

GLUE HERE

Dear Mark,
Please rush me, my Nodes of Yesod ID
card, badge and poster FREE OF CHARGE

To:—
NAME _____ AGE _____

ADDRESS

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COMPUTER USED _____

FOLD HERE

PLEASE AFFIX
PASSPORT PHOTO
HERE FOR YOUR
PERSONALIZED
ID CARD

'NODES OF YESOD' CONTROLLING YOUR ASTRONAUT

KEYBOARD CONTROLS MAN/MOLE:

The change between man and mole is carried out
by using the top rows of keys i.e.

1, 2, 3, 4 etc

PAUSE:

The whole game can be paused by using the
ENTER key.

ASTRONAUT CONTROLS LEFT & RIGHT:

Control the left and right movements of the
astronaut using alternate keys on the bottom row.

JUMP:

Your astronaut will jump using
Q, W, E, R, etc

GRAVITY STICKS:

These are placed using
A, S, D, F, etc

MOLE CONTROLS LEFT & RIGHT:

Control the left and right movements of the mole
using alternate keys on the bottom row.

UP:

Your mole will go up using
Q, W, E, R, etc

DOWN:

Your mole will go down using
A, S, D, F, etc

JOYSTICK CONTROLS

Your astronaut can be fully controlled by using the KEMPSTON INTERFACE,
CURSOR JOYSTICK INTERFACE, and SINCLAIR INTERFACE II and joystick.

ASTRONAUT

LEFT & RIGHT:

Go left and right

FIRE:

Jump

DOWN:

Gravity Sticks

UP:

Change to mole

MOLE

LEFT & RIGHT:

Go left and right

UP & DOWN:

Go up and down

FIRE:

Change to man

ODIN COMPUTER GRAPHICS

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'NODES OF YESOD' LOADING INSTRUCTIONS

Spectrum

Place the cassette in your data recorder and rewind the tape. Connect the EAR
socket on your Spectrum to the EAR socket on your tape recorder and make
sure the MIC lead is disconnected.

Type either LOAD "nodes" ENTER or LOAD "" ENTER

Press play on your tape recorder, a picture should soon appear and the game will
automatically load. If this does not happen adjust the volume and tone controls
until loading takes place.

Amstrad

Place the cassette in your data recorder and rewind the tape. Reset computer by
holding down CTRL, SHIFT and ESC. keys.

Press CTRL and small ENTER key together then press 'PLAY' on data recorder
and any key on the keyboard. The game will now automatically load and run.

C.B.M. 64

Place the cassette in your data recorder and rewind the tape. Hold the SHIFT key
down then press the RUN/STOP key. Press PLAY on the Data recorder. The game
will now automatically load and run.

BBC

Place the cassette into your data recorder and rewind the tape. Type CHAIN ""
and press RETURN.
Press PLAY on the cassette player. The game will now automatically load and
run.

MSX

Place the cassette into your data recorder, alter the volume level between 3/4 and
full then rewind the tape. Type B LOAD "NODES", R then RETURN. The game will
now automatically load and run.

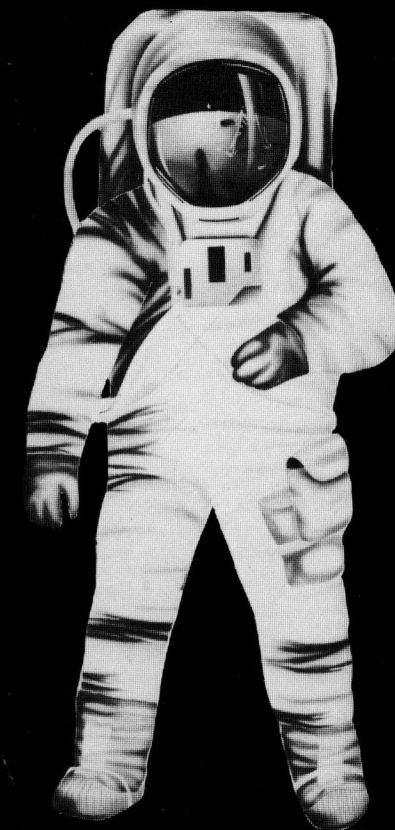
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MADE IN ENGLAND



NODES OF YESOD

THE STORY

Somewhere on the surface of the moon . . .

