

NAVIGATOR
Shy, Skilful and
Intelligent — Panics Easily.



EXECUTIVE OFFICER
Direct, Imaginative,
Cautious, Loyal.



SCIENCE OFFICER
Secretive, Unlikeable,
Brilliant —
Occasionally Bilingual.



CAPTAIN
Solid, Dependable,
Courageous —
Excellent Leader.



ENGINEERING OFFICER
Physically Strong, Low I.Q.,
Potentially Rebellious.



WARRANT OFFICER
Wild, Ambitious,
Authoritative, Resourceful.



ENGINEERING OFFICER
Cynical, Rebellious,
Untrustworthy,
Unlappable.



MIND GAMES A L I E N

'We live as we dream — alone'

Joseph Conrad

The Nostromo is coming home. You awake. As Commander you must grapple with a terrifying life force you cannot comprehend. The ship has become a trap — something evil stalks the corridors ...

Using the unique Argus **PERSONALITY CONTROL SYSTEM** you must command the crew to execute your plans. Beware! They will interpret your orders in their own individual way. Decisions are real-time and the drama unfolds across a full graphics map of the ship.

Every time you dare to try this epic battle of survival you will be faced with the reality of the action — and because of the unique PCS facility it's different every time!

INSIDE —
Free 16 page booklet which sets the scene of the story with actual pictures and dialogue from the film!



Full loading instructions
appear on the reverse
of this insert

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MIND GAMES A L I E N

Commodore 64

A L I E N



In space no one can hear you scream.

MIND GAMES

Commodore 64



ALIEN

programmed by
PAUL CLANSEY

MIND GAMES

The computer has opened up a whole new world of games. Go beyond the games of zapping and fast reflexes and you reach into that world. The computer takes on a life of its own. Adventure and strategy games start where arcade games finish. Here is the world of imagination and thought. **MIND GAMES** are a range of programs designed to stimulate that imagination and take you into new and strange worlds.

Sophisticated graphics, and great presentation are all part of the package.

Loading:
SPECTRUM 48K

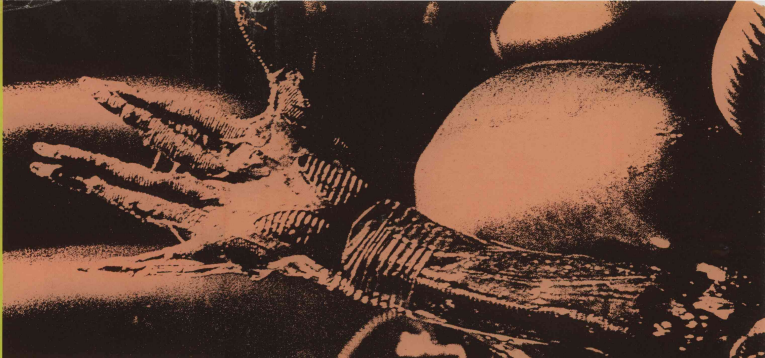
LOAD™. If the program loads subsequent programs remember to stop the tape if told to do so.

COMMODORE 64
Press **SHIFT** and **RUN/STOP**

Check the label on the cover to make sure that this tape is the correct one for your computer.



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Other exciting Mind Games:



QUEST FOR ETERNITY

The **Overlords of the Universe** have a vacancy for one Master of Eternity. As a candidate you must pass a small test of ability. Of course, failure means death!! To begin with you find yourself on a starship. On the surface, your objective is fairly straightforward, to operate a disused teleportal booth, and thereby return to the Chamber of Creation. However, the **Overlords** must be absolutely sure of your logic, endurance, courage and determination. So the teleportal booth is 2000 light years away, on one of the most hostile planets in the Universe. Oh, and by the way, the starship doesn't work either.



STAR FORCE SEVEN

The **Zurges** have won! Earth is almost devastated and the human fleets are destroyed. All except one: **Star Force Seven**. Your task is to command the last human fleet in its mission deep into enemy territory. By wreaking havoc with their home worlds and battling with their defending fleets you may be able to force the dreaded **Zurges** to pull back and stop invading earth. Will you damage them sufficiently or will your force be destroyed?

The future of humanity lies with you!!

This strategic war in space gives you full command of the resources of your starforce. You have a choice of fleets and difficulty levels. A new game every time you play with full graphical displays.



AMERICAN FOOTBALL

Fourth Down, four yards to go. Your team is sweating on the touchdown. What play do you choose?

Pass? Too risky. Field goal? It's probably succeed ... but it's so close to the line ... A run then. But which one? ... and what defence will your opponent choose?

The play begins. Go Go Go! will you make it???

For one or two players. A full action, strategic simulation. Fast animated graphics and statistics charts. Experience the excitement of **American Football!**



CLOAK OF DEATH

Strange what bets you'll accept after a few pints in the Local. Stay a night in the Major's old house. 'Easy' you said just because it's been empty for 30 years!

These words echo in your head as the front door closes, and try as you will you can't get it open again ...

Spine-chilling, blood curdling — featuring state of the art multi-screen graphics in gorilla detail.



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