sound effects are the property of Mezzanone and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Mezzanone. All rights reserved.
© Mezzanone Limited 1986
Made in Great Britain
Design: Worn & Pinned Ltd., London

AMSTRAD/SCHNEIDER
883 and 128



NINJA: It blasts the black belt off all other martial arts games!!
JOYSTICK OR KEYBOARD
AMSTRAD CONVERSION
BY ICON DESIGN



5 012967 810108

NINJA MASTER - AMSTRAD

DAS SPIEL. Die Ninja, die in "Land der aufgehenden Sonne" lebte, wartet auf die Hilfe der Kaiserin... Die Kaiserin ist in den Fesseln der Ninjas gefangen...

PROGRAMMEINGABE. Falls Sie einen CPC 464 besitzen, geben Sie die zurückgespulte Kassette in den Rekorder ein, drücken die Taste PLAY und CTRL und drücken die Taste ENTER...

SPIELABLAUF. NINJA MASTER kann mit der Tastatur unter Verwendung der folgenden Tasten gespielt werden. O = linker Haken, Z = Kraft links, X = Kraft rechts...

PRUFUNG 2. In dieser Prüfung werden vier Prüfungen bestehen. Einige dieser Punkte bewegen sich tatsächlich und stellen einige Punkte auf dem Bildschirm dar. In dieser Prüfung müssen Sie mit den Tasten LEFT und RIGHT genug Kraft aufbringen, den Holzbock mit einem Karateschlag zu werfen...

NINJA MASTER - AMSTRAD

IL GIOCO. Negli antichi reami e province della "Terra del Sol" viveva una fazione di guerrieri... Per ottenere il trionfo del NINJA era la sfida basilare di questo uomo...

PER CARICARE. Si possiedi un CPC 464, metti il nastro rievolo nel registratore, premi PLAY e CTRL e premi ENTER... Per seguire le stesse regole del CPC 464 assicurandoti che hai connesso il registratore adatto al tuo computer secondo il Manuale dell'Utente.

PER GIOCARRE. NINJA MASTER al può giocare usando i seguenti tasti: PROVA No. 1 O = Pugno a sinistra A = Calcio a sinistra, P = Pugno a destra L = Calcio a destra...

Questo sono le quattro prove differenziali da vincere. In questa prova, per cui è necessario avere riflessi scattanti. Nell'angolo in basso a sinistra sullo schermo, comparirà il punteggio da ottenere per superare la prova.

NINJA MASTER - AMSTRAD

EL JUEGO. En los antiguos reinos y provincias de la "Tierra del Sol Naciente" vivía una fazione de guerreros... El poder ascender en las filas de los Ninjas se consideraba ser el último reto para el hombre humano...

Si es propietario de un CPC 464, coloque entonces el cassette rebobinado en la unidad de cinta, pulse Play, y pulse CTRL y ENTER en el teclado. Si es propietario de bien un CPC 664 o un CPC 6128, entonces teclee TAPE y pulse ENTER...

MODO DE JUGAR. "NINJA MASTER" puede ser jugado utilizando las siguientes teclas: PRUEBA 1 O = Puñetazo a la izquierda A = Patada a la izquierda, P = Puñetazo a la derecha L = Patada a la derecha...

Las cuatro pruebas que tienen que pasar, son como sigue: En esta prueba tendrás que defender de las flechas que te tiran desde fuera de la pantalla. Algunas de las flechas se moverán con mucha rapidez, de modo que asegúrate que las reflejas están bien en la parte superior de la imagen.

NINJA MASTER - AMSTRAD

LE JEU. Dans l'unique royaume du "Pays du soleil levant", vivait une race de guerriers. Crains de tous, ils ne craignent personne. Leur nom est NINJA...

Si votre appareil est un CPC 464, introduisez le cassette rebobiné dans le lecteur et lancez le bande. Puis, au clavier, appuyez sur CTRL et ENTER...

COMMENT JOUER. "NINJA MASTER" peut se jouer en utilisant les touches suivantes: TEST 1 O = coup de poing à gauche A = coup de pied à gauche, Z = coup de poing à droite X = force portée à droite...

Les quatre tests que vous devez réussir sont les suivants: Dans le premier vous vous défendez contre les flèches lancées vers vous et venant des côtés de l'écran. Certaines volent très vite et vous devez donc faire preuve d'excellents réflexes...

NINJA MASTER - AMSTRAD

LE JEU. Dans l'unique royaume du "Pays du soleil levant", vivait une race de guerriers. Crains de tous, ils ne craignent personne. Leur nom est NINJA...

Si votre appareil est un CPC 464, introduisez le cassette rebobiné dans le lecteur et lancez le bande. Puis, au clavier, appuyez sur CTRL et ENTER...

COMMENT JOUER. "NINJA MASTER" peut se jouer en utilisant les touches suivantes: TEST 1 O = coup de poing à gauche A = coup de pied à gauche, Z = coup de poing à droite X = force portée à droite...

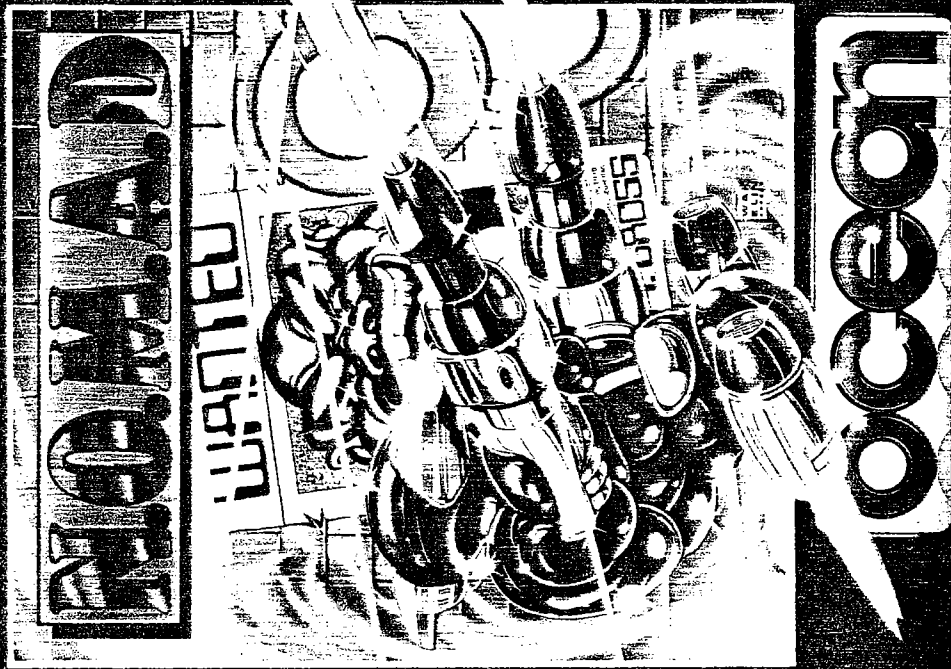
Les quatre tests que vous devez réussir sont les suivants: Dans le premier vous vous défendez contre les flèches lancées vers vous et venant des côtés de l'écran. Certaines volent très vite et vous devez donc faire preuve d'excellents réflexes...

ASK AT YOUR LOCAL COMPUTER SHOP

for these

EXCITING NEW

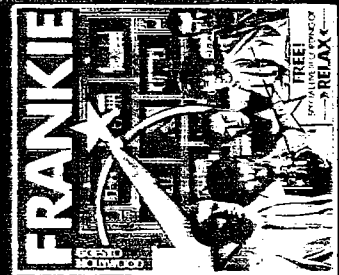
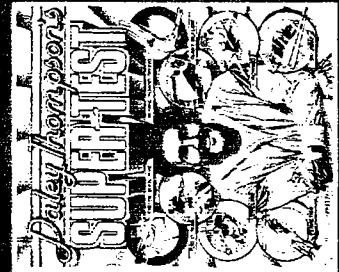
"BLOCKBUSTERS"



ADJUST RAD

NOMAD

ocean



NOMAD



NOMAD

N.O.M.A.D

N.O.M.A.D.

Its program code, graphic representation and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, lent or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved worldwide. The program runs on the Amstrad CPC 464, 664 and CPC 6128.

THE GAME

Out in the vastness of space lies the heart of an intergalactic Criminal Network, TALOS, a man-made asteroid slowly spinning through the void, spreading its evil through the Universe. At the head of this seemingly unstoppable force sits one man, the unstoppable, vile Cyrus T. Gross.

A crime spoken only in whispered voices, Gross is the embodiment of all that is criminal. Avoiding any attempt to curtail his ever spreading empire, he has crushed all opposition and seems invincible, ruling his depraved Zealots with a list of iron and a head of ice.

Through a law enforcement agency has never managed to control him, he is surely responsible for many of the nefarious exploits that occur within the distant Universe. Truly a man without scruples, guilty of arson, murder, gun-running and about a chronic deduction of all people weaker than himself.

In a last ditch attempt, the rulers of the Free Worlds have called in the Nemesis Organisation, a hardened cadre of the most heavily armed mercenaries and destroyers N.O.M.A.D. 471 (Nemesis Organisation Mobile Attack Droid) to penetrate Gross's empire.

