



SPACEWRECKED™

14 BILLION LIGHT YEARS FROM EARTH

Amiga® 500/1000/2000
Mouse required
One player
Off-disk copy protection

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UNDER NEW MANAGEMENT.

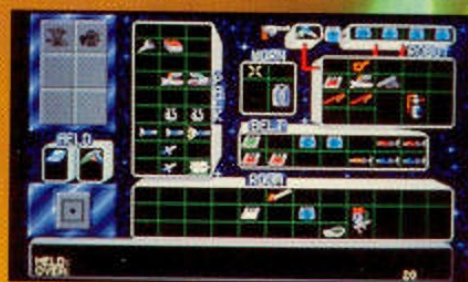
A routine biological survey mission into the Orion Galaxy became a space nightmare. The biological specimen locks snapped open the instant the fleets' 20 ships time-warped into the eye of the exploding Wolf-Raert nova. The lab's bizarre cargo of 20 alien creatures emptied within minutes, taking control. A desperate SOS was sent out, just as fuel and navigation systems faltered.

The ships drifted along for a decade in hopeless orbit when the SOS finally reached Earth. Most of the human crew had years ago opted for cryogenic freeze. Others still alive, suffer from radiation poisoning.

You must repair and return the ships to Earth using what you find aboard... 6 programmable robots, weapons, pass keys, maps and chemical coolant. Your only obstacles are the mad crew, the new crew, and time. You are Spacewrecked.



Welcome to The War Room. Danger from every direction. Check time, alien moves, your health, weapons, radiation levels, even messages from the main computer.



Scavenge and save vital items needed for the rescue effort. When things get too heavy, offload to a robot.

Actual games screens from an Amiga version, other formats may vary.



Each ship's 4 systems need to be restored to 80% efficiency. But, be careful with the Floxine, a dangerous, highly toxic coolant, as you backpack it to the systems in need of repair.



The intelligence on Telerek. Despite his lack of it, he's extremely hostile & eager to live to 230. You're in his way.

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