

# NEBULA FIGHTER

NEW GAME  
1 PLAYER  
OPTIONS  
LOAD GAME  
HIGHSCORES  
-----  
⊙ **HELP** ⊙  
CREDITS  
QUIT GAME

Use ++ to select - Press return to confirm

# NEBULA FIGHTER

## HELP STORY

In the late 20th century, terrorist groups gained more and more power throughout the world. Soon all terroristic groups joined to form one Huge global army. All of the governments of the earth collapsed to the power of the terrorists. The terrorists, who only sought their form of peace found that they could dominate the world with terror.

In the year 2010, earth was visited by a space fairing race known as the Venishians, who unknowingly brought to the attention of the new world order that there were other civilizations to dominate with fear. With the capture of the Venishians space ship, scientists were able to construct a space fleet to use against the Venishians.

# NEBULA FIGHTER

## HELP STORY

World order knowing that they can expand their ruling influence to other worlds send you on the mission to break through the Venishians line of defense, secure the well armed asteroid belt and wait in orbit of their home planet for re-enforcement's.



# NEBULA FIGHTER

## HELP

### CONTROLS (default)

#### KEYBOARD (1up)

Left Arrow .....	Moves Backwards
Right Arrow .....	Moves Forward
Up Arrow .....	Moves Up
Down Arrow .....	Moves Down
Right Ctrl .....	Fire
Right Shift .....	Cycles Weapons
Right Alt .....	Smart Bomb

# NEBULA FIGHTER

## HELP

### CONTROLS (default)

#### KEYBOARD (2up)

R .....	Moves Backwards
T .....	Moves Forward
Q .....	Moves Up
A .....	Moves Down
Left Alt .....	Fire
Z .....	Cycles Weapons
Left Ctrl .....	Smart Bomb

# NEBULA FIGHTER

## HELP

### CONTROLS (default)

#### JOYSTICK

Button 1 ..... Fire  
Button 2 ..... Cycles Weapons  
Button 1 + Button 2 ..... Smart Bomb

Move around the screen with Joystick point



# NEBULA FIGHTER

## HELP

### CONTROLS (default)

#### MOUSE

Left Button .....	Fire
Right Button .....	Cycles Weapons
Left + Right Button .....	Smart Bomb

Move around the screen with Mouse point

# NEBULA FIGHTER

## HELP

### CONTROLS (default)

#### SYSTEM KEYS

**NumLock**  
Pauses game play

**ESC**  
Abort game play and returns to menu



# NEBULA FIGHTER

## HELP POWERUPS

### Shield Energy Booster



Collect these items  
to increase your ship's shields.

# NEBULA FIGHTER

## HELP POWERUPS

### Fire Power Booster



**Collect these little particles to increase your fire power. Remember, all the collected particles will be converted in bonus points!**

# NEBULA FIGHTER

## HELP POWERUPS

### Mega Points



Collect this item  
for an instant bonus of 50000 points.  
Remember, every 500000 points  
you get an extra ship.



# NEBULA FIGHTER

## HELP

### ADD ONS

#### Container



Sent by Heart command to aid you in the conquest over Aliens. Destroy it and collect the hidden items (powerups & add ons). Look out for it!

# NEBULA FIGHTER

## HELP

### ADD ONS

#### Extra Ship



Collect this item to add an  
extra ship to your reserve.

# NEBULA FIGHTER

## HELP

### ADD ONS

#### Smart Bomb



Collect this item to add a nuke  
to your armory. Use it to blast  
everything in the nearness.



# NEBULA FIGHTER

## HELP

### ADD ONS

#### Side mounted Rockets



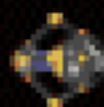
Collect this item to add to  
your armament two or more  
side mounted missiles.

# NEBULA FIGHTER

## HELP

### ADD ONS

#### Retroid



Collect this item to add  
a powerful pulse cannon  
behind your ship.

# NEBULA FIGHTER

## HELP

### ADD ONS

#### Homing missile



Collect this item to add an  
homing missile launcher to your  
ship's armament.



# NEBULA FIGHTER

## HELP

### ADD ONS

#### Spark



**Collect this item to add a  
sparks generator to your  
ship's equipment.**

# NEBULA FIGHTER

## HELP

### WEAPONS-1

To be stolen from the Venishians

#### Rockets



Missiles are the weapon of higher grade than the standard gun. Each of them contains two small but deadly explosive charges, the former in liquid form, the latter gaseous, accurately isolated from each other. Due to the very high incompatibility between these two elements, the collapse of the insulation between them when the missile impacts starts an antimatter annihilation, thus unleashing an enormous quantity of energy which causes severe damage to the target.

