



Here are the four superb compelling and challenging **Alternative** adventures specially collated and compiled for your enjoyment. Full of excitement, thrills and lots of humour.

Have you got what it takes to be a **Starship Commander**, a **Wizard**, **US Army Medic** or a **Life Prisoner** on the planet Souzel planning a daring escape. Well have you? — now's your chance to find out!

## LIFE-TERM

Full colour graphic and text adventure.

In the year 3142 democratic government broke down and was replaced by rule by multi-planetary companies, vast multi-billion dollar organisations with just two thoughts in mind; personal gain and the extinction of all competition! What justice existed was metered out by the Trade Police who attempted to keep the fine balance between the factions vying for supremacy. For the rich, life was good. For the outsider it was a hard life and treachery, deceit and corruption were rife. On the 14th of the 3rd in the year 47 the central complex computers of the Flo-Tec Trading Corp registered an intruder. Security staff were despatched to the point of entry and after an exchange of fire one security guard lay dead and the intruder had escaped. Although Jake Stalin was 13,000,000 miles away at the time it didn't stop him being accused, tried and found guilty of the man's murder.

He was sentenced to the maximum LIFE-TERM.

Since execution as such no longer existed he was put in charge of a planetoid named Souzel where the refuse from a dozen planets was collected for processing into raw materials for building purposes. There he would stay for the natural term of his life. Or could there be a way out?



## STAR WRECK

Full colour graphic and text adventure.

A mission to the far reaches of a distant Galaxy. This is a story from the log of the Star Ship 'Paralysed'.

You Captain James T. Cake, are on this mission to the planet Dandrox with a cargo of one Trell and a Rigellian Slime Beast which are needed for experimental purposes. You also have on board the Thracian Ambassador going to Dandrox and a Krall in transit to Alpha-Trica 111.

The success of your mission is down to your own initiative and ability as a Star Ship Commander. After payment of the necessary fee at the checkout in this store you will be immediately beamed aboard your Star Ship. Good Luck Captain.

#### WIZ BIZ

Full colour graphic and text adventure.

So . . . you've woken up then Ralph?

I don't suppose you remember much about last night?, how you took part in a particularly alcoholic session at the 'Duck and Plunger'? It appears you were drinking with some of your 'WIZARD' buddies when you performed your usual party piece by turning one of them into a pink and black spotted Salamander . . . That was Mike.

When the spell wore off the chap in question wasn't too pleased. That's how you ended up in his Castle. You are NOT his favourite person. Only your familiar spirit can help you now . . . If you can remember his name that is, you dozy old goat.

#### S\*M\*A\*S\*H\*E\*D

Full colour graphic and text adventure.

YEAR: 1951

PLACE: SOMEWHERE IN KOREA

You are Pigs Eye Peers, yesterday a newly qualified fresh out of Medical School surgeon, with a diploma in your hand. Today you're here in Korea, doing your part to repel the enemy hoards and doing the running repairs on the soldier bows of 'Uncle Sams' army.

Never before though have you come across a stranger place than this.

# LIFE-TERM COMMAND LIST

ASK ASSEMBLE ASSIST AID BANG BLOW BOARD BOLT BREAK BREATHE BRIBE BUILD BUY CALL CHAT CLEAN CLOSE COMMAND CONSTRUCT CORRUPT CRAWI. DOWN DESTROY DETONATE DRINK DIG DRAG DRAW DRIVE DROP FAST EAT EMPTY ENTER ERASE EXAMINE EXIL FILL FIRE GET GLUE CO GRAB GRAPH GROW HAMMER HEAR HELP INHALE HIDE HIT INSERT INVENTORY INVESTIGATE JETTISON. KICK KILL. LOCK LIE LIFT LAY LOCK MAKE MOVE NORTH NAVIGATE NORTHEAS NORTHWEST OBTAIN OFFER OPEN ORDER PICK PICTURES PILOT PLACE POLISH POUR PRESS PULL PUNCH PURCHASE PUSH PUT OUIT READ RECLINE RELEASE RESCUE REMOVE REPAIR RESTORE SOUTH SAVE RUB SAY SOUTHEAST SEARCH SEND SET SHOOT SHITT SIGN SIT SMASH SMELL SOUTHWEST SPEAK SPEND STEAL STICK STRIKE SWALLOW STOP

# USE WEAR WRITE

GIVE

SWITCH

TEXT

TYPE

SWIM

TELL.

