

THE RATS

Based on the chilling bestseller
by James Herbert

A new experience in software terror

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A horrifying struggle of strategy
and adventure

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Only players' wits will save them from the
bloodlust of the rats

THE RATS

CBM 64



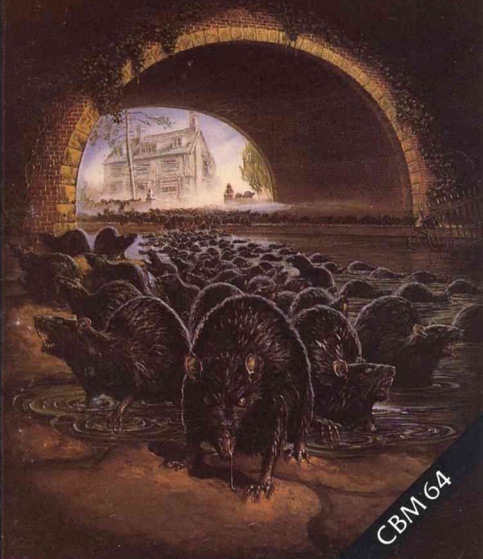
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HODDER AND STOUGHTON
SOFTWARE



JAMES HERBERT'S THE RATS



CBM 64

THE RATS



A struggle for supremacy between rats and man.

A game which interweaves strategic planning and adventure against a background of mounting fear.

You must ensure the survival of London and its inhabitants; people like Harris, whose resourcefulness and courage make him a born leader, and Foskins, the Under-Secretary of State entrusted with the heavy responsibility of saving the city; and other characters — like Paula Blakely, who tries to save her defenceless baby from the teeth of the gruesome vermin, or Stephen Abbott in the back row of the cinema with his girlfriend, half-watching the horror film, unaware that he too is being watched.

The technical effects of the game are stunning. In an atmosphere of growing tension, it combines the latest icon-driven techniques of the strategy game with text adventures, horrifying animated graphics and spine chilling sound.

See accompanying playing instructions if you want to survive against the rats.

