



STUNNING QUALITY "An enjoyable, playable action game... should hold your interest for a long time." **THRILLING ACTION!**



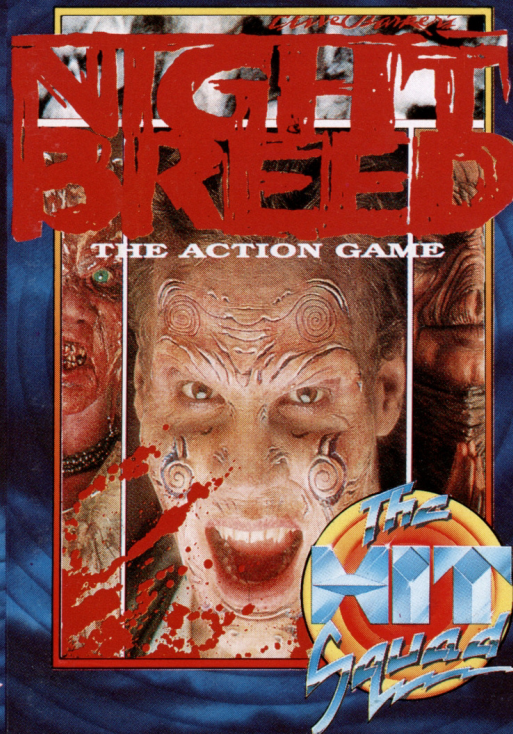
Screen shots taken from various computer formats



23
COLLECTION



NIGHTBREED



NIGHTBREED (The Action Game)

SCENARIO

You are Boone, one of the NIGHTBREED.

You begin your journey at the gates of the Necropolis, a graveyard above an underground labyrinth where the Nightbreed live called Midian. Your task is to save the Nightbreed, a race older than man, of fantastic beings, shape-changers who are being attacked by man's jealousy in the form of the 'Sons of the Free', an evil organization which come to destroy them - and you if they can.

LOADING

C64 - Press the SHIFT key and the RUN/STOP key simultaneously.

PLEASE NOTE: This game loads in a number of parts.

Depending on the route you take, the loading may not be sequential on the tape. To assist you, an on-screen message will tell you which file it is searching for, and which file it is currently reading. The list below illustrates the sequential order that these parts appear on the tape. You may need to fast forward or rewind the tape in order to find the appropriate section. It is advisable to reset the tapecounter at the start of the tape and then make a note of the tape-counter number as each file is found.

- | | | | |
|------------|-------------|-------------|------------|
| 1. PICTURE | 3. GAME TOP | 5. GAME BOT | 7. ESCAPE |
| 2. INTRO | 4. GAME MID | 6. BAPTISED | 8. THE END |

NOTE: SIDE B is identical to SIDE A.

CONTROLS

Nightbreed is a one player game and all versions of the game may be controlled by either joystick or keyboard.

KEYBOARD

Z - LEFT FI - TRANSFORM TO MONSTER X - RIGHT
F3 - KEYBOARD SELECT ; - UP F5 - JOYSTICK SELECT (PORT 2)
/ - DOWN P - PAUSE SPACE - FIRE

JOYSTICK

WITHOUT FIRE

UP LADDERS
GO THROUGH DOOR
USE KEY
OPEN DOOR
DOWN LADDERS
DUCK
PICK UP OBJECT
GO THROUGH DOOR

WITH FIRE

JUMP UP
JUMP UP/LEFT
PUNCH/RIP LEFT
KICK
JUMP UP/RIGHT
PUNCH/RIP RIGHT
KICK

GAMEPLAY

BOONE is a man being treated for psychiatric disorder; he is told by Doctor Decker that he is responsible for a series of terrible murders. He then tries to commit suicide and, while in hospital, is told of a place where all his sins can be forgiven, a place of wonderful beings, a place called MIDIAN. He makes his way to Midian but unwittingly unleashes man on the NIGHTBREED. There are several types of Breed:

BIG FLY - It cannot be harmed.

FATMAN - He gets in your way and moves very slowly. He also vomits and this is poisonous if touched.

SLAKEMAN - It must be punched and kicked off the screen.

THE BERSERKERS - You must hit him off the screen.

FLYING TEETH - This flies on the screen at head height and if you don't duck it knocks you over.

HEAD MONSTER

ROOF CRAWLER - This crawls along the roof dropping rocks on you.

HOPPER - Hops around the room and if it hits you knocks you over.



SCORPION MAN

EYEBALL MONSTER - This is a huge eyeball which moves about the top of the screen and tries to look into your eyes. When it does a ray comes out and if you don't look away it harms you.

The SONS OF THE FREE - are an evil organisation who have come to destroy the Nightbreed and Midian. There are five types of Sons of the Free:

HAND TO HAND

HAND GUN - They fire several shots at you until they run out bullets or you get near them. They then revert to hand to hand combat. (If you kill them and their gun still has bullets left you can collect it.)

MACHINE GUN - They fire a machine gun at you in bursts, if you get too close or they want to stop they revert to hand to hand combat.

