

NEBULUS

ARCHIMEDES INSTRUCTIONS



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NEBULUS

IMPORTANT

No More Games

Much work has gone into making this product, but software piracy is slowly destroying the games industry, with many companies going out of business and projects of the depth and detail of Nebulus becoming less viable. If you enjoy entertainment software of this quality then please have a sense of responsibility.

*Any fool can copy software...
It takes a little more intelligence not to*



WARNING

It is a criminal offence to sell, hire, offer or expose for sale or hire or otherwise distribute infringing (illegal) copies of this computer program and any persons found doing so will be prosecuted.

Any information of piracy should be passed to The Federation Against Software Theft, 0628-660377

CREDITS

Original game written, designed and programmed by John Phillips

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Archimedes version programmed by Nigel Little

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NEBULUS

For the Archimedes A3000, the 300 series, the 400 series and the A5000 computers.

Down on the planet Nebulus all is not well. Someone or something has been building giant towers in the sea and they didn't even apply for planning permission.

In the offices of Destructo Inc. you awake from your afternoon nap with the phone almost erupting on your desk. The boss is shouting about some little destruction job he's got for you. Still half asleep you feel like throwing the phone in the bin but he starts talking about the brand new MK.7 Mini-Sub he's got for you and the words "pay rise". You're out of your office in a flash, leaving the phone dangling out the window as the boss goes on to talk about the extreme danger involved. . .

LOADING

PLEASE REMEMBER TO WRITE PROTECT YOUR DISK BEFORE INSERTING IT IN THE DISK DRIVE.

From the desktop click on the drive icon. Then click on the !NEBULUS icon. The game will now load.

Your Krisalis game disk incorporates copy protection. The product can be installed on a hard drive and used without the need for the original 3.5" disk to be present as a key disk. The copy protection will not allow a back-up to be made. If you encounter any problems with the disk in the future, please return the disk to Krisalis for a replacement.

CONTROLS

JOYSTICK/KEYBOARD

During game:

Left	=	Walk left
Right	=	Walk right
Up	=	Enter Door/Go up on lift
Down	=	Go down on lift
Fire	=	Shoot snowball or jump when walking
F1	=	Pause Game
Esc	=	Quit Game

On Title Page:

F1/F2	=	One or two player game
F3/F4	=	Sound On/Off
F5/F6	=	Mission 1 or 2
F7	=	Redefine keys

WARNING:

Do not attempt to save any files on this disk, as this will corrupt the disk.

PLAYING THE GAME

You arrive at the bottom of each tower in your trusty submarine. Climb to the top of the tower within the allowed time. The towers are covered with various ledges, tunnels and lifts. You may also discover ledges which dissolve when you stand on them and slippery ledges which will push you left or right.

Flashing blocks and bouncing balls can be destroyed by shooting them but the silver rolling balls can only be stopped in their tracks for a few seconds. All other creatures are indestructible. If hit by a creature, you will tumble off the ledge and land a few levels down. If you fall in the sea, you lose a life.

Entering the final door at the top of the tower sets off the destruction sequence. You are awarded bonuses for the time left and for technique and the tower will crumble into the sea.

When a tower has been destroyed you get back in your submarine and travel underwater to the next tower. During this time you can pick up bonuses by catching fish. This is achieved by shooting air bubbles to capture the fish, which can then be collected.

SCORING

Bouncing Ball = 100 points

Flashing Block = 50 points

Bonus while climbing a tower.

Extra life every 5000 points.

TECHNICAL DATA

"Rotational" 3D scrolling with precise hidden-surface removal running at 25 frames/second.

Multi-layer parallax scrolling on underwater games (50 frames/second).



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