

VENON



AMIGA



MELBOURNE
HOUSE

XENON

From the moment that Captain Xod's face appeared out of the static on the communicator, you knew he was in trouble. As the only other Federation ship in the sector you had to go to his aid. You need to fight your way through sixteen zones, collecting essential supplies for the fleet. At the end of each sector you have a chance to refuel and restock but only after you have defeated the most vicious alien you have ever seen.

A strategic vertically scrolling shoot-em-up. You have the option of swapping between two very different craft, to suit the challenge facing you at the time; either a ground-based saucer or a well armed, and faster fighter aircraft.

A fast moving thinking man's shoot-em-up.

FEATURES

Extra weapons and defences that appear throughout the game.

Digitised effects and speech.

Stunning graphics.

Thoroughly addictive gameplay.

Self adjusting difficulty.

A MEMBER OF THE
MASTERTRONIC GROUP OF COMPANIES

8-10 Paul Street, London EC2A 4JH
Telephone 01-377 8411 · Telefax 01-377 5569



5 015901 200003

ANOTHER MEGA CREATION
FROM THE
BIT MAP BROTHERS