

MIDNIGHT RESISTANCE SCENARIO



A ruthless Commissar, leader of a vicious regime of megalomaniacs, has kidnapped your family, (including your Grandfather - a world famous scientist) in a desperate bid for dictatorial power over the earth.

Can you rescue your relatives before the evil Commissar forces your Grandfather to use his superior weaponry research in order to enforce his own tyranny throughout the planet? Pit your wits against an obsessive army, their tortuous traps and a convoy of menacing machinery.

LOADING COMMODORE

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction - PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN) then follow C64 instruction. PLEASE NOTE: This game loads in a number of parts - follow on screen instructions.

DISK

Select 64 mode. Turn on the disk drive, insert the program into the drive with the label facing upwards. Type LOAD "*",8,1 (RETURN), the introductory screen will appear and the program will then load automatically.

AMSTRAD CPC 464

Place the rewind cassette in the deck, type RUN" and then press ENTER/RETURN key. Follow the instructions as they appear on screen. If there is a disk drive attached then type |TAPE then press ENTER/RETURN key. Then type RUN" and press ENTER/RETURN key. (The symbol is obtained by holding shift and pressing the @ key.)

CPC 664 and 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewind tape in the cassette recorder and type |TAPE then press ENTER/RETURN key. Then type RUN" and press ENTER/RETURN key follow the instructions as they appear on screen.

DISK

Insert the program disk into the drive with the A side facing upwards. Type | DISC and press ENTER/RETURN to make sure the machine can access the disk drive. Now type RUN"DISC and press ENTER/RETURN, the game will load automatically.

SPECTRUM CASSETTE

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum + then load as follows:- Type LOAD"" (ENTER). (Note there is no space between the quotes). The "" is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

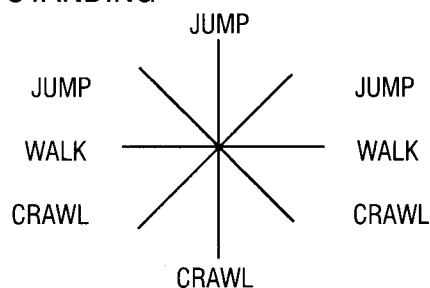
CONTROLS COMMODORE

This is a one player game controlled by joystick only with the following additional keys:

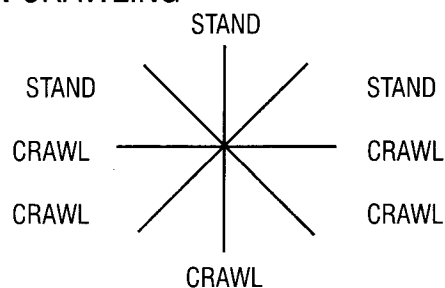
SPACE BAR - FIRE BACKPACK
SHIFT LOCK - PAUSE GAME

JOYSTICK CONTROL

WHEN STANDING



WHEN CRAWLING



Press fire button to activate current weapon.

When the fire button is pressed the current action (standing, walking, crawling, jumping) is held. i.e. you may walk and shoot in all directions and crawl and shoot in all directions if the fire button is depressed.

Press the space bar to release current 'back pack' weapon. To collect an item (i.e. a key or weapon) just walk over it. To climb a ladder push joystick up when located in the appropriate position. (e.g. standing/crawling beneath the ladder).

SPECTRUM AND AMSTRAD

This is a one player game controlled by joystick and keyboard which is fully redefinable.

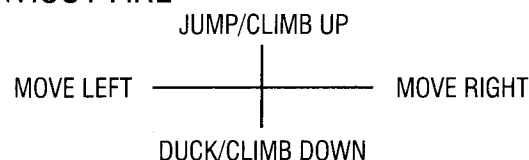
PRESET KEYS

Q UP
A DOWN
O LEFT
P RIGHT
M FIRE WEAPON
SPACE BAR FIRE BACK PACK
H PAUSE GAME

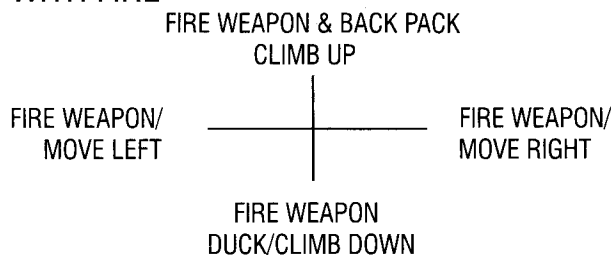
Cursor keys may also be used on the Spectrum with O to fire.

