

HADES NEBULA

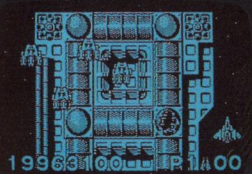
Four things you'll need to play this game:

- ★ A craving for really fast moving & challenging shoot-em-ups.
- ★ Awesome stamina in your fire button finger.
- ★ All vision to appreciate the graphics.
- ★ Acute hearing to enjoy the Commodore music & FX or the funny little bleeps on the Spectrum.

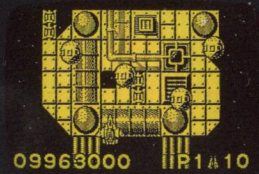
DON'T BELIEVE US? WE'LL DEMAND A DEMO NOW!



Spectrum screens



Commodore screens



Hades Nebula by Paranoïd Software
Distributed by Nexus Productions Ltd
ENGLISH DEUTSCH ESPAGNE FRANCAIS



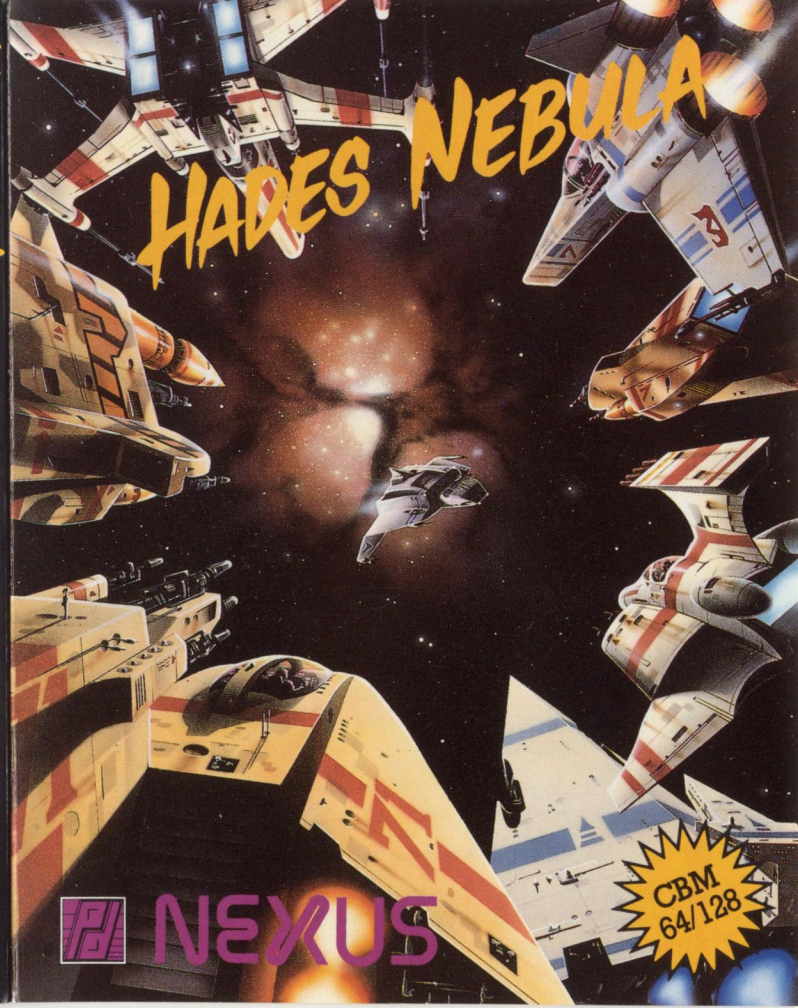
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1987

HADES NEBULA



NEXUS

CBM
64/128



NEXUS

CREDITS: A Paranoid Software game.

And we'd like to thank the following people: Computer Concepts, Fidget Computerware, Frank Lionheart, Mark Bromley, The Nexus team, WE Music & Tony Crowther.

GUARANTEE: If this tape or disk fails to load it should, in the first instance, 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 full details and proof of purchase to: Nexus Productions Ltd. (Customer Services), DSB House, 30 High Street, BECKENHAM, Kent BR2 0XW.

If the tape or disk shows any form of damage, whether physical or due to the use of faulty or dirty equipment, please include £3.00 to cover replacement costs. This guarantee does not affect your statutory rights. We try to answer customer enquiries promptly, but please allow up to 28 days for delivery.

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LOADING INSTRUCTIONS:

COMMODORE: Remove all cartridges, etc. Connect disc drive or tape deck and joystick only. (The joystick can be plugged in either port).

Cassette: Press SHIFT/RUN STOP, then PLAY on the tape deck. **DISC:** Type LOAD *★, 8, 1 then press RETURN.

SPECTRUM: Remove all cartridges, etc. Connect data recorder & joystick interface only. Type LOAD"" & then press ENTER. Press PLAY on the tape deck.

CONTROLS:

COMMODORE JOYSTICK: (EITHER PORT) F1 = One or two player options, F3 = Music or FX, F5 = Quit/restart, F7 = Pause game.

COMMODORE KEYBOARD: Q = Up, A = Down, O = Left, P = Right
SPACE BAR = Fire & RETURN = Warp.

SPECTRUM JOYSTICK: The game accepts cursor, kempston & Interface 1.

SPECTRUM KEYBOARD: Are redefinable but preset to: Q = Up, A = Down, I = Left, P = Right & SPACE TO FIRE, RETURN = Warp, Break = Quit/restart. Symbol shift A = Pause.

INTRODUCTION:

Greetings friends, I'd like you to cast your minds forward to the far future... Its 2124 and not a good year. Just about everything that makes life pleasant is running out or running down. The serious people at WEC (that's the World Energy Committee) have formulated THE PLAN to get round the problem.

THE PLAN is The WEC Colony Plan. It involves ten really big, like enormous, colony ships. They're going to use a Meason Accelerator (a go faster gadget) to throw them to the far corners of the universe. A long way. 'Cos thats where the energy is.

Later...

Well that was the idea. However, the incredibly evil, his foulness on high, The Emperor Hades had his own plans. From his horribly burnt out bum of a planet fortress, called Sodini, he despatched his entire battle fleet. Their orders were to wait at the arrival co-ordinates of the earth ships, enslave the crews and sell the ships for scrap.

Only Colony 7 escaped the net, on account of a computer malfunction, they re-materialised two years before the Hadian fleet arrived. Colony 7 immediately began searching for energy sources and stumbled over what we all know as the Orion Nebula. Only it wasn't the Orion Nebula any more, because Hades had renamed it after himself and set up mining facilities.

So, here we are at Hades Nebula about to fight for the right to save earth. That's where you come in. We on Colony 7 need your help, so we've decided to beam you aboard and press you into the cramped cockpit of a terran fighter.

Now hit the fire button trooper and get weaving! That's an order!

HINTS & TIPS

Your objective is a high score. During the course of play rebels on the mining platforms will release pods to provide you with extra speed, firepower and weaponry.