The Rt Hon Charlemagne 'Charlie' Fotheringham — Grunes well known explorer and adventurer, apprentice saviour of the universe, finds himself in a 'proper pickle' as his nanny used to say!

On leaving the ancestral domicile at Salmons Leap, Middle Thumping, one bright and breezy Sunday morn, after a scrumptious breakfast of lightly grilled kippers dripping with butter, and tangy with the juice of a well squeezed lemon, Charlie noticed a strangely furtive foreign looking cove lurking by the rhododendrons. 'What ho!' cried our hero hazarding a cheery grin in the intruders general direction. 'Ah Meester Groanz' spoke the mysterious figure 'Ay have been waiting here for to see you.'

Charlie suddenly came to a halt. The cheery grin was replaced by a concerned frown as he recognised the voice of the secretary to the chairman of the International Commission for Universal Problem Solving (Known by its acronym of ICUPS) 've hav ze prwblem zat needs your most hurgent attention,' the voice was chilling, Smith, for that was the interloper's supposed name continued 'I will brief you on ze vay to our merst zeecritt ed quarters.'

Minutes later Charlie, accompanied by the Smith type, was gunning the old Aston-Martin in the direction of the afore mentioned 'ed quarters' buried below the remains of the ancient monument of the 20th century 'Plastic henge,' 'so you see meester Groone it is imperatif zat you find for us ze erbschectt vitch emitts zeeez signals.' Smith was saying, Charlie had already reached this conclusion, his razor sharp wit, honed to its finest edge, had led him to the realization that this was potentially the stickiest situation he had ever been embroiled in. It seemed boffins from the great scientific establishments had intercepted coded signals from the centre of the moon to an unknown destination in the outer reaches of the galactic spiral. Signals which when decoded told of the vulnerability of earths defences, the signals must be terminated and quickly. Quicker than he could order lunch at the Dorchester, our valiant hero finds himself alone on the next moon shuttle. Thoughts forming in his mind tell of creatures, mole like in appearance which eat the very material of the moon. 'The capture of one of these creatures must be the first priority' Charlie says aloud, (hoping that by using such an animal he can travel from cavern to cavern under the moon,) but such creatures can be fickle, would they, for example, eat what ever he points them to, or, is some of the moon inedible to them. And what of the other inhabitants of the depths of the satellite, few people had explored the deep caves of the moon, and none had returned from such an expedition . . .

'By Jove' exclaimed Charlie as the autopilot made the final approach to lunar landing 'it looks as though one might have company down there!' for there, on the surface of the moon, was a red space ship!

The shuttle lands, the adventure begins.

THE BRIEFING

'According to the latest surveys there are mole type creatures on the moon who eat the walls of the sublunar caverns your best bet is to capture one of those to facilitate travel through the caves, so befriend one if you can. You must find the keys to the cavern which contains the large monolith type object, these keys are in the form of elementary alchiems, there are 8 to get. Travelling under the moon surface will be hazardous, your suit will protect you against slight falls but be careful because if you fall too far you will surely die.

Also Charlie, you may find that in some of the deeper potholes there is a gusty up draught which will take you to the surface. Be careful, we don't know what life forms are in some of these caverns. We're counting on you Charlie, Good Luck.'

These were the words ringing in Charlies ears (after translation from Smiths disgusting accent of course).



THE FEATURES

Clouds of Crystal,
Clouds of Dust,
Platforms to jump on,
A wind which gusts,
Moon munching moles
Who'll eat up your foes,
Abandoned helmets
Give extra goes.
Gravity sticks,
Alchiems to find,
Extra speed,
A clock that ticks.
A spring monster
and one of rock.
Liver Birds,
Fireballs,
and a cock-
roach.
A huge Map,
A Bug and a Fish
Edible Walls,
Heart Beat,
A stop for a nap.
A horned Demon,
And a worm in the mines,
An Alien Spaceman,
Who'll steal the Alchiems.
Things to collect,
Things to avoid,
Disorientation,
And a mean Herboid
And your Goal
Best bear in mind
In the depths of the moon
There's a monolith to find.

POSTAGE
STAMP

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