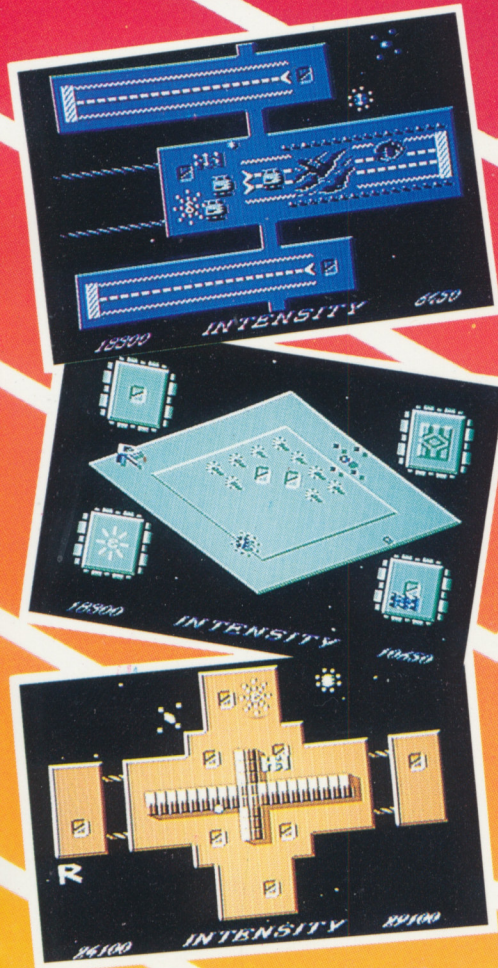




INTENSITY

Another arcade classic from Andrew Braybrook – author of the smash hits **Uridium** and **Morpheus**!

The mining station Canis Major silently orbited the mineral-rich planet Sirius, while the crew projected their radar scanners towards the planet surface. All seemed to be proceeding as planned, until strange readings began to show up on the scanner printouts – erratic movements which seemed to show intelligent behaviour...

Weird and aggressive mutant lifeforms had started attacking the mining station, gorging themselves on the metal superstructure – feasting on the metal framework until nothing remained.

The colonists panicked – fleeing from the aliens in a mindless rush – running away when there was nowhere to run.

Alone amongst the mayhem, you have taken control of a lone Skimmer craft, repelling the aliens – colliding with those that seem vulnerable, and guiding the remaining colonists into your remote-controlled Drone ship.

INTENSITY features:-

- Five challenging levels of increasing difficulty, each with sixteen sub-level play areas.
- Highly intelligent aliens who mutate to adapt to their surroundings.
- Innovative and flexible dual craft control mode.
- Superb and original completion of game sequence.

Intensity – Have you got the staying power

Credits:

Intensity designed and programmed by Andrew Braybrook.

Music and sound effects by Steve Turner.
Intensity developed at Graftgold Ltd.

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