

ENTERPRISE

P R O G R A M S



COMPUTER GRAPHICS LTD

NODES OF YESOD

GRAPHICS ADVENTURE

WITH STEREO SOUND

THE GAME

Earth's scientists have intercepted coded signals from the Moon to an unknown destination in outer space, detailing the vulnerable points in the Earth's defensive system.

It's obviously imperative that these signals are stopped as quickly as possible - and you've been given the job.

In the time it takes to digest a British Rail sandwich, you've been briefed, injected against Moon 'flu and taken the next Venus shuttle, which has made an unscheduled stop-off on the Moon.

Your briefing was basic, to say the least. All you know is that there are elementary alchiems which you must collect if you are going to find the monolith, and that there may be an up-draught in some of the deeper potholes.

There is little information on life forms. But there is one piece of information which may be of use; you have heard rumours of a strange mole-like creature which can eat away the very material of the moon in certain places.

There may well be company, too. A red space ship is the first thing you spot as you start to look around. Your plans are very fluid; though it might be a good idea to find one of these mole-like creatures . . .

THE FEATURES

Nodes of Yesod contains:

Clouds of Crystal

Clouds of Dust

Platforms to jump on

A wind which gusts.

Moon-munching moles

Who'll eat up your foes

Abandoned helmets

Give extra goes.

Gravity sticks

Alchiems to find

Extra speed

A clock which ticks

A spring monster

And one of rock.

Liver Birds

Fireballs

And a Cockroach

A huge map.

A Bug and a Fish

Edible Walls

Heart Beat

A stop for a nap.

A horned Demon

And a worm in the mines.

An Alien Spaceman

Who'll steal the Alchiems

Things to collect,

Things to avoid,

Disorientation

And a mean herboid.

And your Goal

Best bear in mind

In the depths of the moon

There's a Monolith to find.

THE CONTROLS

This game can be played with the internal joystick, the keyboard or an external joystick. You will be asked to decide which at the start of each game. If you use an external joystick, left and right movements will move you left and right, with down for gravity sticks and up to change to mole controls. Jump by using the fire button. The controls are the same for the internal joystick, but use the Space Bar to fire. The mole is controlled by left, right, up or down movements, with the fire button (or space bar for internal joystick) to change back to man controls.

If you wish to use keyboard controls, the change between man and mole is made by using the row of number keys (not the function keys).

If you are controlling the astronaut, go left or right by using alternate keys on the bottom row (eg Z,X, C,V). Your astronaut will jump using the Q,W, E,R, row of keys, and gravity sticks can be placed by using the A,S,D,F row of keys.

To control the mole, use alternate keys on the bottom row to move left and right. To go up, use the Q,W,E,R row of keys, and to go down, use the A,S,D,F row of keys.

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