# NEBULA FIGHTER

## HELP

### WEAPONS-1

To be stolen from the Venishians

#### Torpedos



Weaponry of this kind consists of a generator of flaming nuclei, which are made of a special alloy able to reach extremely high temperatures while maintaining a semi-solid, very cohesive status that prevents their evaporation into space. The thrust engines of the remote units are suited as generators of torpedoes, since converting at regular intervals their thrust energy into firepower causes them to eject the very nucleus of the propulsion system as a very penetrative projectile.



# NEBULA FIGHTER

## HELP

### WEAPONS-1

To be stolen from the Venishians

#### SmashWaves Generator



This is a small device which is based on the fission reaction of unstable atoms like enriched uranium found on Earth. After installation this device routes the energy irradiated by a series of controlled nuclear reactions usually fed to the standard guns into a devastating impact wave. These waves expand in the direction on their motion and can be driven frontally towards the upper and lower sides of the ship. Safety reasons prevent the waves from being driven towards the back of the ship.

# NEBULA FIGHTER

++ Change help subject

## HELP

### WEAPONS-1

To be stolen from the Venishians

#### Laser



The laser beam generated by this remote has its origin in the usage of special crystals stimulated by an accumulator and a stabilizer; whereas the vast amount of energy emitted is matched by an equally high precision of fire. Unlike the typical lasers, in fact, its effect is not limited to piercing through matter, but because of its slight instability it can start a chain reaction of even more devastating outcome.

← Previous page

PAGE 4/5

Next page →

# NEBULA FIGHTER

## HELP

### WEAPONS-1

To be stolen from the Venishians

#### Plasma



This armament consists of four nuclei of pure energy, stabilized by confining them into as many polymeric-like globular structures bound to orbit around the ship by a gravitational tractive device. Because of the exceedingly high density of the nuclei, this sophisticated technology exploits the polarization of the globes to osmose the energy within and to radiate it out of its containment into a definite direction.



# NEBULA FIGHTER

++ Change help subject

## HELP

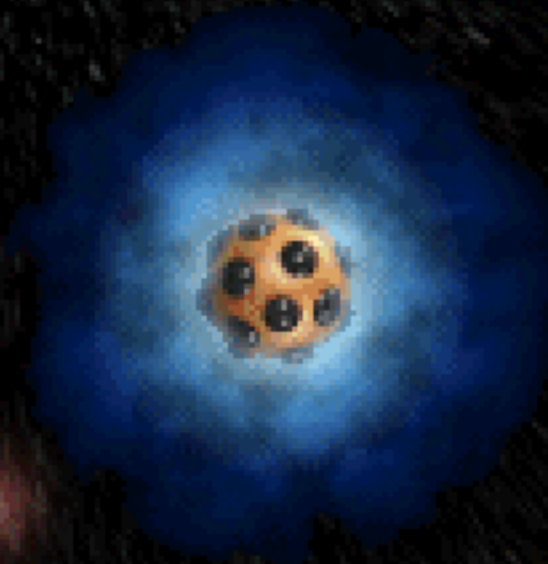
### WEAPONS-2

To be stolen from the Venishians

#### Gravity Bomb



Technical denomination is 'multiple trigger detonator'. The black caps spread all over its surface are sensitive to the slightest pressure. Once these are touched on, the trigger circuit is shorted and the detonation takes immediately place. This apparatus radiates a blue layer of pseudomass that enables the correct 'falling to the ground' dynamics even in reduced gravity environments by stabilizing the chassis weight and then increasing it progressively until it hits the selected target.



# NEBULA FIGHTER

## HELP

### WEAPONS-2

To be stolen from the Venishians

#### Laser Lance



Molecular instability of these bursts causes a super fast diffusion through space of the focused laser beam with 'cutting' consequences on any object which happens to find itself in the line of fire. A modified and polymerized armour prevents damage to the outer casing of the reactor and the six originated tubes of the ship. The two jointed arms anchored to the hull are under control of an advanced device in charge of target recognition for extreme shooting precision.

# NEBULA FIGHTER

## HELP

### WEAPONS-2

To be stolen from the Venishians

#### Shock-wave



It is a small but powerful accumulator coupled with the firing system of the ship. Once triggered, this device instantaneously channels its energy to the nearest object by means of an electrical link. The ultra high voltage current and its very long range make possible to inflict severe damage to targets hardly reachable by any conventional weapon. Unfortunately, because of the exceeding strain it is submitted to, the accumulator must often stop the energy flow lest it could damage the ship itself.



# NEBULA FIGHTER

++ Change help subject

## HELP

### WEAPONS-2

To be stolen from the Venishians

#### Magnetic Probes



Light and speedy self-propelled weapon with integrated explosive charge; it uses a magneto-optical sensor for automatic tracking of visible and invisible targets. This module is made of parts built from pseudo-intelligent material, which is highly customizable at molecular level by means of chemical stimulations. Power drain for ejecting the first probe causes instant self-replication of a clone, thus supplies an endless number of modules.

