



Program
Cover Design
Made in UK

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One man stands alone to defend the ultimate weapon, NEMESIS from the Andromedan robot forces. He has to escape with NEMESIS intact, or start the countdown to self-destruct. Time is running out in this brilliant real 3D graphic movie-type game so what are you waiting for - get to it!

AMSTRAD/
SCHNEIDER

NEXOR



A051



AMSTRAD/
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AMSTRAD LOADING
INSTRUCTIONS

RUN!

NEXOR

Nemesis Experimental and Operational Research. The Andromedans are the enemy you must defeat with the NEMESIS weapon. Each NEMESIS device is constructed from five modules, and there are ten modules to make two devices. These must not be taken by the invading Andromedan troops, nor must the blueprints, held on magnetic tape. Get the Matter Transfer Beam working before time runs out.



The only way out of the NEXOR complex that is not covered by Andromedans is the Matter Transfer Beam, but its control panel was shattered by the vibrations of the Andromedan attack.

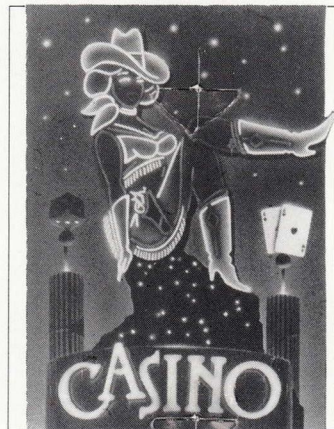
There is also a self-destruct system for the NEXOR complex which, should it not be possible to recover the NEMESIS modules, will destroy the complex and its contents. The magnetic tape of the blueprints MUST be recovered, however.

You must get the Matter Transfer Beam working by searching the

complex for a spare control panel, find the blueprints and beam them to safety. At least one of each Nemesis module is required to recover a complete Nemesis device, enabling the planned attack to be launched. This is the second objective.

Any modules that fall into the hands of the enemy can be destroyed by the self-destruct system but there is a time limit as an Andromedan shuttle will soon be arriving to transport any captured modules away for examination.

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