

HADES NEBULA



*Hit the
button and
lets go!*

You are the pilot of a fighter craft helping to beat the Hadian Forces – under the command of Emperor Hades.

Your mission to destroy the enemy and eventually encounter the alien mothership.

So Trooper choose your weapons; hit the button and get weaving.
THAT'S AN ORDER!!!

- Pick up weapons to make a megaship
- Fast, smooth multi level vertical scrolling
- Arcade style graphics
- Use the "extra speed" to get out of danger
- Surprisingly addictive
- A fast challenging shoot 'em up



"Get the mother ship before it gets you."



"Swoop in low over the planetary defences – spreading destruction in your wake."

"Not even the maze of hiding places on 'Colony 7' can conceal the Emperor from your fighter."



"It's fast, it's furious and it's fun, probably the most addictive shoot 'em up of '87"

"If it's a shoot-'em up you're after then look no further than Hades Nebula..."

COMPUTER & VIDEO GAMES

"Hades Nebula is surprisingly addictive"

SINCLAIR USER

"Wave after wave of the most vicious aliens will attack you."

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Screen shots taken from C-64, ST and Spectrum

HADES
NEBULA
C64

GAMEBUSTERS

HADES NEBULA

*Hit the button and
lets go!*

GAMEBUSTERS

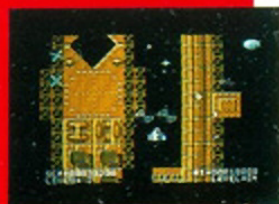
HADES NEBULA

Imagine the year is 2124 . . . and crisis is about to strike. **"ENERGY"** – the commodity that makes life pleasant is about to run out.

To stop mass panic the **W.E.C.** (World Energy Committee) have formulated a master **"PLAN"**.

"THE PLAN" – 10 massive colony ships are to be despatched to the outermost reaches of the galaxy via a Meason Accelerator – the fastest form of transport known to man. Their mission is to hunt for energy.

The Plan would have worked but, unfortunately the evil Emperor Hades, Dictator of the outer edges of the galaxy, got hold of the information and sent his battle fleet from the fortress planet Drachir to await the arrival of the earth ships. Their orders – to enslave the crew and sell the ships for scrap.

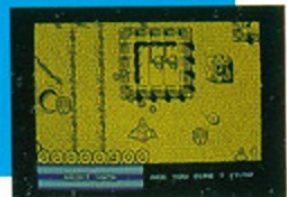


Side-wings, cutters, tri blasters, lazars and extra speed pods will all become available to you in your battle against the Hadian Forces.

We on Earth are depending on you. Don't let us down!

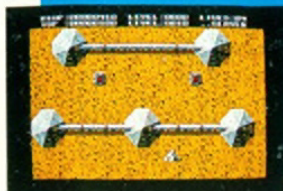


A mayday is received from 'Colony 7' – they are being attacked by an armada of ships from Hades Nebula.



The Hadian Emperor will do anything to stop you – you must dodge and weave to avoid his missiles.

It's going to take many hits to destroy the Mother Ship. You must battle with 15 before you reach the Emperor.



The colonists will do their best to help – watch out for the extra weapons they will send up to you.



Your task – to control the Earth Forces in the battle that later in history became known as **"THE 7TH COLONY WARS"**. Fight your way across the colony until you reach the Hades' Mother Ships. It will take many hits to destroy them.

Watch out for the extra weapons that will appear from the surface, be careful not to shoot them as many of the rebel forces gave their lives to steal them for you.



GOOD LUCK – YOU ARE GOING TO NEED IT!!!

LOADING INSTRUCTIONS

- Commodore 64 Tape**
- Hold down SHIFT and press RUN/STOP. Start the tape.
- Commodore 64 Disk**
- Insert disk into drive. Type LOAD" ",8,1 and press RETURN.
- Spectrum Tape**
- On 128K machines go into 48K mode Type LOAD" " (LOAD is obtained by pressing "J") and press ENTER.
 - Insert disk into A drive and reset machine. The game will automatically load.

ATARI ST

CONTROLS

- Commodore**
- Q = UP
A = Down
O = Left
P = Right
Space = Fire
- Spectrum**
- A = Down
Q = Up
P = Right
O = Left
Space = Fire
- Atari ST**
- Use a joystick in either port or:
F1 = 1/2 players
F3 = Music/Sound FX
F5 = Quit/Restart
F7 = Pause
 - Use a cursor/Kempston/Interface I Joystick or:
Break = Quit/Restart
Sym Shift A = Pause
- The keys are redefinable
- Joystick only – see screen for other options.