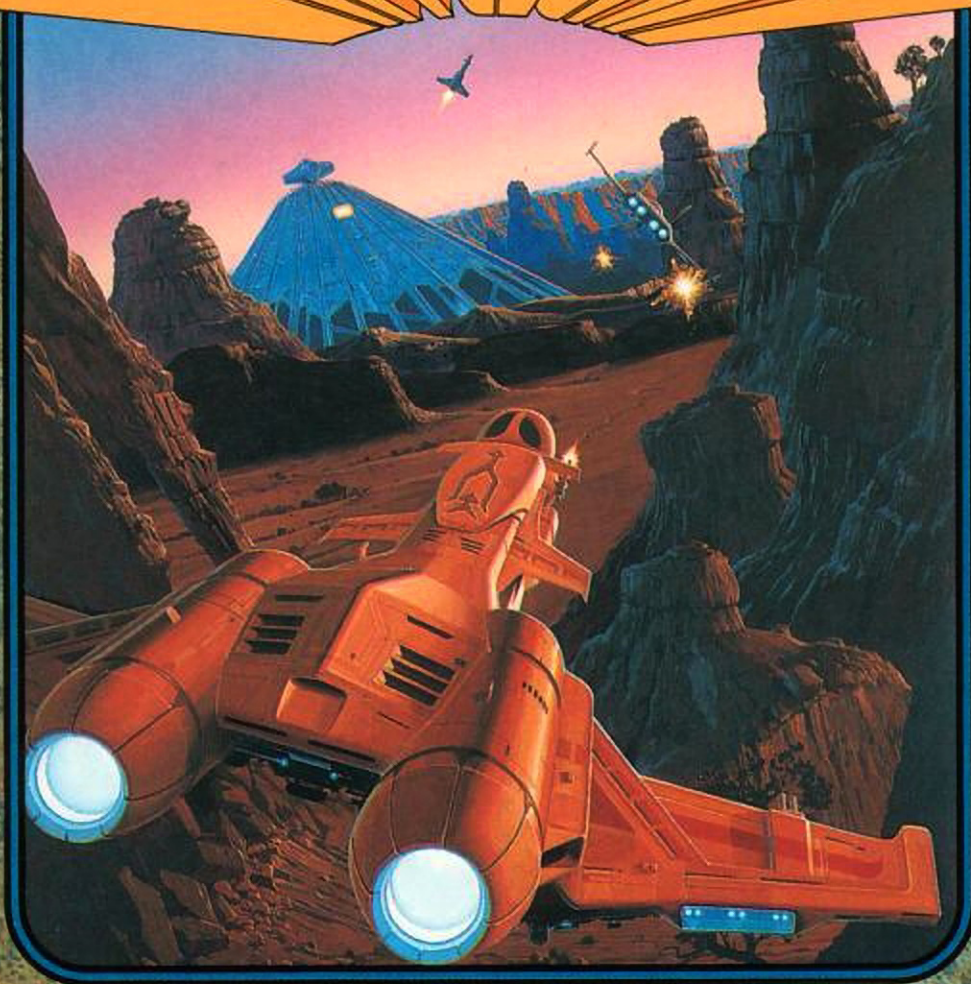


COMMODORE
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SIMULCRA



ACE 936 • C&VG 93% • ST ACTION 91% • CU 90%

"JUST WHAT A GAME SHOULD BE: LOOKS GOOD, SOUNDS GOOD AND PLAYS LIKE A DREAM"

ACE MAGAZINE OCT 1990



"Simulcra" is programmed by the award-winning Graftgold team.

The Tactical Interceptor Wing of the Pacific Alliance train in a flight simulator with an amazing interface. Cortex-Chips, planted into their brains, allow the pilots direct "hands-free" control over their craft as it skims through computer generated 3-D mazes. It's fast, frenetic and furious. And now fatally flawed. A deadly virus has corrupted the Simulcra, infecting all pilots, and disabling the Alliance's defences.

A hot-shot pilot is required to manually fly the Simulcra's tangled web of three-dimensional danger, solving puzzles, avoiding the flak and destroying the virus. Armed to the teeth with missiles, solid fuel boosters and electronic counter measures, your quest is for knowledge. Look and learn - or lose. The odds are overwhelming. The answer within reach.

30 levels of increasing complexity, each filled with fast, smooth 3-D vector graphics and a host of hell-raising enemy encounters combine to make Simulcra a high-powered shooting match in a combat zone with a difference.



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Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. Tel: (0666) 504326

*Atari ST screens shown.
Actual screens may vary*

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