Your mission is to guide N.O.M.A.D. through the four sectors of Capital City towards Gross's inner sanctum. Destroy, before you reach his personal quarters for the final deadly confrontation.

Many dangers await you in all sections of Capital City. In the combat style, Gross has installed magnolons, heat-seeking missiles, and an army of expertly deadly obstacles, all of which must be eliminated and compressed.

N.O.M.A.D. 471 SPECIFICATIONS

Autonomous war droid with high-intelligence. Intra and visual receptors and high-frequency audio-receivers. Fitted with anti-gravity packs and twin thrusters, functional in both forward and backward directions and capable of great speeds with a high degree of manoeuvrability.

ARMAMENT

Titanium body shell. Not totally impregnable. Two magnesium 57 calibre blasters. The N.O.M.A.D. 471 series is as yet untested. This is his first and possibly deadliest mission. The chances of survival are slim.
We salute you!

LOADING

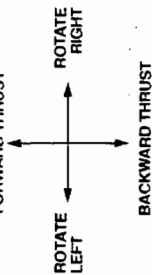
Amstrad CPC 464 - Place the in-world cassette in the cassette deck. Type RUN and then press ENTER key. Follow the instructions as they appear on the screen. If there is a disc attached then type TAPE then press ENTER key. Then type RUN and press the ENTER key. In case of difficulty refer to chapter two of the User Instruction Booklet.

Amstrad CPC 664 and CPC 6128 - Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the in-world tape in the cassette recorder and type TAPE, then press the ENTER key. Then type RUN and press ENTER key. Follow the instructions as they appear on the screen.

CONTROLLING YOUR ROBOT

Your N.O.M.A.D. droid can be controlled using either a joystick or the keyboard (most joystick interfaces are compatible).

JOYSTICK



'Fire' button to fire your photon cannons. These will fire alternately and 'Rapid-Fire' can be achieved simply by holding the button down.

KEYBOARD

(Controls replace joystick functions)

Forward Thrust - 'R' or 'J'

Backward Thrust - 'D' or 'I'

Rotate left - 'Z' or 'M'

Rotate right - 'X' or 'Symbol shift'

Fire - '5' or '7'



On-screen scoring gives a complete status of the game achievement and level reached. It shows the current score and number of lives remaining (you begin with 4). Bonus lives are awarded at various stages of play and you can monitor your success by the speed of the score counter.

PLAYING FEATURES

Inertia - Your droid will not stop instantly if you cease acceleration but will slowly decelerate. If you apply the brakes the deceleration will obviously be greater. However it is also possible to slow down by turning 180° and then applying acceleration. (This is useful for shooting things that are chasing you.)

Magnetic Walls - Cyrus has placed large banks of Magnolons along some of the city walls. When active these devices will attract N.O.M.A.D.'s metallic armour, turning him towards the guns and slowing him down.

Homing missiles - These appear from silos in the surface of the Asteroid and once targetted are difficult to lose.

Artillery - The whole Asteroid is heavily fortified and Cyrus has some of the most efficient heat guns in the known Universe. Even to be caught in the blast from one of these shells is instant death.

Robolights - Cyrus has a whole planet dedicated to producing his personal protectors, the Robolights. These delightful examples of the robotists art are programmed to make a suicide run at anything or anyone who looks as if they may be even thinking about attacking their master.

Gateways and Switches - The various sections of the Asteroid have many gateways to partition them. These can be opened and closed by brushing past the switches on the side walls. However because of the appalling maintenance costs, pushing a switch may not necessarily open the door that it should!

This software tape has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading.

If for any reason you have difficulty in running the program, and believe that the tape is defective, please return it direct to:

Mr. Yates, Ocean Software Limited, 6 Central Street, Manchester M2 5NS.
Our quality control department will test the product and supply an immediate replacement if we find a fault, if we cannot find a fault the tape will be returned immediately to you, at no charge.

PLEASE NOTE THAT THIS DOES NOT AFFECT YOUR STATUTORY RIGHTS.

CREDITS
Game Design by Ian Weatherburn and Simon Butler.
Programming by Roy Gibson. Graphics by Simon Butler.
PRODUCED BY: D. C. WARHD
©1985 Ocean Software Limited.



Amsoft
NUCLEAR DEFENCE

SOF

SUITABLE FOR ALL AMSTRAD GAMES MACHINES Disc System
POUR TOUTES LES MACHINES DE JEU AMSTRAD Disque

Amsoft **NUCLEAR DEFENCE** SCF1 J7031

Amsoft

BRENTWOOD HOUSE
169 KINGS ROAD
BRENTWOOD
ESSEX
CM14 4EF

72-78 GRAND RUE
92310 SEVRES
FRANCE



AN ENEMY ATTACK HAS BEEN LAUNCHED!
YOU CAN STRIKE BACK - BUT WILL YOU SURVIVE??

LES ENNEMIS VOUS ATTAQUENT!
VOUS POUVEZ VOUS DEFENFRE -
MAIS SURVIVREZ VOUS??

PLAYING INSTRUCTIONS ARE ENCLOSED
LES INSTRUCTIONS DU JEU SONT JOINTES



5 013413 070312

Written by James Software Ltd
© AMSOFT 1986

LOADING INSTRUCTIONS

To load this program please refer to the cassette/
diskette label.

Cassette version only
SIDE 1 - SPEED WRITE 1/FAST LOAD
SIDE 2 - SPEED WRITE 0/NORMAL LOAD

If the program fails to load on fast load this does
not indicate a fault condition.

All rights of this work are reserved. Copying,
lending, broadcasting, hiring, transmission,
distribution or resale is prohibited without our
express permission.

SCENARIO

La tension politique dans le monde, monte depuis
plusieurs semaines et les premiers détachements
atomiques ont déjà été lancés. Vous êtes au
commandement du FALCON, un détachement
atomique de classe U. Votre mission est simple:

1. Défendre et protéger nos cités.
2. Attaquer et détruire les vaisseaux ennemis.
3. Attaquer et détruire toutes les cités ennemies.

ARMEMENT

Le FALCON est équipé des armes suivantes:

1. Des torpilles à têtes nucléaires.
2. Vaisseau pour accorer les missiles téléguidés.
3. Missiles télécommandés à courte portée.

UTILISATION DES ARMES

LES TORPILLES: elles sont utilisées pour la
destruction des vaisseaux ennemis. N'oubliez pas
de devancer lorsque vous visiez.

MISSILES TÉLEGUIDÉS: elles sont utilisées
pour attaquer les cités ennemis. Elles sont guidées
vers leur cible par les mouvements de droite et
gauche du joystick. Le service d'intelligence a
découvert trois endroits vulnérables dans la cité:

1. Le réservoir de carburant se trouvant sur le toit
du building à gauche.
2. Le pont au dessus de l'estuaire, dans le milieu.
3. La salle des ordinateurs au dernier étage du
gratte-ciel, à droite.

LES MISSILES TÉLECOMMANDÉS: sont
utilisées pour la défense, contre les missiles
ennemis, de nos cités. Le curseur sous le contrôle
du joystick est leur point de repère, encore une fois

range of them they will start to shell you. At this point press either the space bar or button and return to the bridge. You then move to the left and this will allow you to enter the sea attack screen. To attack enemy cities you should move as close as possible to the city you wish to attack. You will be told at the bottom of the screen the name of this city. Then return to the bridge as above and move down when you will be allowed access to the city to attack. If a raid is in progress the target home city will be shown flashing and the impact timer will be running in the bottom left hand corner of the screen.

2) CITY DEFENCE

If a raid has been launched against you, at T-10 secs a one second beep will sound. You should move to this screen as soon as is possible after this. You may then predict the course of the incoming missiles and aim and fire as appropriate. The three buildings in your city are their targets and the destruction of the three buildings and one further missile landing is required for total destruction of the city. Points are scored for each missile destroyed but damage points are lost for every missile landing. There is a bonus for saving a city but there is also a penalty for not doing so. If you are not on this screen when the raids come in the penalty is severe.

3) CITY ATTACK

Press the button to fire the SSGM's and then guide them to the targets as designated above. Points are scored for all hits, but, the first SSGM launched will initiate a retaliative strike. Watch the impact timer

when on this screen so that you may defend your own cities from the raid launched. All three targets must be hit to remove the city from the game.

4) SEA ATTACK

You must aim torpedoes at enemy shipping in order to sink them. You must destroy the required number of boats to stop the shelling, every shot by the enemy will cost on the damage counter, but you may NOT hit the casualty boat identified by a red cross on the side. If you should do so the enemy will disengage immediately. The terms of the wartime convention allow you to requisition fuel from the flotilla but only as much as you already have, the fuel will not be allowed however if the enemy disengage.

GENERAL

Do not think that the enemy will only strike back. They are quite capable of launching a pre-emptive strike whenever they feel like it. Beware of aimless movement, this will only cost you fuel. Also be sure to effect total destruction of any target before leaving any screen if possible. The only way you can acquire fuel is from destruction of enemy shipping so be sure to plan the sequence in which you remove the enemy.

The rank chosen by yourself at the beginning of the game will determine and vary the number of cities in play, the number of missiles in an enemy strike, the number of boats to be destroyed to stop shelling and the rate of fuel usage.

The game will end if excessive damage points are scored, all home cities are destroyed, if FALCON runs out of fuel or all enemy forces are destroyed.