JOYSTICK CONTROLS (Spectrum and Amstrad)

WITHOUT FIRE



WITH FIRE



GAMEPLAY

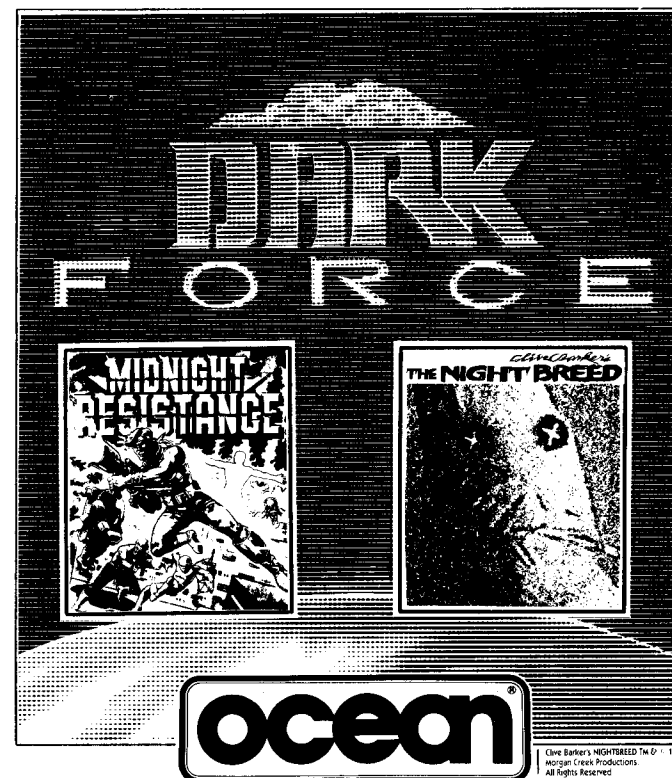


The game consists of nine levels of all-out action. You must manoeuvre through each landscape and overthrow the various adversaries in your rescue attempt.

When destroyed, some of the enemies will drop keys which you may collect. You can only carry six. These may be used to buy extra weapons, back-packs and features from the weapon rooms. These are situated at the end of each level and contain six different types of weapon. However you have a limited budget so you must be careful when making your selection. The weapons within your budget will flash as you walk past their cabinets and to make your purchase you must jump up and collect it as it falls.

STATUS AND SCORING

The following is displayed on screen:-



KEYS

This shows the number of keys held (up to six at any one time). These can be traded for weapons and extra credits at the end of each level.

HEARTS

These indicate the number of lives remaining.

CURRENT WEAPON/BACKPACK WEAPON

This shows the number of rounds remaining.

CURRENT SCORE

Number of points achieved.

HINTS AND TIPS



Use your weapons sparingly - you only have a limited ammunition supply for each.

Select the most appropriate weapons for the tasks ahead.

Don't be too worried about collecting the keys - you can only carry six and there are usually plenty of carriers on each level. Don't spend too long choosing your weapons - you may end up with none at all.

MIDNIGHT RESISTANCE

Its program code, graphic representation and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved worldwide.

THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ CAREFULLY THE INSTRUCTIONS FOR LOADING.

If for any reason you have difficulty in running the program you may contact our Ocean Helpline direct by telephoning 0626 332533. However if you believe that the product is defective, please return it direct to: Mr. Yates, Ocean Software Limited, 6 Central Street, Manchester M2 5NS.

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does affect your statutory rights.

CREDITS

Spectrum & Amstrad

Coding by James Bagley
Graphics by Chas Davies
Music by Keith Tinman

Commodore

Coding by Robbie Tinman
Graphics by Ivan Davies
Music by Keith Tinman
Produced by Paul Finnegan and D.C. Ward
© 1990 Ocean Software Ltd.

NIGHTBREED (The Action Game)

SCENARIO

You are Boone, one of the NIGHTBREED.

You begin your journey at the gates of the Necropolis, a graveyard above an underground labyrinth where the Nightbreed live called Midian. Your task is to save the Nightbreed, a race older than man, of fantastic beings, shape-changers who are being attacked by man's jealousy in the form of the 'Sons of the Free' an evil organization which come to destroy them - and you if they can.

LOADING

COMMODORE 64 – CASSETTE

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction - PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction.

PLEASE NOTE: This game loads in a number of parts.

Depending on the route you take, the loading may not be sequential on the tape. To assist you, an on-screen message will tell you which file it is searching for, and which file it is currently reading. The list below illustrates the sequential order that these parts appear on the tape. You may need to fast forward or rewind the tape in order to find the appropriate section. It is advisable to reset the tape-counter at the start of the tape and then make a note of the tape-counter number as each file is found.