# NEBULA FIGHTER

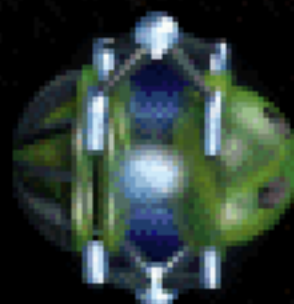
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## HELP

### WEAPONS-2

To be stolen from the Venishians

#### Smasher



This weaponry is made up of seven different modules linked one another by a biomagnetical chain. Each link encloses a particle accelerator that fuels its own molecular flow and injects it in synchrony to the adjacent module. Synchronization is made possible by a carrier that keeps moving from an end to the other of the modules' chain feeding the neurochips with needed data. At the time that resonance is reached, the carrier can stop and stored energy is released in concert

+ Previous page

PAGE 5/6

Next page +

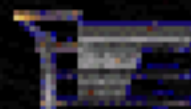
# NEBULA FIGHTER

## HELP

### WEAPONS-2

To be stolen from the Venishians

#### Shredder



This is a six barrelled machine gun with revolving extra long barrels and a speed doubler each. The bullet-particles accelerator enables a firepower of one thousand nuclei per second for each barrel and upto ten thousands in overload. Power supply is dynamically adjusted to ensure a sustainable drain and a steady working for the barrels. The selected target is therefore completely shredded by the devastating burst of nuclei that crash into it almost at lightspeed.



# NEBULA FIGHTER

## HELP

### WEAPONS-3

To be stolen from the Venishians

#### Blades



The crystallized and undeformable material these blades are made of displays unequalled features of lightness and strain resistance. Due to their streamlined shape and the sharpness of their point, obtained by advanced laser-etching techniques, armament of this kind may be invaluable in situations of extreme danger because of the very high aiming precision it guarantees. The backside-lodged thrust engines ensure a correct trim in flight.

# NEBULA FIGHTER

++ Change help subject

## HELP

### WEAPONS-3

To be stolen from the Venishians

#### Cannon



Impulse-firing light gun. 'X-29' model, compact and of average power. It encloses a particle generator and a semi-helicoidal power stabilizer. This latter dynamically adjusts the output, synchronizing the recoil of the barrel to the fission of particles in the combustion chamber, thus making the generator virtually inexhaustible. Because of its reliability the cannon is to be regarded as 'assault tactical weapon'.

+ Previous page

PAGE 2/7

Next page +

# NEBULA FIGHTER

## HELP

### WEAPONS-3

To be stolen from the Venishians

#### Grenades



These shells enclose an explosive charge for each hemisphere, doubling the amount of damage they yield, while the centre is appointed with the timing control of bursting. The multilayer shell case is a complex biomaterial endowed with awareness for physical contact; when touched, it is able to disrupt itself into pieces moments before the detonation of the hemispheres. This disruption remarkably increases the range and the amount of damage.



# NEBULA FIGHTER

++ Change help subject

## HELP

### WEAPONS-3

To be stolen from the Venishians

#### Acid Globes



This armament is a bacteriological weapon. Only data available at the moment about its workings regard its biosyntethic skin coating, which is impenetrable and self-lubricant, and its volumetric morphing ability. It seems that peculiarities in the skin morphology make the globes able to secrete a sort of nucleic acid of exceeding corrosive power that assimilates any decomposable molecular structure and self destructs once assimilation is complete.

+ Previous page

**PAGE 4/7**

Next page +

# NEBULA FIGHTER

++ Change help subject

## HELP

### WEAPONS-3

To be stolen from the Venishians

#### Flame-thrower



This is a sturdy and powerful nebulizer of combustible materials. The mixture ejected by the compressor is a compound of gaseous propellant and engineered molecules, chemically processed to be highly flammable. At the very moment of nebulization, the propellant is inundated by a flow that undergo spontaneous combustion when in contact with the atmosphere, thus igniting the propellant itself.

+ Previous page

PAGE 5/7

Next page +

# NEBULA FIGHTER

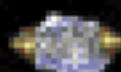
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## HELP

### WEAPONS-3

To be stolen from the Venishians

#### Frozen Bullet



This supercryogenic device, once installed, relies for its working on the action of an ultracoolant substance that coats special explosive projectiles. While the coating matter freezes, the surface of the projectiles turns into some kind of 'super synthetical ice'. As a result the shells can easily pierce through any selected target, exploding deep in its interior immediately afterwards.

+ Previous page

PAGE 6/7

Next page +



# NEBULA FIGHTER

++ Change help subject

## HELP

### WEAPONS-3

To be stolen from the Venishians

#### Anti-Nuke



This device is able to reverse nearby matter into anti-matter and to slash a fissure into the spacetime continuum, which tends to drag in a whirl the atoms of any object into an artificial dimension of unreality where space and time have no meaning. The anti-nuke can completely obliterate the physical existence of an object, secluding it into a modified dimension.

+ Previous page

PAGE 7/7