SCENARIO

Worldwide political tension has been building for some weeks now and already the first nuclear strikes have been launched. You have been charged with the command of the FALCON, a U class atomic strike/defence vessel. Your mission brief is simple:

1. To defend and protect home cities.
2. To attack and destroy all enemy shipping.
3. To attack and destroy all enemy cities.

ARMAMENT

The FALCON is equipped with a range of weapons as follows:

1. Conventional warhead torpedoes.
2. Ship to shore guided missiles. (SSGM's)
3. Remote controlled short range A.B.M.'s (SRABM's)

USE OF ARMS

TORPEDES: The torpedoes are used in the conventional manner, for the destruction of enemy shipping. Do not forget to "lead" when aiming.

SSGM: These are used to attack enemy cities. They are guided to their target by left and right movements of the joystick. Intelligence have discovered that there are three vulnerable places in the city these are:

1. The generator fuel tanks on top of the building to the left.
2. The bridge over the estuary in the middle.
3. The computer room at the top of the skyscraper on the right.

SRABM: These are used in the defence of home

cities from incoming missiles. The square cursor under control of the joystick is the aiming point for the SRBM's, again remember to lead when firing, and beware of missiles that do not follow the expected course.

SCREENS

There are five screens in the game and access to each is via joystick movements as shown below:

SCREEN	TYPE.	JOYSTICK. (FROM BRIDGE)
1)	NAVIGATION	UP
2)	CITY DEFENCE	RIGHT
3)	CITY ATTACK	DOWN
4)	SEA ATTACK	LEFT
5)	BRIDGE	RETURN VIA SPACE BAR

N.B. Access to screens is limited as follows:

- 3 May only be entered when a city is in range.
- 4 May only be entered when shipping is in range.

SCREEN GAMEPLAY

1) NAVIGATION

This screen allows you to navigate around the area under your control. The objects on screen are:

FALCON The white dot under control of the joystick.

ENEMY BOATS ... The red dots under computer control.

ENEMY CITIES ... The red city ikons.

HOME CITIES The black city ikons.

To engage enemy shipping you should track and intercept the enemy craft. When you are within

NIGHTSHADE

THE LOST VALLEY

Somewhere between the purple mountains, and the seas of the Seven Islands lies a hidden valley, a land that time has not touched.

All remained peaceful and tranquil, until darkness descended upon the land, light and freedom were banished from its homely hills, and the evil set seed.

Death and hunger spread, and all who remained within the walls of the village became stricken or hag ridden with haunted evil. All who had deserted the village sought refuge elsewhere. The village was now in complete control by darkness.

THE PLAGUES

The remaining people, weak and afflicted were unable to leave and soon became enveloped by the victorious evil force, transmuted by some terrible disease into the most hideously foul creatures. They wander their once peaceful village, producing deadly plagues, and fell fouis, to enslave anyone who dares trespass into the village, to try to defeat the evil overlord.

THE STORY TELLER

Many years had passed since the village became over-run, and soon the knowledge of the village slipped into legend.

Songs were sung and tales were told of brave adventurers who ventured into the valley to find and destroy the evil force and never to return, of the riches that could be gained from the successful adventure, and the evil which lay in wait for anyone who dared to set foot in the evil enchanted NIGHTSHADE village.

The old story teller's eyes widen into fiery gems as he recalls and relives the tale of battle with the force of evil at work in the NIGHTSHADE village.

"Tales of ghosts and mad monks enslaved by evil forces to do their bidding and of the plagues and foul demons let loose on the village. Even death itself was imprisoned within the village of NIGHTSHADE as an un-invited guest of the evil one."

The old man continues:

"Skeletons with rotting flesh dripping with the blood of the long dead, waiting, prowling the now empty village for five prey."

"Hideous demons" he croaks, "and terrible ailments and spells waiting to absorb any who dares anger the evil force."

"Lift the darkness and the Kingdom of NIGHTSHADE shall be yours forever."

The old man slumps back exhausted into the tall carved wooden chair. You extract as much information as you possibly can from him, but he can tell you little more than where to find the village.

This story is continued by playing this most Advanced Home Computer Action Adventure Simulation.

FARE THEE WELL

CONTROLLING YOUR ADVENTURER

LEFT Your Adventurer will turn Left using the Z, C, B, M, . and \ keys.

RIGHT Your Adventurer will turn Right using the X, V, N, . and / keys.

MOVE FORWARD Your Adventurer will Move Forward using any key on the second row A, S, D, F, G etc.

PAUSE The whole game can be continuously paused using the SHIFT Keys.

FIRE Your adventurer will Fire his antibodies using any key on the third row O, W, E, R, T etc.

VIEW You can alter your view of the game by using the SPACE key.

NIGHTMARE MAZE

KEYS

A	=	Up/Left
Z	=	Down/Right
]	=	Up/Right
\	=	Down/Left
COPY	=	Hold/Game
DELETE	=	Restart

BONUS MAN AT 10000 POINTS

PLAY

You are Sleepy Joe trying to collect enough keys to escape Nightmare Maze.

When you have the correct number of keys you must then get to the door. Trying to prevent you from completing your task are the monsters of the maze... and a time limit of 60 seconds. If you drink the cup of black coffee you wake up for a few seconds making the monsters disappear, but they'll be back!

THIS GAME HAS JOYSTICK OPTION

This game is sold under the condition that it shall not be RESOLD, LENT, HIRED or COPIED without written permission from Blue Ribbon Software Ltd.

© Copyright 1985

NEBULUS

von John Phillips

Für den Schneider CPC 464, CPC 664 und CPC 6128

Auf dem Planeten Nebulus geht es nicht ganz mit rechten Dingen zu. Irgend jemand hat begonnen, riesige Türme im Meer zu bauen – und dies, ohne eine offizielle Baubewilligung von der zuständigen Behörde einzuholen.

Das schrille Geklingel des Telefons rüttelt Sie in Ihrem Büro bei Destructo Inc. jäh aus dem ach-so-wohlverdienten Nachmittagsschläfchen. Aus mit der Seista. Am andern Ende des heißen Drahts hängt der Chef und knurrt irgendwas von einem kleineren Auftrag, den Sie erledigen sollen. So 'ne Zerstörungssache halt. Mühsam und vom Schlaf benommen, können Sie der Versuchung kaum widerstehen, den Hörer in den Papierkorb zu stopfen, doch plötzlich spitzen Sie die Ohren. Hat der Boss doch tatsächlich was von 'ner brandneuen Mk.7 Mini-Sub erwähnt, die er zu diesem Zwecke ... und als er noch etwas von "Gehaltserhöhung" verlauten läßt, da sausen Sie wie der Blitz aus dem Büro und lassen das Telefon baumeln, während der Chef dazu übergeht, die extreme Risiken zu schildern, die mit diesem Auftrag verbunden sind.

LADIANLEITUNG

Schneider-Kassettenversion
Schneider CPC 464

Schneider CPC 664 oder Schneider CPC 6128 mit Kassettenrekorder und den entsprechenden Kabeln

Benutzer des CPC 664 und CPC 6128: Bitte an den Computer ein Kassettengerät anschließen und dann den Befehl [TAPE] (gefolgt von [ENTER]) eingeben. Die Kasette einlegen und gegebenenfalls ganz zurückschleusen. Die beiden Tasten [CTRL] und [ENTER] auf der Computertastatur drücken, dann die [PLAY]-Taste des Rekorders. Anschließend eine beliebige Taste auf der Computertastatur drücken.

Schneider-Diskettenversion

Schneider CPC 6128 oder CPC 664

Schneider CPC 464 mit Diskettenlaufwerk

Schneider CPC 464 Benutzer: Bitte ein Diskettenlaufwerk anschließen, dann den Bereich [DISC] eingeben und [ENTER] drücken. Diskette ins Laufwerk einschleusen und über die Tastatur RUN "DISC" eingeben, gefolgt von der [ENTER] oder der [RETURN] Taste.

BEDIENUNG

Die Bedienung kann über einen Joystick oder über die Tastatur erfolgen (Druck auf die Feuertaste bewirkt, daß der Computer die Steuereinheit automatisch ermittelt).

Joystick
Links
Rechts
Hoch
Ab
Feuer

Taste
O
P
Q
A
Leertaste

Wirkung
Nach links gehen
Nach rechts gehen
Eintreten/im Lift hochfahren
Im Lift nach unten fahren
Schneeball werfen oder
(im Laufen) hochspringen

ESC
Clr
1
2
3
4

Spielabbruch (im Pausenmodus)
Spiel abbrechen
1-Spieler-Version einschalten
2-Spieler-Version einschalten
Musik/Ton ein
Ton ein/aus

SPIELVERLAUF

Mit Ihrem U-Boot erreichen Sie das Fundament der einzelnen Türme. Innerhalb der vorgegebenen Zeit muß es Ihnen gelingen, zur Spitze hochzusteigen. Dabei müssen Sie sich Ihren Weg über allerlei Gesimse, Kanten, Tunnel und Aufzüge bahnen. Manche Strukturen lösen sich auf, wenn Sie sich draufstellen, und manche sind so schlüpfrig, daß Sie Gefahr laufen nach links oder nach rechts den Halt zu verlieren und abzustürzen.