- 1 PICTURE
- 2 INTRO
- 3 GAME TOP
- 4 GAME MID
- 5 GAME BOT
- 6 BAPTIZED
- 7 ESCAPE
- 8 THE END

NOTE: SIDE B is identical to SIDE A

DISK

Select 64 mode. Turn on the disk drive, insert the program into the drive with the label facing upwards. Type LOAD """,8,1 (RETURN) the introductory screen will appear and the program will then load automatically.

SPECTRUM CASSETTE

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum+ then load as follows:- Type LOAD"" (ENTER). (Note there is no space between the quotes). The "" is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

128K USERS - PLEASE NOTE: DUE TO THE SIZE OF THIS GAME IT HAS BEEN IMPOSSIBLE TO INCORPORATE INTO ONE LOAD.

IF YOU HAVE A TAPE COUNTER PLEASE ENSURE THAT IT IS SET TO ZERO AND MAKE A NOTE OF THE COUNTER NUMBER OF EACH LEVEL. IF YOU DO NOT HAVE A TAPE COUNTER, PLEASE FOLLOW ON-SCREEN INSTRUCTIONS

AMSTRAD CASSETTE

Place the rewound cassette in the cassette deck, type RUN" and press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type | TAPE then press ENTER key. Then type RUN" and press ENTER key. Please note that the game loads in a number of parts - follow on screen instructions.

DISK CPC 464

Insert the program disk into the drive with the A side facing upwards. Type | DISC and press ENTER to make sure the machine can access the disk drive. Now type RUN'DISC and press ENTER - the game will now load automatically.

DISK CPC 664/6128

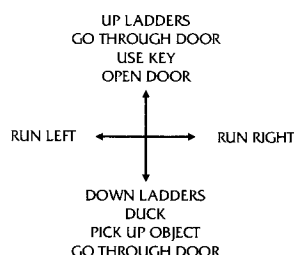
Insert the program disk into the drive with the A side facing upwards. Type | DISC and press RETURN to make sure the machine can access the disk drive. Now type RUN'DISC and press RETURN - the game will now load automatically.

CONTROLS

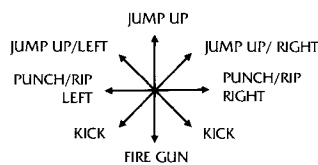
Nightbreed is a one player game and all versions of the game may be controlled by either Joystick or Keyboard.

JOYSTICK (ALL VERSIONS)

WITHOUT FIRE



WITH FIRE



KEYBOARD

COMMODORE

Z	LEFT	F1	TRANSFORM TO MONSTER
X	RIGHT	F3	KEYBOARD SELECT
:	UP	F5	JOYSTICK SELECT (PORT 2)
/	DOWN	P	PAUSE
SPACE	FIRE		

SPECTRUM

Q	LEFT	SPACE	FIRE
W	RIGHT	T	TRANSFORM TO MONSTER
O	UP	H	HALT GAME
K	DOWN		

AMSTRAD

Q	LEFT	SPACE	FIRE
W	RIGHT	T	TRANSFORM TO MONSTER
P	UP	H	HALT GAME
L	DOWN		

GAMEPLAY

THE CHARACTERS

BOONE is a man being treated for psychiatric disorder, he is told by Doctor Decker that he is responsible for a series of terrible murders. He then tries to commit suicide and, while in hospital, is told of a place where all his sins can be forgiven, a place of wonderful beings, a place called MIDIAN. He makes his way to Midian but unwittingly unleashes man on the NIGHTBREED.

The NIGHTBREED are a tribe of shape-changing beings, all that are left of a race of beings who have almost been wiped out by man. The Nightbreed are mostly passive - you have to avoid them rather than fight them. There are several types of Breed:

BIG FLY This swoops down and knocks you over if you don't kneel to avoid it. It cannot be harmed.

FATMAN He gets in your way and moves very slowly. He also vomits and this is poisonous if touched.

SNAKEMAN He sits there and rattles his tail. If you go near him he may strike you pushing you back off the screen. It must be punched and kicked off the screen.

THE BERSERKERS Large and lumbering, he walks up to you and punches you with his big fist. You must hit him off the screen.

FLYING TEETH This flies on the screen at head height and if you don't duck it knocks you over.

HEAD MONSTER This is a large Berserker that hits you, but when you hit it its head flies around hurling insults at you.

ROOF CRAWLER This crawls along the roof dropping rocks on you.

HOPPER This hops around the room and if it hits you knocks you over.

SCORPION MAN A scorpion with a man's head, it creeps towards you and strikes you with his tail.

