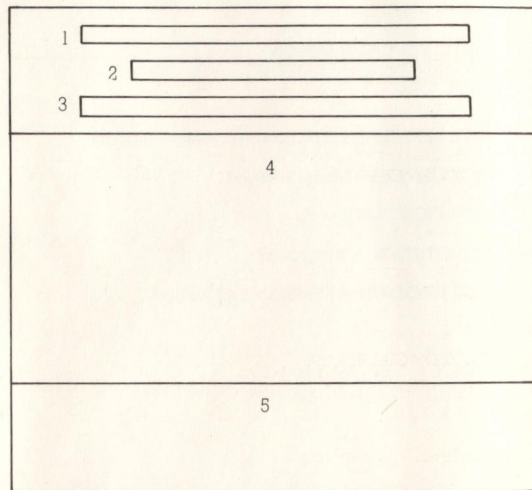


NETTING: Press the fire button twice in quick succession to release a net. If you snare a guardian move close to it. The Guardian's energy will be absorbed and the colour switch will move left/right. You can only net guardians once and if you are not quick they may be able to break free. Then your only hope is to dodge them until they evaporate.

That's all you need to know. Once you get going you will appreciate the control you have over the warrior. Slide, glide and jump your way past the obstacles.



1. COLOUR SWITCH
2. SUIT COLOUR
3. SPEED (LEFT)/DAMAGE (RIGHT)
4. PLAY AREA
5. CURRENT LOCATION

DODGE THE COLOUR CODED DEFENCES

At the top of the screen (and on the diagram) you will see two tracks. Use these to get through the ancients' colour coded defence system.

COLOUR SWITCH: Netting and absorbing guardians moves the colour switch left or right. Move the switch left or right to change your suit colour. **WHITE** guardians move the switch **LEFT**. **BLACK** guardians move the switch **RIGHT**.

A word of warning: the balance of the colour switch is crucial. If you net too many whites or blacks you may drive the indicator off the end. In that case you lose a life.

SUIT COLOUR: The colour switch changes your suit colour. In order to move from one colour floor to a different colour floor the rules are:

1. The suit must be the same colour as the new floor. If you move onto the floor before your suit matches its colour **YOU LOSE A LIFE**.
2. When your suit matches the colour of the new floor you can move there. The suit will flash. You are vulnerable. If a guardian zaps you it will cost you a life. So now you must zap guardians to move your suit colour away from that of the floor.

THE EFFECT OF GUARDIANS

If a guardian catches you it will affect you in the following ways:

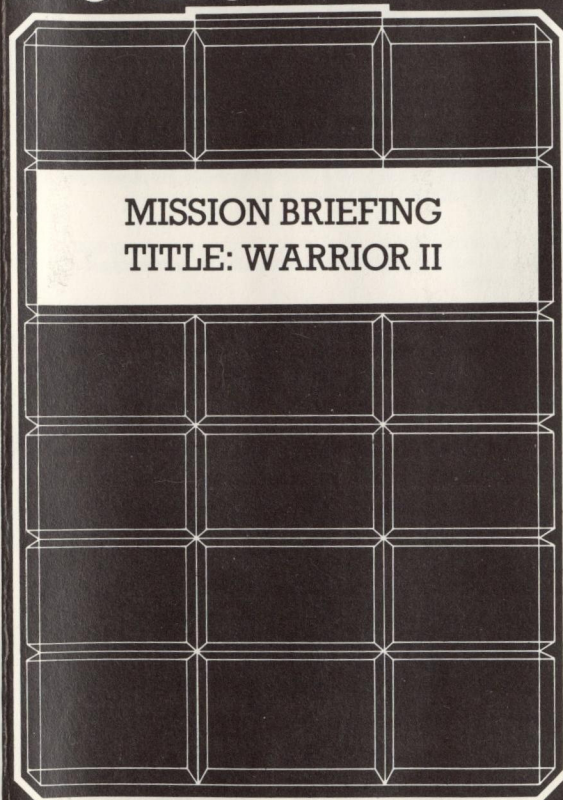
SUIT FLASHING: You lose a life.

SUIT NOT FLASHING: Pushes suit colour towards the floor colour.

FLOOR MARKINGS

On the surface of each level you may find **FLAT RECTANGLES MARKED WITH DIFFERENT SYMBOLS**. These may be obstacles, traps or aids. You will have to find out for yourself what effect they have. But, at least one acts to repair damage to the hoverplane.

NEXUS



CREDITS: A Nexus Productions Ltd. game.

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THIS GAME MAY BE PLAYED BY JOYSTICK OR KEYBOARD.

LOADING INSTRUCTIONS

COMMODORE 64/128: Remove all cartridges, etc. Connect data recorder or disk drive only. Insert joystick in port 2. Select 64 mode on CBM 128.

CASSETTE: Press **SHIFT & RUN** on keyboard, then **PLAY** on cassette player.

DISK: Type **LOAD "WARRIOR"**, 8,1 then press **RETURN**.

CONTROLS

JOYSTICK (PORT 2): Fire once to jump.
Fire twice to shoot net-gun.

F1 = Restart 1 player game.

F3 = Restart 2 player game.

RUN/STOP = Slow motion or pause.

You can also play the game using the keyboard.

KEYBOARD:

CNTL	= Up
LEFT SHIFT	= Down
CLRL/HOME	= Left
INST/DEL	= Right
RIGHT SHIFT	= Jump/fire

IMPORTANT PLEASE READ THE INSTRUCTIONS BEFORE YOU ATTEMPT PLAY!

GAME OBJECTIVE

The aim of the game is to get to the bottom of the storehouse. There lies the computer of the ancients. This contains all their secrets.

At the bottom is a task for you to achieve. What that is and how you do it cannot be stated here. You'll have to find out for yourself. But, keep your eyes open for useful clues on the way down. They may help you solve a puzzle at the end.

The storehouse is protected in two ways. First it is full of physical obstacles: Gaps in the levels to snare the unwary; Dead ends; And strange objects on the floor which may help or hinder you.

Secondly, the ancients designed a **COLOUR CODED** defence system. And set strange guardians to patrol the storehouse. The suit worn by the warrior is designed to hide him from this defence system. The guardians aim is to reveal and destroy him.

So, you will need to use your dexterity to guide the warrior down the storehouse. And a bit of brain power to ensure he isn't detected by the defences.

CONTROLLING THE WARRIOR

Its quite simple really:

JOYSTICK LEFT/RIGHT & HELD = Accelerate left/right.

JOYSTICK CENTRE = Maintain speed.

JOYSTICK RIGHT/LEFT = Slow down.

ROTATE JOYSTICK = Turn round.

JOYSTICK UP/DOWN = Move in/out on ledge.

FIRE ONCE = Jump.

FIRE TWICE = Shoot net gun.

SPEED/DAMAGE TRACK: As you can see from the diagram there is a speed/damage track. Speed is shown from the left and damage from the right. The hoverplane suffers damage each time you make a bad jump. So you won't be able to go at top speed once the hoverplane begins to suffer damage.