Die blinkenden Quader und die hüpfenden Kugeln können durch Abschleßen zerstört werden, aber die schwarzen Bälle lassen sich stets nur für wenige Sekunden in ihrer Bahn stoppen. Die ganzen restlichen Kreaturen sind unverwundlich! Bei einem Zusammen-

prall verlieren Sie Ihren Stand auf dem Gesims und landen ein paar Stockwerke tiefer – wenn Sie Glück haben. Wenn nicht, plumpsen Sie ins Wasser und verlieren dabei ein Leben.

Das Betreten der letzten Tür ganz oben auf dem Turm setzt den Zerstörungsmechanismus in Gang. Sie erhalten Prämienpunkte für die noch verbleibende Zeit und für technisches Können – und der Turm gerät ins Wanken und zerbröckelt in hunderttausend Stücke.

PUNKTEBEWERTUNG

Hüpfender Ball: 100 Punkte
Blinkender Quader: 50 Punkte
Bonuspunkte beim Erklimmen des Turms
Zusatzleben nach jeweils 5000 Punkten

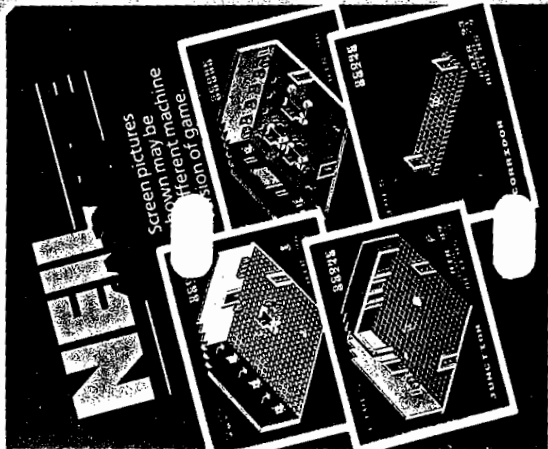
TECHNISCHE DATEN

Rotierendes 3-D Scrolling mit präziser Beseitigung verdeckter Hintergrundlinien (17 Rahmen/Sekunde).

DIE MITWIRKENDEN

Spieldesign von John Phillips
Schneider-Version von Chris Wood
Musik und Toneffekte von Dave Rogers.

© Hewson Consultants Ltd 1988

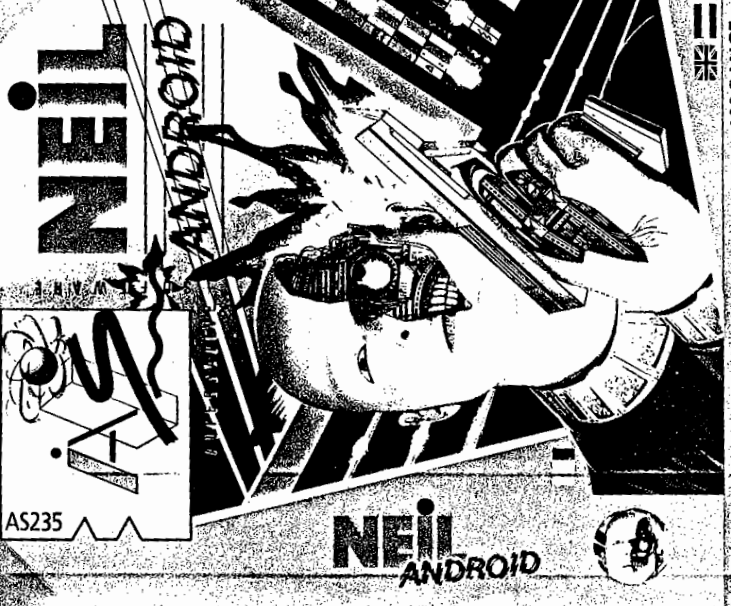


Screen pictures shown may be different machine version of game.



015103 882359

ALTERNATIVE SOFTWARE LIMITED
 UNITS 34 & 35
 INDUSTRIAL ESTATE
 PONTEFRAC
 WEST YORKSHIRE WF8 2JN
 TELES 57984 BR DIST G
 TELEPHONE 0977 79777



AS235

AMSTRAD

199 RANGE

NEIL

Loading instructions:

Press CTRL and Small ENTER then press PLAY. In the year 2199, the Spaceship 'Epic' was caught in a plasma storm and forced off course through a space warp into unknown space. Due to damage sustained during the storm, the 'Epic' has been forced down to an apparently uninhabited planeted for urgent repairs.

Whilst on-planet, the ship, unknown by the crew, became infected with an alien life form (ALF). Repairs made, the ship set off on its journey home to Altontron. It was then they became aware of the ALF. Investigations of the ALF by the medical centre produced the following data.

- 1) The ALF was a virus type of creature with an incubation period of 12 days.
- 2) After 12 days, it metamorphosed into pools of slime with the ability to grow and move.
- 3) After a short period, it then became into a slime walking monster.
- 4) The final transformation was into a large walking slime throwing monster, some of which appear to have the power to turn invisible.

Several crew members have been killed on contact with the ALF. The captain of the Epic gave the order to abandon ship and the crew teleported to a nearby planetoid to await rescue. The last crew member to leave, activated the ships into clean system whose Servo droids would hunt and destroy only ALF's on the ship. On hitting an ALF, they self destruct, leaving

their energy rolls behind.

Also activated was a mayday message:
 TSS—EPIC TO UFP COMMAND
 SHIP OVERRUN WITH ALF'S
 SEND N.E.I.L.

DROIDS KILLING ALL LIFE FOR AAAARRRRHHH!
 Take the part of N.E.I.L., the half human, half cyborg, mercenary who can go where no human can go.

Arriving at the location of the TSS Epic, you have teleported aboard to clear the ship of ALF's in order for the crew to return and continue their voyage.

At the bottom right of the screen are three icons. From top to bottom these are:
 OXYGEN COUNTER—if this reaches 0, N.E.I.L. loses a life. This icon will flash if 1 energy cell will transfer the energy into this.

AMMO COUNTER—if this reaches 0, you are out of ammo. Should you have two energy cells, pressing space will increment the ammo counter.

SMART BOMB—This requires 3 energy cells. Pressing 'space' to activate will destroy all ALF's in the room. So there you have it, the mission is yours if you accept it. Good Luck.

Keys:
 Redefinable.

© Alternative Software Limited 1988

PROGRAMMERS — If you have written a good programme for ANY home computer, please contact us. We 'EXCELLEN'ly reward your programme could be in the shops within 3 weeks! SEND TO: ALTERNATIVE SOFTWARE, Units 34 & 35 Ballegate Industrial Estate, Pontefract, West Yorkshire. We will acknowledge receipt of your programme same day.

KONAMI SOFTWARE CLUB

Nemesis

For subscription details please send a SAE to:
Konami Software Club, Bank Building, Bank Street, Newton Abbot, D

DEUTSCH

un monde paisible à l'image de la Terre, feux de l'attaque spatiale de ses vieux ennemis, des créatures amiboïdes provenant d'un espace secondaire. Le peuple de l'ad danger, puisqu'il risque d'être anéanti

prototyp de combat hyper-spatial pourra en se lançant dans un combat à mort avec les Bactériens.

us, la super-forteresse des Bactériens. Pour dérober à l'ennemi des capsules d'énergie cours, afin de renforcer ses hyper-pouvoirs. t le dernier espoir du peuple paisible de tra courage et concentration pour vaincre. dur combat qui l'attend!

OUER

il ennemi attaquera continuellement votre vrez repousser ces attaques pour pouvoir vivant. En plus de ces attaques régulières, ace, à chaque stade, à une créature extra- et si vous parvenez à détruire cet ennemi, er au stade suivant.

st rapide, mais son armement n'est pas ondre ces attaques de son ennemi. Il vous s A des capsules ennemies pour ipment d'armes.

RATTLER

ar le programme pour ce jeu en appuyant sur:

jeu avec les leviers de commande et Sinclair ou un clavier redéfinissable.

Gauche=I, Droite=O, Haut=Q, Bas=A, Feu=N
Choix des armes=B

Gauche, Droite, Haut, Bas, Feu
Choix des armes=B

our commencer et sur 1 pour arrêter.

INTENTION DES PROPRIETAIRES DE 1 + 2. Ce jeu est seulement compatible avec levier de commande Kempston. Cependant, il que ce jeu soit possible avec le levier de utilise les premières versions de l'interface

DISC: Chargez le programme pour ce jeu en "M" ons de disque type Amstrad 664/6128, taper: le chargement.

Gauche=Z, Droite=X, Haut=+, Bas=?, Feu=Space Bar
Choix des armes=Return

Droite, Haut, Bas, Feu,
s armes=Return

ancer et sur Q pour arrêter

TAPE: Chargez le programme pour ce jeu en appuyant sur RUNSTOP et SHIFT simultanément.

DISC: Chargez en tapant LOAD "", 8,1

Gauche=Z, Droite=X, Haut=;, Bas=/, Feu=Return
Choix des armes=Shift

Gauche, Droite, Haut, Bas, Feu
Choix des armes=Shift

Appuyez sur Space Bar pour sélectionner le nombre de joueurs

M= commutation entre musique et effets sonores
P= Pause

COPYRIGHT
réservés dans le monde entier. Le nom et contenu ainsi que les graphiques, illustrations et sont la propriété exclusive de Konami Limited. Je copier, transmettre, reproduire, louer ou prêter forme que ce soit, sans l'autorisation préalable, Konami.

mi
tridge was used in this program for data (C) TRILOGIC.