ROCKET LAUNCHER - If the sight locks on to you then the rocket is launched and is very difficult to avoid.

FLAME THROWER - The flame either goes straight (jump over them) or upwards (duck). They move slower than you so you can get near them. They then revert to hand to hand combat.

THE MASK - is the alter-ego of Boone's doctor. Boone must defeat the Mask to complete the game.

As well as the Sons of the Free and the Nightbreed you will encounter other hazards:

**MINES, TIME BOMBS, GRENADES, GROUND-FIRES
FALLING FIRES, FALLING ROCKS, BERSERKERS HANDS,
ENERGY DROPLETS**

In order to complete the entire game you must do the following:

1) Collect the 3 keys to Midian; one is located on each level.

In order to obtain the 3rd key, you must defeat the MASK (although he will subsequently escape).

2) Work your way around the Necropolis and down through Midian to the Nightbreeds' God, BAPHOMET, who will then baptize you.

This will enable you to transform into CABAL for short periods of time.

CABAL can withstand attack better than BOONE and has greater

strength than his alter-ego.

3) Open the door to the BERSERKERs chamber.

4) Work your way up to the surface of Midian to free the Breed. They then tell you that the MASK has your girlfriend, LORI.

5) Descend back down and engage in the ultimate battle with the MASK. With victory achieved, you must get back to the surface of Midian where you will be re-united with LORI.

PASS KEY TO SKIP GAME PARTS

The game uses a graphical password entry system.. The player has the option to create a key from pieces laid out on the screen.

The correct keys allow the player to enter further on in the game.

These keys are displayed at certain points on the background.

The players lives and objects held are changed as appropriate.

CARICAMENTO

64/128-Premi il tasto SHIFT e il tasto RUN/STOP simultaneamente.

NOTA: Il gioco si carica in più parti. A seconda del percorso prescelto, può darsi che il caricamento non sia in ordine. Per aiutarti, comparirà a video un messaggio che ti informa sul file che stai cercando e sul file letto attualmente. L'elenco qui di seguito illustra l'ordine sequenziale in cui queste parti appaiono sul nastro. Può darsi che debba avvolgere o svolgere il nastro per trovare la sezione giusta. Si consiglia di azzerare il contanastro all'inizio del nastro, poi di annotare il numero del contanastro all'inizio di ciascun file.

1. FIGURA 2. INTRODUZIONE 3. PARTE ALTA GIOCO 4. META' GIOCO
5. PARTE BASSA GIOCO 6. BATTEZZATO 7. FUGA 8. LA FINE

NOTA: il LATO B è identico al LATO A.

COMANDI

Nightbreed è un gioco per un giocatore e tutte le versioni del gioco possono essere comandate dal joystick o dalla Tastiera.

COMANDI TASTIERA

Z - SINISTRA F3 - SELEZIONE TASTIERA X - DESTRA

F5 - SELEZIONE JOYSTICK ; - SU (PORTA 2) / - GIU'

P - PAUSA SPAZIO - FUOCO F1 - TRASFORMAZIONE IN MOSTRO

JOYSTICK

SENZA PREMERE IL PULSANTE DI FUOCO

SALITA DELLE SCALE
PASSAGGIO ATTRAVERSO LA PORTA
USO DELLA CHIAVE
APERTURA DELLA PORTA
CORSA A SINISTRA | CORSA A DESTRA

DISCESA DELLE SCALE
SCHIVATA
RACCOLTA OGGETTI
PASSAGGIO ATTRAVERSO LA PORTA
COL PULSANTE DI FUOCO PREMUTO

SALTO IN SU
SALTO IN SU/SINISTRA | SALTO IN SU/A DESTRA
PUGNO/SINISTRA | SPARA | PUGNO/DESTRA
CALCIO | CALCIO

Per completare il gioco devi eseguire quanto segue:

1) Raccogliere le 3 chiavi della città di Midian; ce n'è una ciascun livello.

Per ottenere la terza chiave, devi difendere la MASCHERA

(anche se in seguito fuggirà).

2) Procedere nella Necropoli e scendere nella città di Midian, fino a raggiungere il Re dei Nightbreed, BAPHOMET, che procederà a battezzarti. CABAL può resistere all'attacco meglio di BOONE e ha una forza maggiore di quella del suo alter ego.

3) Aprire la porta della camera dei BERSERKER.

4) Raggiungere la superficie della città di Midian per liberare i Breed.

Questi ti informano che la MASCHERA tiene prigioniera LORI.

5) Ridiscendere e combattere l'ultima battaglia con la MASCHERA.

Dopo avere avuto la meglio, devi ritornare in superficie della città di Midian, dove troverai la tua ragazza LORI.

CHIAVE APRI TUTTO PER SALTARE PARTI DEL GIOCO

Il gioco usa un sistema d'entrata con parole d'ordine illustrate.

Il giocatore ha la possibilità di creare una chiave con i pezzi sparpagliati sullo schermo. Le chiavi corrette consentono al giocatore di accedere alle parti seguenti del gioco. Le vite e gli oggetti del giocatore

vengono modificati di conseguenza.

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