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Atrac

COMMODORE 64



Atrac



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Addictive

COMMODORE 64

ARAC AND THE ARACHNIDROID

FOR THE COMMODORE 64 AND 128

An arcade adventure with 100 screens. You must guide Arac to find the components of his arachnidroid and use his net to capture an army of helpers. Once his force is gathered the task is to de-activate the three reactors deep in the fortified citadel. You can deploy strategic use of the animals or fight your way through in time honoured arcade 'zapping' style. The choice is yours – perhaps a bit of both – but whichever you choose you must do it within 30 minutes (or 20 minutes if you choose the short game option which assumes the arachnidroid is already assembled).

ACTION

Gather the parts of the arachnidroid and capture your army of helpers, then make your way through the labyrinth, past the automatic sentries guarding the power house and into the very heart of the building where you must stop the reactors over-heating by shooting out the cores before they burn through.

SCORE

Your rating is given as a percentage of how much of the mission is accomplished.

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