Auf dem Planeten Nemesis, einer friedlichen erdengleichen Welt, wütet nun eine zügellose Angriffsarmee aus dem Weltall. Die alten Feinde von Nemesis, Kreaturen aus dem unteren Sternenhaufen Bakterion, greifen aus dem Weltall an. Die Bewohner von Nemesis schweben in höchster Gefahr. Die amoeboiden Bakterianer beabsichtigen, sie völlig zu vernichten.

Um sie zu retten, hast Du soeben den Prototyp eines Kampfraumgleiters, den sogenannten WARP RATTLER, kampfbereit gemacht. Die gesamte Galaxie erwartet voller Spannung Dein tödliches Duell mit den schrecklichen Bakterianern.

Dein Ziel ist Xaerous, die Superfestung der Bakterianer.

Um dieses Ziel zu erreichen, mußt Du die feindlichen Energiekapseln erobern, die sich auf Deinem Kurs befinden, um damit die Hyper-Energien des WARP RATTLERS ständig zu vergrößern.

Du bist die letzte Hoffnung der friedfertigen Bewohner von Nemesis! Um zu gewinnen, brauchst Du allen Mut und Deine ganze Konzentration. Mache Dich bereit zum Flug ins All!

SPIELBESCHREIBUNG

Feindliche Raumschiffe greifen Dich unaufhörlich an. Du mußt diese Angriffe jedoch abwehren, um auf die nächste Stufe zu gelangen. Neben diesen Dauerangriffen wirst Du auf jeder Stufe mit einem größeren außerirdischen Wesen aus dem feindlichen Lager konfrontiert. Wenn Dir seine Vernichtung gelingt, steigst Du in die nächsthöhere Stufe auf.

Der Warp Rattler ist zwar schnell, doch seine Bewaffnung reicht nicht aus, um den feindlichen Angriffen standzuhalten. Du bist daher auf eine regelmäßige Ressourcenzufuhr aus den Kapseln Deiner Feinde angewiesen, um Dein Waffenarsenal aufzustocken.

STEUERUNG DES WARP RATTLER

Spectrum: Spiel durch Drücken von LOAD "" ENTER laden.

Das Spiel kann entweder mit einem Joystick von Kempston, Protek oder Sinclair oder mit einer benutzerdefinierbaren Tastatur gespielt werden.

Steuerung über

Tastatur: Links=I, Rechts=O, Auf=Q, Ab=A, Feuerm=N, Waffen wählen=B

Steuerung über

Joystick: Links, Rechts, Auf, Ab, Feuerm, Waffen wählen=B

Um das Spiel zu starten, S drücken. Um aus dem Spiel herauszugehen, 1 drücken.

BITTE BEACHTEN: BESITZER VON SPECTRUM 128 + 2. Dieses Spiel erfordert eine Kempston Joystick-Schnittstelle. Es wird jedoch keine Garantie übernommen, daß das Spiel bei Verwendung älterer Kempston-Interface-Versionen mit einem Joystick gespielt werden kann.

AMSTRAD TAPE/DISC: Spiel durch Eingeben von RUN

"NEM" laden.

Bei der Amstrad Diskettenversion 664/6128: 1 TAPE vor dem Laden.

Steuerung über

Tastatur: Links=Z, Rechts=X, Auf=+, Ab=?, Feuerm=Leertaste
Waffen wählen=Return

Steuerung über

Joystick: Links, Rechts, Auf, Ab, Feuerm, Waffen wählen=Return

Um das Spiel zu starten, "Feuerm" drücken. Um aus dem Spiel herauszugehen, Q drücken.

COMMODORE TAPE: Spiel durch gleichzeitiges Drücken von RUNSTOP und SHIFT laden

DISC: Spiel durch Eingeben von "", 8,1 laden.

Steuerung über

Tastatur: Links=Z, Rechts=X, Auf=;, Ab=/, Feuerm=Return, Waffen wählen=Shift

Steuerung über

Joystick: Links, Rechts, Auf, Ab, Feuerm, Waffen wählen=Shift

Durch Drücken der Leertaste (Space Bar) kann die Anzahl der Spieler bestimmt werden.

Für alle Computer: M= Zum Schalten zwischen Musik-/Toneffekten
P= Pause

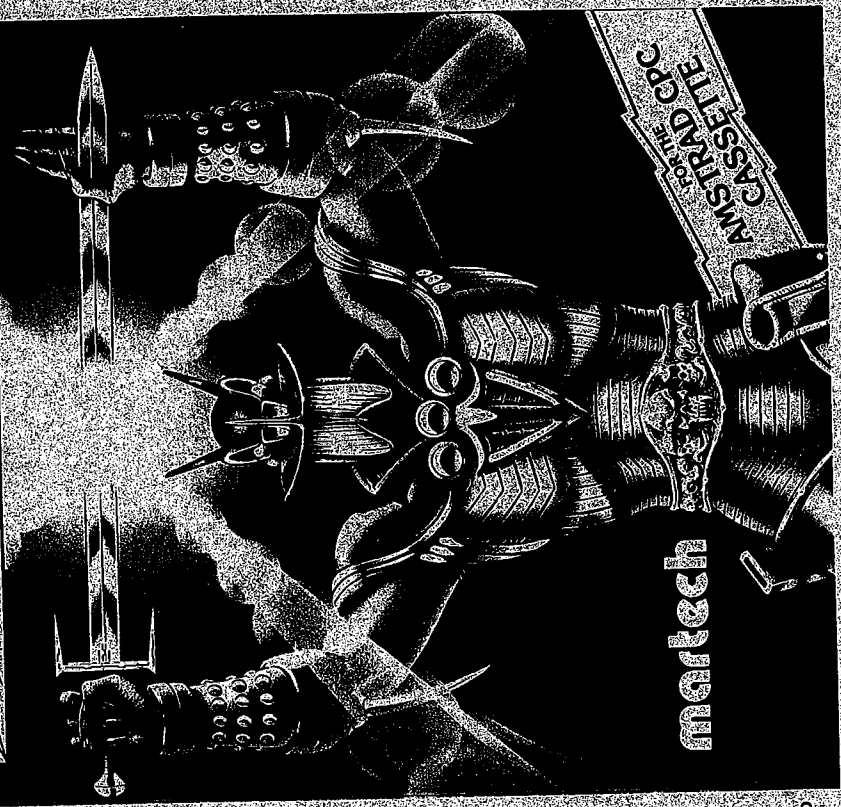
COPYRIGHT-VERMERK

Bezeichnung und Inhalt dieses Programmes und damit verbundenes Grafik-, Bild- und Textmaterial sind ausschließliches Eigentum von Konami Limited. Anderweitige Wiedergabe, Übertragung, Reproduktion, Vermietung und sonstige Überlassung sind ohne die vorherige schriftliche Genehmigung von Konami verboten.

© 1987 Konami

The Expert Cartridge was used in this program for data compression. (C) TRILOGIC.

NEMESIS THE WARLOCK



AMSTRAD CPC
CASSETTE

maritech

NEMESIS THE WARLOCK

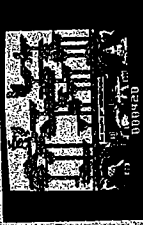
CAT No
M128

NEMESIS THE WARLOCK

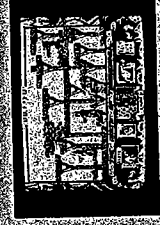
Can Nemesis the Warlock fight his way through screen after screen of vicious Terminators to find and destroy Torquemada, cruel Grand Master of Ter fright?

Wave upon wave of the evil horde fall before his gun or to crushing blows from his mighty sword Excessus, but still they come. As the battle rages, Torquemada exerts his twisted influence on the scattered corpses of his demented followers and they burst grotesquely into life as deadly scythe-wielding zombies.

Become Nemesis the Warlock, from 2000 AD, and enter this nightmare world... you may never return!!



Commander



Spectrum



THE WARRIOR THE WARRIOR THE WARRIOR

YOU MUST FIGHT NEMESIS AND EXCESSUS. I SHALL USE ANYTHING AND EVERYTHING.

BY THE WAY, YOU THEN WILL BE THE HOUR OF THE GRIM REAPER.



5 012753 001176

Maritech is the registered trade mark of Software Communications Limited, Maritech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE.
© Software Communications Ltd. 1987/All rights reserved. Made in England.

NEMESIS THE WARLOCK

INSTRUCTIONS (ALL VERSIONS)

To finish once and for all the evil regime of Torquemada, Grand Master of Termmight, Nemesis the Warlock must fight his way to the heart of Torquemada's empire. To protect himself, Torquemada sends out attack waves of his demented followers, the Terminators.

To complete each screen, Nemesis must first kill enough Terminators to weaken their resolve. Then, and only then, can he search for the exit to the next screen. The exit from one screen to another can be anywhere leading off the screen (up, down, left or right) and only trial and error will reveal its location.

Nemesis need not rely only on his sword. Excessus to kill his enemies. If he manages to find any ammunition hidden on the screen he can use his gun until he runs out of bullets. On each screen, Nemesis has the power, JUST ONCE, to spit fiery acid at his tormentors. This will kill everything it touches!

