



SOFTWARE

NOMLAD *of Time*

ALTERNATIVE +



CBM64/128

199 RANGE

NOMLAD *of Time*

Loading instructions:—

Hit SHIFT & RUN/STOP keys together.

Playing the Game

In this adventure you play the part of Oswald Bastable. The adventure is played in two environments: travelling in an airship and exploring different locations on earth.

This is a real time adventure with a vocabulary of about 200 words, therefore it is important that you make a note of the time displayed in the top left-hand corner of the display.

While travelling in the airship the display panel simulates the controls of your airship. These controls are:

- TIME time left in days to complete your mission.
- SPE Speed of airship from 1 (slow) to 9 (fast).
- STA Status. Displays 1 when airship is stationary and 0 when in motion.
- DIR Current direction that airship is travelling.
- HEI Height of airship (between 100-999 feet).
- HEMI Current world hemisphere.
- LAT Current latitude position (north/south).
- LON Current longitude position (east/west).

To change the direction that your airship is moving use the control panel in the middle of the screen by pressing the space bar and the function keys (to right of keyboard on computer). Use the function keys to

select a different line of controls. When you reach the line you want press the space bar to select the control you require then use RETURN to activate the operation.

Activating the VISUAL control will enable you to identify any other airships.

Activating the DISEMBARK control will enable you to land assuming you have the airship over a recognised port.

EXPLORING THE LOCATIONS

In this environment you give instructions in standard two word format:

Example: GO TOWN (press RETURN)
ENTER CAVE (press RETURN)

If you need help at any time then type the word HELP. To return to the airship type RETURN AIR.

YOUR MISSION

You are Captain Bastable. You have been issued with your instructions for this mission. They read: 'Eyes to the cold'. That is all! You have a small, light airship, the HMS Shards, and enough food and water for 60 days—the time you have left to save the world. Travelling over all the continents, you must find your way to the different time zones to be explored if you are to complete your mission.

	TEMPORAL PORTS	HEMISPHERE	LONGITUDE	LATITUDE
A	ROWE ISLAND	SE	80	10
B	TEKU BENGAL	NE	70	30
C	BERKLEY	NW	120	40
D	DAWN CITY	NE	110	30
E	EAST GRINSTEAD	NW	0	50
F	CAPE TOWN	SE	20	30
G	KUMASI	SE	10	0
H	SINGAPORE	SE	100	0
J	RISHIRI	NE	140	50
K	KHARKOV	NE	40	50

Software first published in Great Britain 1984 by Mosaic Publishing Limited, 187 Upper Street, London N1 1RQ.

The Nomad of Time
Copyright © Michael Moorcock 1971, 1974, 1981.

First published in Great Britain by Granada Publishing Limited.

(Also published separately as: *The War Lord of the Air*, *The Land Leviathan* and *The Steel Tsar*).

Program © Shards Software 1984.

Extract from the book reproduced here by kind permission of the author.

Republished by Alternative Software Ltd 1988.

© Alternative Software Limited 1987

PROGRAMMERS—If you have written a good programme, for ANY home computer, send it to us now for evaluation. We pay EXCELLENT royalties!! Your programme could be in the shops within 3 weeks!! SEND TO:
ALTERNATIVE SOFTWARE Units 3-6 Baileygate Industrial Estate, Pontefract, West Yorkshire. We will acknowledge receipt of your programme same day

Full colour graphic and text adventure.

AS147

NOMLAD of Time



Screen pictures
shown may be
a different machine
version of game.



5 015103 871476

ALTERNATIVE SOFTWARE LIMITED
UNITS 3-6 BAILEYGATE
INDUSTRIAL ESTATE
PONTEFRAC
WEST YORKSHIRE WF8 2LN
TELEX 557994 RR DIST G
FAX 0977 790243
TELEPHONE 0977 797777

NOMLAD of Time