TURN

WASH

GET

UNLOCK

STAR WRECK COMMAND LIST ANSWER ASK ACTIVATE ATTACK BANG ATTACH BEAM BLOCK BLOW BOARD BREAK BUILD CALL COMMAND CLOSE DOWN DEPOSIT DISARM DISCHARGE DIAL DISABLE DRINK DROP EAST EXAMINE ENERGISE ENTER FIRE

TAKE

UP

WEST

CO

WORDS

THROW

TALK

TIDY

WAIT

WORK

GRAPHICS

UNBOLT

# HELP INVENTORY LIFT LOAD PICTURES RECHARGE REPLACE SHOOT SMASH TASTE THROW

TYPE.

LISE

WORK

WORK

IGNITE INSERT JETTISON KICK LOOK LIE LIGHT LINE LIST MAKE NORTH OFFER OPERATE ORDER PILOT PLACE PLAY READ RELEASE REMOVE REPAIR REPLY RESTORE RETURN REVIVE SOUTH SAVE SEARCH SEND SCORE SLAP SORFR SOD SPEAK STROKE STRIKE SWALLOW TAKE TALK THREATEN TELL TOUGH TRANSPORT TURN UNFASTEN UNHOOK WEST WAIT WORDS

WIZ BIZ COMMAND LIST AID BANG BLAST BOW BUILD BURN BOIL. BURY CALL CAST CLOSE COMMAND CONSTRUCT COOK CUDDLE DOWN DEPOSIT DESTROY DISTURB DIVE DRINK DROP FAST EAT EXAMINE FILL FLUSH FIRE CET GIVE GRAPHICS GRILL. HELP HIT IGNITE. INSERT KICK INVENTORY KISS LIFT LIGHT LIST MOVE LOCK LOOK MAKE NORTHWEST OFFER NORTH NORTHEAST OPEN OPERATE. ORDER PLAY PAT PICTURES PLANT PUFF PLUCK POKE PRAY OUIT READ REMOVE SOUTH SAY RESTORE SAVE SLAP SHOOT SHOUT SEARCH SMOKE SLING SMACK SMASH STEAL. SOUTHEAST SOUTHWEST SPEAK STROKE STRUM TAKE SUCK SUMMON SWIM TELL. TALK LIP UNDRESS THROW VAULT UNLOCK USE VACUUM WADE WAKE VIEW WEST WAVE WEAR WORDS WAND

#### S\*M\*A\*S\*H\*E\*D COMMAND LIST

ATTACK ATTACH BET BUILD CALL CHEAT DONATE CLIMB CONSTRUCT DOWN DRILL DRIVE DROP DRINK FAST EAT ENTER ENTRANCE EXAMINE **EXCHANGE** FILL FIX FOLD FOLLOW FLV GET GIVE GO GRAPHICS HEAR HELP HYPNOTISE INJECT INSERT INVENTORY INVESTIGATE JAB KICK KILL. KISS LAY LAND LIE LIST LISTEN LOAD LOOK MAKE MANUFACTURE NORTH NORTHWEST NE NORTHEAST NW OPEN OIL OFFER PILOT **OPERATE** PHOTOGRAPH PICTURES PUSH PUT PULL OUESTION OUIT READ RELEASE REMOVE REPLACE RESTORE REVIVE RUB SAY SAVE SCORE SEARCH SIT SLAP SMACK SOUTH SOUTHEAST SOUTHWEST SPREAD SPEAK SPENID SOUASH SOUFFZE START STRIKE STRING SUBSTITUTE SW SWALLOW SWAP SWITCH TAKE TALK TASTE TELL TEXT THREAD THROW THUMP TIE TOUCH TURN TWIST UNLOCK UP USE WAIT WEST WIPE WAKE WORDS

Please set tape counter to zero before loading games. Once first game has loaded (on either side) press stop on cassette player and make note of counter number. At this number the other game on that side will

begin to load.

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