As the bodies of dead Terminators pile up, Nemesis may find it helpful to climb up or walk across them. In fact, this may often prove essential if a screen is to be completed.

The longer it takes for Nemesis to leave a screen the greater will Torquemada's influence become on it. As Torquemada's face becomes more visible at the bottom of the screen, he will direct his twisted mind to the Terminators corpses who will grotesquely burst into life as scythe-wielding zombies. Zombies are more difficult to kill than Terminators, but once dead they stay dead.

Watch out for the ghostly swords of dead Terminators.

The display at the bottom of the screen shows:-

1. A panel where Torquemada's face will gradually appear as his influence grows.
2. The number of Terminators left to kill before Nemesis can search for the way out to the next screen.
3. The number of bullets in the gun.
4. The heart of Nemesis. As he weakens, Torquemada's grip will tighten; if the life blood is squeezed out of it - Nemesis dies!!

ACTION	JOYSTICK	DEFAULT KEYS
LEFT	←	Q
RIGHT	→	W
DUCK	↓	E
JUMP	↑	R
SWING SWORD		T
OR SHOOT GUN IF CARRYING BULLETS		O
SPIT FIERY ACID (ONCE PER SCREEN)		SPACE
QUIT		BREAK
		ESCAPE
		SPACE
		RUN/STOP
		JOYSTICK ONLY
		COMMODORE

Look out for other great games from Marftech - Pulsator and Cosmic Shock Absorber



CREDITS

Programmed by Creative Reality (Jas Austin, Michael Archer, Dave Dew)

Nemesis the Warlock created by Pat Mills

Cover illustration by Brian Talbot

Sound by Rob Hubbard

© Software Communications Limited, 1987

NEMESIS THE WARLOCK © IPC Magazines Limited 1987

Please enter my annual subscription to Popular Computing Weekly at £25.00 U.K. or £39.95 Overseas and send my FREE Ghosts 'n Goblins game as marked below.

Send me Ghosts 'n Goblins for the following machine:

- Spectrum C16
 Commodore Amstrad

Cheque enclosed made payable to Sunshine Publications Ltd.

Charge my Access/Visa/AmEx Card

No.

Expiry Date:

Signature:

Name:

Address:

Postcode:

Computers owned: age:

Return this form to: PCW Subs, 12-13 Little Newport St., London WC2H 7PP U.K. Tel: 01-437 4343

SPIELANLEITUNG

'1942' - Kann mit unterschiedlichen Computerformaten gespielt werden. Sowohl Tastatur als auch Steuerknüppel können verwendet werden.

Spectrum

Alle Tasten- und Steuerknüppelfunktionen werden auf dem Bildschirm dargestellt. Nach dem Drücken einer der Tasten 0, 1, 2, 3 oder 4 rollt die Maschine.

Commodore 64/128

Steuerknüppel an Steckbuchse 2 anschließen. Nach dem Drücken der Leertaste rollt die Maschine.

Amstrad/Schneider CPC

Alle Tasten- und Steuerknüppelfunktionen werden auf dem Bildschirm dargestellt. Nach dem Drücken einer der Tasten 0, 1, 2, 3 oder 4 rollt die Maschine.

Commodore C16

Steuerknüppel an Steckbuchse 1 anschließen. Nach dem Drücken der Leertaste rollt die Maschine.

© - Elite Systems Ltd - 1986

Alle Rechte weltweit vorbehalten. Kopieren, Verleihen, Sendung oder Wiederverkauf ohne vorherige ausdrückliche Zustimmung von Elite Systems Ltd. streng untersagt.

Garantie: Dieses Software-Produkt wurde auf sorgfältigste entwickelt und nach strengsten Qualitätsnormen hergestellt. Bitte die beiliegenden Anweisungen für das Laden unbedingt beachten. Läuft das Programm aus irgend einem Grunde nicht und besteht der Verdacht, daß das Band fehlerhaft ist, bitte direkt an nachfolgende Anschrift einsenden:

Customer Services Dept.,

Elite Systems Ltd.,

Anchor House,

Anchor Road,

Aldridge, Walsall,

WS9 8PW, England.

Telex: 336130 ELITE G

Unsere Qualitätskontrollabteilung prüft das Produkt gerne durch und liefert unverzüglich kostenlosen Ersatz. Wir weisen darauf hin, daß Ihre gesetzlichen Rechte dadurch nicht eingeschränkt werden.

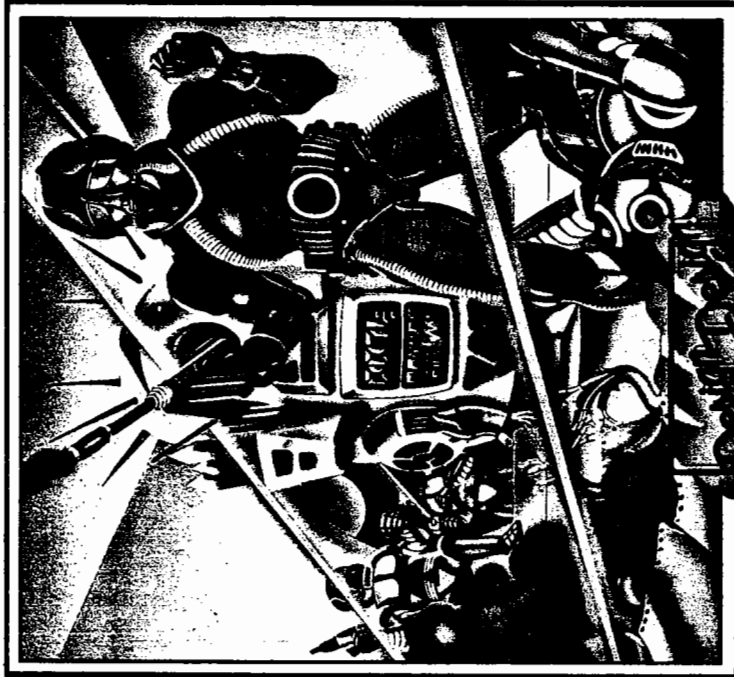
© - Japan Capsule Computers (U.K.) Ltd. - 1984

Alle Rechte vorbehalten



1942

N·E·X·O·R

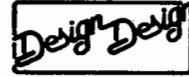


CASSETTE

AMSTRAD

AMSTRAD

N·E·X·O·R



N·E·X·O·R

Nemesis Experimental and Operational Research.

THE COUNTDOWN HAS BEGUN...

One man stands alone to defend the ultimate weapon "NEMISS" from the Andromedan robot forces.

He has to escape with the "NEMISS" intact, or start the countdown to self-destruct. Time is running out, every second counts...

This program, documentation and artwork are Copyright © 1986 by DESIGN DESIGN, (Chandrex Ltd.), 125, Smedley Road, Cheetham Hill, MANCHESTER M8 7RS.

£8.95 R.R.P.



AMSTRAD CASSETTE



DEUTSCH
Amstrad Schneider

ISBN 0-948671-12-2



9 780948 671128



FRANCAIS

troops, nor must the blueprints, held on magnetic tape, fall into their hands.

The only way out of the N.E.X.O.R. complex that would not be covered by Andromedans would be via the Matter Transfer Beam, but its control panel was shattered by the vibrations of the attack.

There is also a self-destruct system for the N.E.X.O.R. complex which, should it not be possible to recover the Nemesis modules, will destroy the complex and its contents. The magnetic tape of the blueprints MUST be recovered. Its hardened case could survive the blast of the self-destruct system, leaving it to fall into enemy hands.

OBJECTIVES

The object of the game is to prevent Nemesis and its blueprints falling into the hands of the enemy. You must get the M.T.B. working, searching the complex for a spare control panel for the M.T.B., find the blueprints and beam them to safety.

There now remains the problem of recovering the ten Nemesis modules, and beaming them away. At least one of each module is required to recover a complete Nemesis device, enabling the planned attack to be launched. This is the second objective. Any modules that fall into the hands of the enemy can be destroyed by the self-destruct system. There is a time limit here, as an Andromedan shuttle will soon be arriving to transport any captured modules away for examination.

LOADING

Spectrum: Type LOAD"" RETURN.
Amstrad Tape: Type RUN"" RETURN
Amstrad Disc: Type ICPM RETURN

N.E.X.O.R.

In den späteren Stadien des Andromeda-Krieges standen die Erd-Streitkräfte einer gut verteidigten Gruppe von (von Andromeda-Streitkräften besetzten) Systemen gegenüber, obwohl sie die Angreifer aus den meisten Gebieten ihrer Galaxie vertrieben hatten. Der Orion Stronghold erwies sich als unangreifbar und es bestand eine ausweglose Situation.

Die Erd-Streitkräfte waren dauernd von einer erneuten Invasion bedroht. Die Gefahr konnte nur durch eine Unterbrechung der Versorgungslinie von Andromeda zu Orion Stronghold ausgelöscht werden. Vor vielen Jahren hatten die Andromeda-Bewohner eine riesige Hyperraum-Verbindung geschaffen, über welche grosse Mengen an Anweisungen und Vorräten zur Unterstützung Orions transportiert werden konnten.