EYEBALL MONSTER This is a huge eyeball which moves about the top of the screen and tries to look into your eyes. When it does a ray comes out and if you don't look away it harms you. The SONS OF THE FREE are an evil organisation who have come to destroy the Nightbreed and Midian. They are armed to the teeth with Rocket Launchers, Flame Throwers, Machine Guns, Grenades, etc. The Sons of the Free either appear on the ground or can drop from above. There are five types of Sons of the Free:-

HAND TO HAND They run towards you and start punching and kicking.

HAND GUN They fire several shots at you until they run out of bullets or you get near them. They then revert to hand to hand combat. (If you kill them and their gun still has bullets left you can collect it.)

MACHINE GUN They fire a machine gun at you in bursts but if you get too close or they want to stop they revert to hand to hand combat.

ROCKET LAUNCHER They kneel down with the launcher and a sight appears over the Son of the Free and homes in on you. If the sight locks on to you then the rocket is launched and is very difficult to avoid.

FLAME THROWER They try to stay at a certain distance from you moving backwards and forwards firing their flame throwers. The flame either goes straight (jump over them) or upwards (duck). They move slower than you so you can get near them. They then revert to hand to hand combat.

THE MASK is the alter-ego of Boone's doctor. Doctor Decker is in fact the mass murderer and follows Boone to Midian and then leads the Sons of the Free there. Boone must defeat the Mask to complete the game. As well as the Sons of the Free and the Nightbreed you will encounter other hazards:-

MINES Step on these and you are blown into the air. The surrounding area is also destroyed.

TIME BOMBS These are thrown on from the side and tick away and explode if you do not get to them in time.

GRENADES These are thrown in and travel across the screen and explode on contact if you do not jump over them.

GROUND-FIRES These flare up and burn if touched.

FALLING FIRES These are like ground fires but drop from above.

FALLING ROCKS These hurt if you get hit.

BERSERKERS HANDS These grab you from below and knock you over.

ENERGY DROPLETS drift upwards from the ground and will replenish your energy on contact. In order to complete the entire game you must do the following:

- 1) Collect the 3 keys to Midian; one is located on each level. In order to obtain the 3rd key, you must defeat the MASK (although he will subsequently escape).
- 2) Work your way around the Necropolis and down through Midian to the Nightbreeds' God, BAPHOMET, who will then baptize you. This will enable you to transform into CABAL for short periods of time. CABAL can withstand attack better than BOONE and has greater strength than his alter-ego.
- 3) Open the door to the BERSERKERS chamber.
- 4) Work your way up to the surface of Midian to free the Breed. They then tell you that the MASK has your girlfriend, LORI.
- 5) Descend back down and engage in the ultimate battle with the MASK. With victory achieved, you must get back to the surface of Midian where you will be re-united with LORI.

PASS KEY TO SKIP GAME PARTS

The game uses a graphical password entry system. The player has the option to create a key from pieces laid out on the screen. The correct keys allow the player to enter further on in the game. These keys are displayed at certain points on the background. The player's lives and objects held are changed as appropriate.

STATUS PANEL

The status is displayed on two panels, one above and one below the playing area and consists of:

BOONE'S STATUS

Boone's head changes colour and definition when he transforms into a monster and back into a man.

MESSAGE AREA

This displays general messages to the player such as warning, loading information and insults!

POWER LEVEL AND LIVES

These two are combined in the form of three heads which pixel away into skulls as Boone is hurt. After a complete head is a skull Boone falls over, dies and is then resurrected by Baphomet. After the last life is gone Boone dies and the game ends. If Boone gains some energy only the present head will turn back from a skull, so once you have lost a head it is gone for good.

HELD OBJECTS

These are displayed on the bottom panel.

HINTS AND TIPS

- * Don't fight if you don't have to as this will drain energy.
- * Save the Gun for really nasty protagonists.
- * Replenish energy as much as possible.
- * Try and find the quickest way between objectives.
- * Make a map.
- * Strike hard and fast.
- * Always pick up gun magazines.

NIGHTBREED

Its program code and graphic representation are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved worldwide.

THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ CAREFULLY THE INSTRUCTIONS FOR LOADING.

If for any reason you have difficulty in running the program you may contact our Ocean Helpline direct by telephoning 0626 332533. However if you believe that the product is defective, please return it direct to: Mr. Yates, Ocean Software Limited, 6 Central Street, Manchester M2 5NS. Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

CREDITS

Coding by Painting by Numbers Ltd.

Music by Matthew Cannon

Clive Barker's Nightbreed™ & © 1990 Morgan Creek Productions. All rights reserved.

©1990 Ocean Software Ltd.