spectresoft

crisis countdown

mission om

A sort of computerized 'Dungeons and Dragons' adventure with a built in reward!   MRP £7.95

1990

An important adventure game sequel shortly to be announced for the Commodore 64.

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Loading instructions
Insert cassette, rewind to start.
Type **LOAD ""**
Full playing instructions appear on screen.

THE GAME-PLAY
An Intergalactic Freightcraft loaded with a valuable cargo of
lethal nuclear fuel has been hi-jacked by an alien suicide squad
intent on destroying all life on the small but mineral-rich planet,
Mirus-3. They have set the ship on collision course.
You have been placed aboard and must reach the engine-room
in order to over-ride the Tachyon Drive and avert disaster.
But beware of the ship's inbuilt security traps, and dodge or kill the
Alien patrols.
This is a crucial stage in your initiation into the mastery of time and
space. But you've only 2 hours to go — and time's ticking
away. There's help at hand if you watch out for cryptic password
clues that can help you pass through computer controlled doors.
Watch out for the sequels in this compulsive adventure game
series:- Mission Om, and 1990.

64-CCA

crisis countdown
For the Commodore 64

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