Ein Projekt wurde begonnen zur Kreation einer Waffe— NEMESIS, die diese Verbindung zerstören sollte. Bald nach Vollendung des Projekts wurde auf der Erde eine Konferenz abgehalten, von N.E.X.O.R.-Arbeitern und Militärs, um zu entscheiden, wann und wie Nemesis entwickelt werden sollte. In der Zwischenzeit landeten die Andromeda-Bewohner eine Überraschungssackpacke auf den N.E.X.O.R. Planeten, und löschte die N.E.X.O.R.-Verteidigung aus.

Der Chef der N.E.X.O.R.-Sicherheit, der nicht an der Konferenz teilnahm, war der einzige Überlebende. Da eine Gruppe von Andromeda-Robotern bereits in den Komplex einfiel, musste er handeln. Die Nemesis-Vorrichtung bestand aus 5 Bestandteilen, und nur je 2 waren fertiggestellt; diese 10 Teile mussten vor den Andromeda-Truppen beschützt werden. Dies war nur mithilfe des Matter Transfer Richtstrahls möglich, doch die Erschütterungen des Angriffs hatten die Kontrollanlage zerstört.

Ein Selbstzerstörungssystem existiert für den Fall, dass die Nemesis-Bestandteile nicht erhalten werden können. Das Tonband der Pläne muss erhalten werden. Seine Stahthülle könnte die Explosion des Selbstzerstörungssystems überstehen und es somit in die Hände des Feindes fallen lassen.

ZIELE

Das Ziel des Spieles ist, Nemesis und seine Tonbänder nicht in die Hände des Feindes fallen zu lassen. Sie müssen den Matter Transfer Richtstrahl in Gang setzen, ohne Ersatzkontrollanlage und Pläne finden und sie in Sicherheit beamen.

Die 10 Nemesis-Bestandteile müssen nun in Sicherheit gebracht und ausgestrahlt werden. Wenigstens eines jeder Teile muss in Sicherheit gebracht werden um die komplette Nemesisvorrichtung zu erhalten und den geplanten Angriff zu starten. Teile, die in die Hände des Feindes fallen, können vom Selbstzerstörungssystem zerstört werden. Die Zeit ist begrenzt, da ein Andromeda-Schiff bald ankommen wird um erbeutete Teile zur Untersuchung abzutransportieren.

LADEN

Spectrum: Amstrad Cassette: Amstrad Diskette:
Type LOAD"" RETURN Type RUN"" RETURN Type ICPM RETURN

N.E.X.O.R.

Vers la fin de la guerre contre les guerriers d'Andromedennes, ayant chassé de leur galaxie la plupart des envient en face du dernier bastion ennemi, la forteresse de La Terre reste toujours menacée et les deux camps : seul moyen d'éliminer cette menace est d'utiliser l'arme de Nemesis détruira la route interspatiale qui sert au ravita Hélas! alors que N.E.X.O.R. viens d'être achevée et l'état-major des armées terriennes sont massacrés par prise des guerriers d'Andromeda. Le système de sécurité pénètrent dans la base. Il reste pourtant un recapé: le c Seul contre tous, il devait réunir les composants et les avant que l'ennemi ne les trouvent; puis s'échapper. L de s'en servir du Matter Transfer Beam, un faisceau ic permettra de rejoindre un des vaisseaux terriens dans tableau-désintégration est endommagé.

OBJECTIVE

Vous allez jouer le rôle du chef de la sécurité. Votre but de Nemesis et faire marcher le M.T.B. puis faire transp lieu sûr. Vous pouvez trouver aussi les dix composants vite... l'ennemi les cherche aussi.

LOADING:

Spectrum: Amstrad Cassette: Amstrad
Tapez LOAD"" RETURN
Tapez RUN"" RETURN

Game concept by:- Dave, Psi and the Board R
Game written by:- Graham Stafford
Graphic Design:- David Fish.

Unauthorised duplication, lending or hiring is prohibited

3. A Nexus Productions Ltd. game.
ENTER If this tape or disk fails to load it should be returned to the store where it was purchased. If you are unable to obtain a satisfactory replacement, send the TAPE OR DISK ONLY together with the name and address of the store where it was purchased to:
Nexus Productions Ltd. (Customer Services),
 30 The High Street, BECKENHAM, SE20 0XW

be or disk shows any form of damage, whether it is due to the use of faulty or dirty equipment, or due to the use of replacement costs. This does not affect your statutory rights. Please contact our customer enquiries speedily, but please allow us twenty-eight days for delivery. We are not authorised to copy, hire, lend, publish or broadcast any form of recording of this cassette, disk or tape. All rights reserved.

Nexus Productions Ltd. All rights reserved.
GAME USES JOYSTICK CONTROL ONLY

is a game of action and danger. It gives you an intelligent character able to punch, kick, walk, run, jump and hide. You can fire machine guns and hand grenades at your enemies and enemies through the faces of real people. But remember, only **NEKUS** you to achieve your overall objective.

GAME INSTRUCTIONS

REMOVE 04/128: Remove all cartridges, etc. Select 04 mode on IBM 128.

Press **SHIFT & RUN** on keyboard, then **PLAY** the player.

Be **LOAD "NEKUS" 81**, then press **RETURN**.

REMOVE 48/128: Remove all cartridges, interfaces, data recorder and joystick interface only. Select 48 mode on Spectrum 128 joystick socket. Select 48K mode on Spectrum 128 joystick socket. Press **ENTER** on the keyboard, then **PLAY** on cassette player.

LOAD 164/664/6128: Remove all cartridges and press, except disc drive (if not built in), and plug in

Cassette. If you have a disc drive attached or built in press **SHIFT & @** keys at the same time, then type **TAPE** and press **ENTER**. Next type **RUN** and press **ENTER**.

If your machine only has a built-in data recorder simply type **RUN** and press **ENTER**. Press **ENTER** on Disc. If you are replaying the Amstrad disc version type **RUN**, **DISC** and press **ENTER**.

GAME OBJECTIVES

You have travelled to Colombia, in South America, in search of a missing friend. He has been kidnapped by an evil drugs ring. And it is thought that he is held captive inside the drugs ring's HQ. This complex provides the game's setting. If you want to play to win here are your objectives:

1. Locate your friend and release him.

AIM

2. Gather the 128 pieces of information scattered through the complex. Piece this information into recognisable sentences. Transmit the sentences back to your newspaper via the **TRANSMISSION ROOM**.

Alternatively, you can try this objective: Cause as much mayhem as possible inside the complex. Locate your friend and get out. You are unlikely to survive for long or score very much, but maybe you will have a fun time.

MISSION BRIEFING

You are an experienced journalist working for The Clarion newspaper. Your experience covers both journalism and survival skills. One day your editor summons you to an urgent conference. He says:

"A friend of yours was investigating a drugs racket in Colombia. We've just heard he's been kidnapped by the drugs baron. I want you to go down there. Get him out and get me a scoop story."

The editor passes you a file which contains 32 rumours about the drugs ring's activities. Printed below are these rumours. The answers are to be found in the game. Each takes the form of a sentence. And each sentence is divided into 4 parts. Gather the parts - there are 128 in all. Edit them into whole sentences on the **EDITING TERMINALS** to create the 32 answers. Transmit the sentences back to the editor via a terminal in the

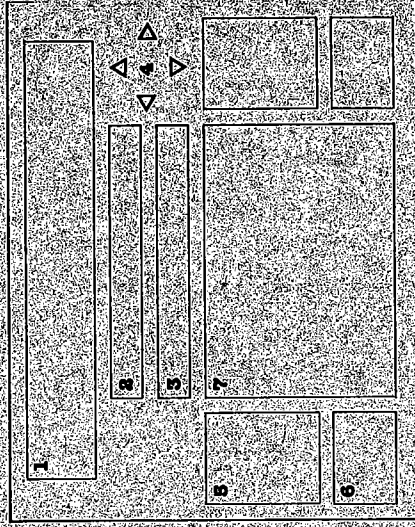
TRANSMISSION ROOM. Each of the questions contains a clue which will help you to assemble the sentences and learn the answers.

THE RUMOURS

1. The name of the army officer behind the operation?
2. Where are the drugs produced?
3. What is the name of the Colombian front organisation?
4. What is the name of the chief scientist involved?
5. What is the name of the construction company who built the complex?
6. Which communications frequency does the ring use?
7. How many people are employed by the ring?
8. How do the ring's leaders enter and exit the complex?
9. Where does the ring train its personnel?
10. What is the name of the ring's elite guards?
11. What is the name of their commander?
12. How are the drugs disguised for shipment?
13. What is the name of the politician who fronts the US operations?
14. What is the name of the US front operation?
15. Which country is used as a staging post?
16. What transport is used to get the drugs into the USA?
17. Where are the drugs stored in the USA?
18. Are the drugs sent to other countries?
19. Who finances the operation?
20. The ring makes money. What is it used for?
21. Who supplies the ring with arms?
22. How many prisoners does the ring hold?
23. There are rumours of torture. Can you confirm the methods used?
24. Name of the Nexus member rumoured to be double agent?
25. Name of rival newspaper investigating story?
26. Which security force has infiltrated the ring?
27. Was the Miami police chief murdered by the ring?
28. What is the level of monthly drugs production?
29. Time & date of next shipment?
30. Contact name for next shipment?
31. Where is the shipment being delivered?
32. Street value of next shipment?

