NEMESIS

programmed by: Paul P. Brittain
John A. Lovett

(C) Copyright ALCHEMIST 1986

Published by TALENT COMPUTER SYSTEMS

And so it begins....

It seems only hours ago that you stood before the Council of Elders in the Inner
Sanctum of the Federation of the Seven Galaxies.

You recall their orders to you:

   "Track down and capture the most wanted and dangerous man in all the Cosmos, a
man known only as 'NEMESIS'."

A shiver runs down your spine but you steel yourself.

You check the controls in front of you as you speed through deep space towards
his last known destination, a small planet in the uncharted outer regions of the
First Galaxy of the Federation.

To load the game

You _must_ make a backup copy of the cartridge immediately.

To do this, reset your QL, press F1 or F2 and then put the master cartridge in
drive two. Place a blank cartridge in drive one and type the following
SuperBASIC command:

    lrun mdv2_backup

This will format the blank cartridge six times and copy all the data over.

Once this has been done, the game can be loaded from the backup copy with the
master copy in drive 2 for a security check.

Following the title screen, you are given a menu asking whether you want NEMESIS
1 or 2 - the game has had to be split into two because of its size.

You cannot play NEMESIS 2 until you have completed NEMESIS 1. Once this has been
done, you can select either option.

If you have not played the game before, press number 1.

The master cartridge can be removed when loading is complete. The backup
cartridge must remain in drive one as it may be accessed from time to time for
information.

Playing NEMESIS

As soon as the game has loaded, you are presented with a description of the first
location. From here on you must explore the terrain, which, in turn, will yield
clues about your ultimate destination. You do this by typing in a command in
response to the prompt; it can be either in the form of a direction, a request
for information or an action.

Your computer recognises most of the standard adventure commands. They should be
typed in using lower case letters (not capitals).

A few are listed here but we expect you discover the rest for yourselves.

<u>north</u>, <u>south</u>, <u>east</u>, <u>west</u>, <u>up</u> and <u>down</u> move you in a specific direction.

<u>look</u> displays information about the location.

<u>inventory</u> allows you to find out what you are carrying.

All these can be abbreviated to a single letter command:
n s e w u d l i

Some of the most commonly used verbs are:

run, jump, dig, swim, climb, pick up, take, drop, throw, examine, blast (for use with blaster), shoot, cut, eat, drink, say, exit, enter.

There are, of course, many more.

The program will understand full sentences entered but will not implement more than one operation per sentence. If you type, 'Pick up food and eat', you will remain unfed. Don't link up commands but type them in one after the other.

The list of verbs recognised is large but not every verb is applicable to every location. Therefore it is not sensible to stand in the middle of a field and try every verb you can think of as you will not get very far. swim would not be recognised in a field. Try to use the verb appropriate to the situation.

There are four special commands that can be used at any time: <u>save</u>, <u>restore</u>, <u>pon</u>, <u>poff</u>.

<u>save</u> saves the current gameplay to a microdrive in drive two. You have only one save per cartridge: if you save again, the second save will overwrite the previous one.

<u>restore</u> loads in the saved gameplay from drive two and continues from the point at which you left off.

<u>pon</u> initialises a simple printer utility which dumps the screen display to an Epson-compatible printer. This enables hardened adventurers to study the game on the loo!

<u>poff</u> turns it off again.

When you gain admission to NEMESIS 2 from NEMESIS 1, you will be instructed w... to do next.

There is no score function in NEMESIS. The object of your mission is to capture Nemesis and get him off the planet - therefore you have either succeeded or you have failed.

This should be all you need to know to start you on your voyage of discovery.

We should be pleased to hear from anybody playing the game, especially if they have completed it. We will also answer your queries if you get stuck (send a SAE) If you have made any good maps, please send us a copy - we'd like to see it.

Paul P. Brittain & John A. Lovett
ALCHEMIST
5 Forster Street
Gainsborough, Lincs DN21 2LL