

N.O.M.A.D

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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 unspeakably vile Cyrus T. Gross.

A name 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 fist of iron and a heart of ice.

Though no law-enforcement agency has ever managed to convict him, he is surely responsible for many of the nefarious dealings that occur within the civilised Universe. Truly a man without scruples, guilty of arson, murder, gun-running and photo-nuclonic destruction 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 humanoid and robotic freebooters who have assigned N.O.M.A.D. 471 (Nemesis Organisation Mobile Attack Droid) to penetrate Gross's heavily armed homeworld and destroy this vile despot once and for all.

Your mission is to guide N.O.M.A.D. through the four sections of Capital City towards Gross's inner sanctum.

You arrive at the spaceport and must then progress through the slums, into the city centre and penetrate the HQ; 'Dun Dentin', before you reach his personal quarters for the final deadly confrontation.

Many dangers await you in all sections of Capital City. In true cowardly style, Gross has installed magnotrons, heat-seeking missiles, and an infinity of equally deadly obstacles, all of which must be confronted and conquered.

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

Autonomous war-droid with high-intelligence. Infra-red visual receptors and high-frequency audio-receivers.

Fitted with anti-gravity pods 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 magnum 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...

The freedom of the Universe is in your hands.

We salute you!

LOADING

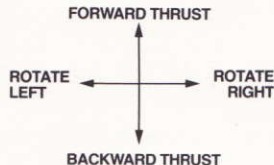
Amstrad CPC 464 - Place the reword cassette in the cassette deck. Type RUN and then press ENTER key. Follow the instructions as they appear on the screen. If there is a disc attached then type [TAPE] then press ENTER key. Then type RUN and press the ENTER key. In case of difficulty refer to chapter two 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 reword 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 'U'
Backward Thrust - 'D' or 'J'
Rotate left - 'Z' or 'M'
Rotate right - 'X' or 'Symbol shift'
Fire - '5' or '7'

STATUS and SCORING

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 Magnetrons along some of the city walls. When active these devices will attract N.O.M.A.D.'s metallic armour, luring him towards the guns and slowing him down.

Homing missiles - These appear from silos in the surface of the Asteroid and once targeted 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.

Robothugs - Cyrus has a whole planet dedicated to producing his personal protectors, the Robothugs. These delightful examples of the roboticist's 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 droids, 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. WARD

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