

NEXUS

TITLE; NEXUS

CREDITS: A Nexus Productions Ltd. game.

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 The 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 speedily, but please allow up to twenty-eight days for delivery.

The un-authorised copying, hiring, lending, publishing in printed form or broadcasting of this cassette, disk or instructions is prohibited.

© 1986 Nexus Productions Ltd. All rights reserved.

THIS GAME USES JOYSTICK CONTROL ONLY

NEXUS is a game of action and danger. It gives you an animated character able to punch, kick, walk, run, jump and roll. And he can fire machine guns and hurl grenades. You'll identify his friends and enemies through the digitised faces of real people. But remember, only **NEXUS** can help you to achieve your overall objective.

LOADING INSTRUCTIONS

COMMODORE 64/128: Remove all cartridges, etc. Connect data recorder or disc drive only. Insert joystick in port 2. Select 64 mode on CBM128.

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

Disc: Type **LOAD "NEXUS",8,1** then press **RETURN**.

SPECTRUM 48/128: Remove all cartridges, interfaces etc. Connect data recorder and joystick interface only. Insert joystick socket. Select **48K** mode on Spectrum 128. Then type **LOAD ""** and press **ENTER** on the keyboard, then press **PLAY** on cassette player.

AMSTRAD 464/664/6128: Remove all cartridges and interfaces, except disc drive (if not built in) and plug in joystick.

Cassette: If you have a disc drive attached or built in press **SHIFT & @** keys at the same time, then type **TAFE** and press **ENTER**. Next type **RUN"** and press **ENTER**. If your machine only has a built-in data recorder simply type **RUN"** and press **ENTER**.

Disc: If you are playing the Amstrad disc version type **RUN" DISC** and press **ENTER**.

GAME OBJECTIVE

You have travelled to Colombia, in South America, in search of a missing friend. He has been kidnapped by an evil drugs ring. And it is thought that he is held captive inside the drugs ring's HQ. This complex provides the game's setting. If you want to play to win here are your objectives:

1. Locate your friend and release him.

AND

2. Gather the 128 pieces of information scattered through the complex. Piece this information into recognisable sentences. Transmit the sentences back to your newspaper via the **TRANSMISSION ROOM**.

Alternatively, you can try this objective: Cause as much mayhem as possible inside the complex. Locate your friend and get out. You are unlikely to survive for long or score very much, but maybe you will have a fun time.

MISSION BRIEFING

You are an experienced journalist working for The Clarion newspaper. Your experience covers both journalism and survival skills. One day your editor summons you to an urgent conference. He says:

"A friend of yours was investigating a drugs racket in Colombia. We've just heard he's been kidnapped by the drugs baron. I want you to go down there. Get him out and get me a scoop story."

The editor passes you a file which contains 32 rumours about the drugs ring's activities. Printed below are these rumours. The answers are to be found in the game. Each takes the form of a sentence. And each sentence is divided into 4 parts. Gather the parts — there are 128 in all. Edit them into whole sentences on the **EDITING TERMINALS** to create the 32 answers. Transmit the sentences back to the editor via a terminal in the

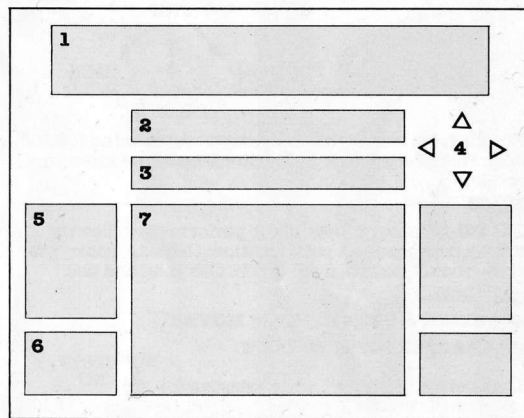
TRANSMISSION ROOM. Each of the questions contains a clue which will help you to assemble the sentences and learn the answers.

THE RUMOURS

1. The name of the army officer behind the operation?
2. Where are the drugs produced?
3. What is the name of the Colombian front organisation?
4. What is the name of the chief scientist involved?
5. What is the name of the construction company who built the complex?
6. Which communications frequency does the ring use?
7. How many people are employed by the ring?
8. How do the ring's leaders enter and exit the complex?
9. Where does the ring train its personnel?
10. What is the name of the ring's elite guards?
11. What is the name of their commander?
12. How are the drugs disguised for shipment?
13. What is the name of the politician who fronts the US operation?
14. What is the name of the US front operation?
15. Which country is used as a staging post?
16. What transport is used to get the drugs into the USA?
17. Where are the drugs stored in the USA?
18. Are the drugs sent to other countries?
19. Who finances the operation?
20. The ring makes money. What is it used for?
21. Who supplies the ring with arms?
22. How many prisoners does the ring hold?
23. There are rumours of torture. Can you confirm the methods used?
24. Name of the Nexus member rumoured to be double-agent?
25. Name of rival newspaper investigating story?
26. Which security force has infiltrated the ring?
27. Was the Miami police chief murdered by the ring?
28. What is the level of monthly drugs production?
29. Time & date of next shipment?
30. Contact name for next shipment?
31. Where is the shipment being delivered?
32. Street value of next shipment?

