

## NEMESIS THE WARLOCK

### INSTRUCTIONS (ALL VERSIONS)

To finish once and for all the evil regime of Torquemada, Grand Master of Termight, Nemesis the Warlock must fight his way to the heart of Torquemada's empire.

To protect himself, Torquemada sends out attack waves of his demented followers, the Terminators.

To complete each screen Nemesis must first kill enough Terminators to weaken their resolve. Then, and only then, can he search for the exit to the next screen.

The exit from one screen to another can be anywhere leading off the screen (up, down, left or right) and only trial and error will reveal its location.

Nemesis need not rely only on his sword Excessus to kill his enemies. If he manages to find any ammunition hidden on the screen he can use his gun until he runs out of bullets.

On each screen Nemesis has the power, JUST ONCE, to spit fiery acid at his tormentors. This will kill everything it touches!

As the bodies of dead Terminators pile up, Nemesis may find it helpful to climb up or walk across them. In fact, this may often prove essential if a screen is to be completed.

The longer it takes for Nemesis to leave a screen the greater will Torquemada's influence become on it. As Torquemada's face becomes more visible at the bottom of the screen, he will direct his twisted mind to the Terminators' corpses who will grotesquely burst into life as scythe-wielding zombies. Zombies are more difficult to kill than Terminators, but once dead, they stay dead.

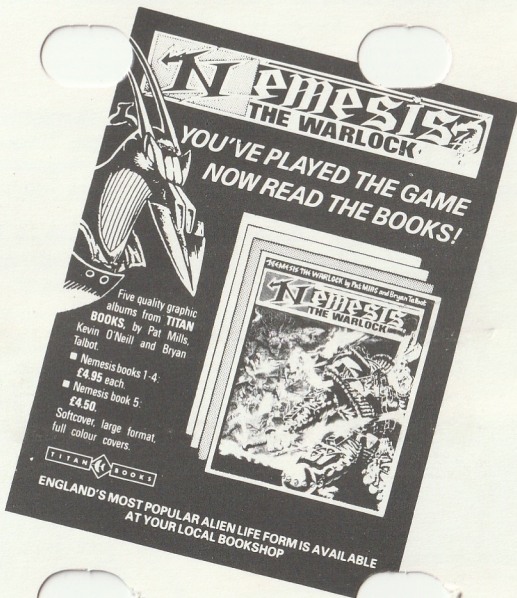
Watch out for the ghostly swords of dead Terminators.

The display at the bottom of the screen shows:-

1. A panel where Torquemada's face will gradually appear as his influence grows.
2. The number of Terminators left to kill before Nemesis can search for the way out to the next screen.
3. The number of bullets in the gun.
4. The heart of Nemesis. As he weakens, Torquemada's grip will tighten. If the life blood is squeezed out of it - Nemesis dies!!

ACTION	JOYSTICK (ALL VERSIONS)	DEFAULT KEYS	SPECTRUM	AMSTRAD	COMMODORE
LEFT	←		Q	Q	
RIGHT	→		W	W	JOYSTICK
DUCK	↓		E	J	ONLY
JUMP	↑		R	I	
SWING SWORD OR SHOOT GUN IF CARRYING BULLETS	}	FIRE			
SPIT FIERY ACID (ONCE PER SCREEN)			T	O	
QUIT			SPACE	SPACE	SPACE
			BREAK	ESCAPE	RUN/STOP

Look out for other  
great games from Martech:- 'Pulsator'  
and 'Cosmic Shock Absorber'



### CREDITS

Programmed by Creative Reality (Jas Austin, Michael Archer, Dave Dew).

Nemesis the Warlock created by Pat Mills

Cover illustration by Brian Talbot

Sound by Rob Hubbard

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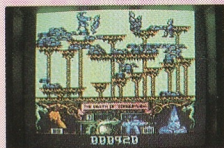


# Nemesis THE WARLOCK 2000 AD

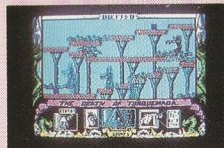
Can Nemesis the Warlock fight his way through screen after screen of vicious Terminators to find and destroy Torquemada, cruel Grand Master of Termight?

Wave upon wave of the evil horde fall before his gun or to crushing blows from his mighty sword Excessus, but still they come. As the battle rages, Torquemada exerts his twisted influence on the scattered corpses of his demented followers and they burst grotesquely into life as deadly scythe-wielding zombies.

Become Nemesis the Warlock, from 2000 AD, and enter this nightmare world — you may never return!!



Commodore



Spectrum

THE FOURTH FACE OF TORQUEMADA  
SWARLS TRIUMPHANTLY.

ONCE AGAIN  
YOU MUST FIGHT,  
NEMESIS! AND IF YOU  
DESTROY THIS ZOMBIE,  
I SHALL USE ANOTHER...  
AND ANOTHER... I  
CANNOT DIE!

BUT SOON  
YOU MUST TIRE!  
THEN WILL BE...  
THE HOUR OF  
THE GRIM  
REAPER!



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# Nemesis THE WARLOCK 2000 AD



martech

FOR THE  
AMSTRAD CPC  
CASSETTE

CAT No  
M128



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