THE NEXUS GROUP

When you land on the subterranean beach at the start of the game you will meet Tony. He is a member of **NEXUS**, a group of undercover agents working to break the drug ring from the inside. Tony & his friends will help you. Watch the next window. Follow instructions. Learn. Only **WEXUS** can provide you with new weapons, skills and vital information.



THE SCREEN

1. Animated play area.
2. Text window displays instructions or orders from game characters.
3. Radar. Shows characters outside your field of view as light blocks. Dark blocks indicate lifts, doors, etc.
4. Indicator lights. Show general direction of contact.
5. Person on chosen place.
6. Character windows help identify **WEXUS** members and opponents.
7. ID Icon. Colour of suit shows character displayed in animated area.
8. Display Area. Previews moves, presents menu and map. Your position on map indicated by flashing dot.

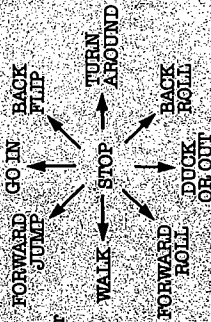
Nexus

CONTROLLING YOUR CHARACTER

JOYSTICK MOVES

CHARACTER MOVING LEFT

The position of these moves will reverse if you turn the character to face right.



The diagram shows the character's moves using joystick only. Push the joystick in the direction of the move you want.

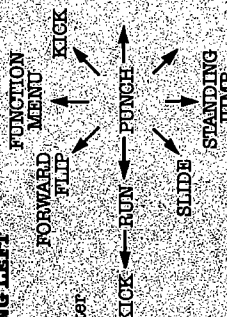
NOTE

The **GO-IN** move allows you to perform the following moves, depending on your location: Call lifts, enter lifts, enter rooms, search, display complex map and use terminals.

JOYSTICK & FIRE BUTTON MOVES

CHARACTER MOVING LEFT

The position of these moves will reverse if you turn the character to face right.



Move the joystick in a chosen direction. Hold it in position and press fire. The character will perform the additional moves shown in this diagram.

NOTE

1. As you can see you are able to string together a whole series of moves simply by holding the joystick in position

and pressing fire. For example if the character is facing left, pulling the joystick left will set him walking. Hold the joystick in position and press fire to make him run. Then press fire again to make him perform a flying kick.

FUNCTION MODE FOR SPECIAL SKILLS

As you can see from the joystick and fire diagram, pushing the joystick up and pressing fire allows you to select **FUNCTIONS**. This choice switches you to a menu from which you will be able to select some or all of the following skills:

Machine gun, stun grenade (S), photograph/camera, green, disarm (ie: put away a weapon).

To select one of the skills move the joystick in the direction of the arrow next to the skill. Press fire and you can use the skill on screen. Obviously, if you haven't found or been given items like a machine gun you won't be able to access the skill.

CONTROLLING MACHINE GUNS & STUN GRENADES

When you select a special weapon you will still be able to perform all the moves shown in the joystick and joystick fire diagrams. However, when you stop the character (joystick centre) and press fire he will either draw the machine gun or throw a stun grenade.

HOW TO DISARM OR SWOP WEAPONS

Push the joystick up and press fire. This puts you into function mode. Here you can swap between weapons. Select an arrow and press fire. Or you can disarm, ie: hide the weapon away. Select the **DISARM** command and press fire.

WOUNDS & IMPRISONMENT

During the game you will suffer blows or even the impact of bullets. Receive too many and you will find your character refuses to stand up. The screen will go blank and you will awake in hospital. You may also be captured and find yourself in a prison cell. If you have co-operated with **N.E.X.U.S.** the chances are they will help you to escape. Just wait patiently. If you find hospital or prison a frequent experience **N.E.X.U.S.** may decide you are too much of a risk and not bother to rescue you. If this happens the game will inform you.

You can also give guards damage. Your ability to overcome them depends on your skill or choice of weapons plus their strength.

GATHERING INFORMATION

Whenever you enter a room within the complex you can search for information. Do this by placing the character alongside an object. Push up on the joystick to select the **GO IN** move. When you have discovered part(s) of the answers to the editor's questions go in search of an editing terminal.

COMPUTER TERMINALS

During play you will see three kinds of computer terminal. Use them to reach your objective. Activate a terminal by placing the character alongside. Then push up on the joystick to select the **GO IN** move. This will enter you into the terminal's user menu.

RED EDITING TERMINALS: These show the parts of the sentences you have found (use the terminal's menu to build the parts into recognisable sentences. The questions contain clues which may help you. Information manipulated at this terminal will be automatically stored in the central computer. When you reach the transmission room it will be available to you. If you don't use the editing terminals you may lose information found when you are captured.

BLUE PERSONNEL TERMINALS: These show you the members of the **NEXUS** group. See who has the skills which will help you survive. When you select a person to locate the indicator light (top right of screen) will light. Use this to track down your contact.

BLACK TRANSMISSION TERMINALS: These are found in the **TRANSMISSION ROOM**. Here you can transmit the sentences you have collected. Here you will learn of your success in the game.

ENDING THE GAME

You escape from the complex the same way as you arrived via the subterranean river.

SAVING A GAME IN PLAY

The function menu offers you the opportunity to save a game in progress to tape. Select function menu by pushing the joystick up then press fire. Select the **SAVE** option from the menu and follow instructions.

NIGHT GUNNER

NIGHT GUNNER is an action packed arcade game based upon a Second World War scenario. You are the gunner and bombardier whose task is to defend your plane against enemy attack and destroy the ground forces in each of the challenging missions. The rewards are high for the expert marksmen, but beware, the battle becomes tougher with each new mission.

LOADING:

When the program has loaded the user is prompted for a Softlock security code. The response code is found in the table after the instructions, and the reply is entered using keys 0 - 9 and ENTER. The program allows 3 attempts for the number to be entered correctly. The game is now ready for playing.

OPTIONS

The game options are set using the number keys during the title page.

1. Number of players: 1 or 2.
2. Player 1: 4 skill levels
2. Player 2: 4 skill levels

CONTROLS

Plane/sight movement: Joystick or cursor keys.

Fire: Fire button or space bar

Hold: Tab

Abort: Escape

SCREEN DISPLAY

The score and number of lives for each player is shown at the top of the screen, player 1 on the left and player 2 on the right. The high score is displayed in the centre of the panel.

PLANE INFORMATION

The status panel at the bottom of the screen displays the following information:

The time remaining for each mission is displayed in the left most window. 'T' indicates the time to target, 'B' indicates bombing time. The next window indicates a hit which is accompanied by a red border. Damage is displayed on the plane in the centre of the panel:

Green - all clear, Yellow - damaged, Red - destroyed.

Plane height (when applicable) is shown to the right of the status plane. Ammunition stocks are shown on the right.

Two warning lights are available, the 'TUR' light indicates when the turret has been damaged or destroyed, whilst the 'ALT' light provides a quick guide to the height.

GAME PLAY

Plane defend: You must defend your plane against the attacking fighters on the flight to and from the bombing target by shooting them down. The gun sight is moved by using the keyboard or joystick and guns fired by using the space bar or fire button. Just like a real gun, there is a time delay from when the bullet is fired to when it hits the target. This has to be allowed for by aiming the gun in front of the moving target. Points are scored for enemy planes, barrage balloons and the bonus plane.

Bombing or rocket ground attack: Each mission alternates between high level bombing targets and low level rocket attacks. The bombing/rocket sight allows for your plane's movement when aiming at the targets but you have to make allowances for moving targets. The amount scored depends upon the distance the bomb or rocket is from its target.

Flak will be fired at you during ground attack missions, its accuracy dependent upon how much you weave about the sky. Long periods of straight and level flight during a bombing mission will result in you being illuminated by a searchlight. This will obscure your target and put you under very heavy fire from flak. Escape from the searchlight by manoeuvring your aircraft.

During high-level bombing, control your plane using the left, right, up and down controls. Climbing and diving will affect your aircraft speed. During rocket attacks, the pilot continually gives your height. Climb to get sufficient height and then dive onto your target, release a rocket and pull out of the dive. If you hit the ground you will lose a life.

The sight on the ultimate mission is different from all the others. Adjust your height so that the two spots on the screen from a figure 8, line up the two bers onto the centre of the towers and release your bomb.

PLANE DAMAGE

This is caused by attack from the enemy planes or being hit by flak on the bombing runs. The amount of damage being indicated by the aircraft status symbol. Yellow areas on the status plane indicate where it has been damaged and red areas where it has been destroyed. If the damage is serious you will crash and lose a life. The damage can be divided into five areas: the flight deck, engines, wings, tailplane and gun turret.

Flight deck: Damage will result in random movement of the plane during ground attack missions, making bomb and rocket aiming difficult. When the flight deck is destroyed the plane will crash.

Engines: If enough engines are destroyed or damaged before the bombing run then the bombs will be dropped. If 3 or more engines are destroyed then the plane will crash.

Wings or tailplane: If these are damaged it has no effect on the performance of the plane, but if they are destroyed then the plane will crash.

Gun turret: If this is damaged the sight will not move as quickly as normal. When it is destroyed the sight has no movement but the guns can still be fired.

Although the concept of **NIGHT GUNNER** is based upon the Avro Lancaster four-engined bomber, it is not intended to be a simulation.