THE N.E.X.U.S. GROUP

When you land on the subterranean beach at the start of the game you will meet Tony. He is a member of **N.E.X.U.S.**, a group of undercover agents working to break the drugs ring from the inside. Tony & his friends will help you. Watch the next window. Follow instructions. Learn. Only **NEXUS** can provide you with new weapons, skills and vital information.



THE SCREEN

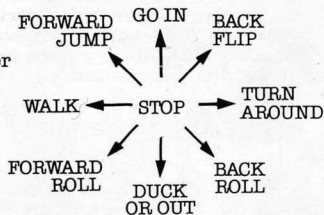
1. Animated play area.
2. Text window displays instructions or orders from game characters.
3. Radar: Shows characters outside your field of view as light blocks. Dark blocks indicate lifts, doors, etc.
4. Indicator lights. Show general direction of contact person or chosen place.
5. Character windows help identify **NEXUS** members and opponents.
6. ID icon. Colour of suit shows character displayed in animated area.
7. Display Area. Previews moves, presents menu and map. Your position on map indicated by flashing dot.

CONTROLLING YOUR CHARACTER

JOYSTICK MOVES

CHARACTER MOVING LEFT

The position of these moves will reverse if you turn the character to face right.



The diagram shows the character's moves using joystick only. Push the joystick in the direction of the move you want.

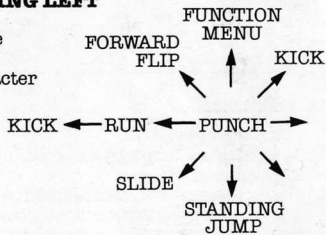
NOTE

The **GO-IN** move allows you to perform the following moves, depending on your location: Call lifts, enter lifts, enter rooms, search, display complex map and use terminals.

JOYSTICK & FIRE BUTTON MOVES

CHARACTER MOVING LEFT

The position of these moves will reverse if you turn the character to face right.



Move the joystick in a chosen direction. Hold it in position and press fire. The character will perform the additional moves shown in the diagram.

NOTE

1. As you can see you are able to string together a whole series of moves simply by holding the joystick in position

and pressing fire. For example if the character is facing left pulling the joystick left will set him walking. Hold the joystick in position and press fire to make him run. Then press fire again to make him perform a flying kick.

FUNCTION MODE FOR SPECIAL SKILLS

As you can see from the joystick and fire diagram, pushing the joystick up and pressing fire allows you to select **FUNCTIONS**. This choice switches you to a menu from which you will be able to select some or all of the following skills:

Machine gun, stun grenade(s), photograph/camera, greet, disarm (i.e. put away a weapon).

To select one of the skills move the joystick in the direction of the arrow next to the skill. Press fire and you can use the skill on screen. Obviously, if you haven't found or been given items like a machine gun you won't be able to access the skill.

CONTROLLING MACHINE GUNS, & STUN GRENADES

When you select a special weapon you will still be able to perform all the moves shown in the joystick and joystick/fire diagrams. However, when you stop the character (joystick centre) and press fire he will either draw the machine gun or throw a stun grenade.

HOW TO DISARM OR SWOP WEAPONS

Push the joystick up and press fire. This puts you into function mode. Here you can swap between weapons: Select an arrow and press fire. Or you can disarm i.e. hide the weapon away. Select the **DISARM** command and press fire.

WOUNDS & IMPRISONMENT

During the game you will suffer blows or even the impact of bullets. Receive too many and you will find your character refuses to stand up. The screen will go blank and you will awake in hospital. You may also be captured and find yourself in a prison cell. If you have co-operated with **N.E.X.U.S.** the chances are they will help you to escape. Just wait patiently. If you find hospital or prison a frequent experience **N.E.X.U.S.** may decide you are too much of a risk and not bother to rescue you. If this happens the game will inform you.

You can also give guards damage. Your ability to overcome them depends on your skill or choice of weapons, plus their strength.

GATHERING INFORMATION

Whenever you enter a room within the complex you can search for information. Do this by placing the character alongside an object. Push up on the joystick to select the **GO IN** move. When you have discovered part(s) of the answers to the editor's questions go in search of an editing terminal.

COMPUTER TERMINALS

During play you will see three kinds of computer terminal. Use them to reach your objective. Activate a terminal by placing the character alongside. Then push up on the joystick to select the **GO IN** move. This will enter you into the terminal's user menu.

RED EDITING TERMINALS: These show the parts of the sentences you have found. Use the terminal's menu to build the parts into recognisable sentences. The questions contain clues which may help you. Information manipulated at the terminal will be automatically stored in the central computer. When you reach the transmission room it will be available to you. If you don't use the editing terminals you may lose information found when you are captured.

BLUE PERSONNEL TERMINALS: These show you the members of the **NEXUS** group. See who has the skills which will help you survive. When you select a person to locate the indicator light (top right of screen) will light. Use this to track down your contact.

BLACK TRANSMISSION TERMINALS: These are found in the **TRANSMISSION ROOM**. Here you can transmit the sentences you have collected. Here you will learn of your success in the game.

ENDING THE GAME

You escape from the complex the same way as you arrived: via the subterranean river.

SAVING A GAME IN PLAY

The function menu offers you the opportunity to save a game in progress to tape. Select function menu by pushing the joystick up then press fire. Select the **SAVE** option from the menu and follow instructions.