

RUN"

NEXOR

Nemesis Experimental and Operational Research.

The Andromedans are the enemy you must defeat with the NEMESIS weapon. Each NEMESIS device is constructed from five modules, and there are ten modules to make two devices. These must not be taken by the invading Andromedan troops, nor must the blueprints, held on magnetic tape. Get the Matter Transfer Beam working before time runs out.



The only way out of the NEXOR complex that is not covered by Andromedans is the Matter Transfer Beam, but its control panel was shattered by the vibrations of the Andromedan attack.

There is also a self-destruct system for the NEXOR 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, however.

You must get the Matter Transfer Beam working by searching the

complex for a spare control panel, find the blueprints and beam them to safety. At least one of each Nemesis 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 but there is a time limit as an Andromedan shuttle will soon be arriving to transport any captured modules away for examination.

Have you tried LAS VEGAS CASINO, the Zeppelin game which brings into your home all the excitement of the gambling casino?



Efficient production techniques and immediate cash advances could see your game on the market within 3 weeks. Send for fast valuation within 24 hours to the address shown.

The program code, graphics, music and artwork of this game are the copyright of Zeppelin Games and may not be reproduced, stored or hired without the written permission of Zeppelin Games Limited.

© 1988 Zeppelin Games Ltd

28 Osborne Road, Jesmond, Newcastle upon Tyne NE2 2AJ
UK