

MINIT MAN™

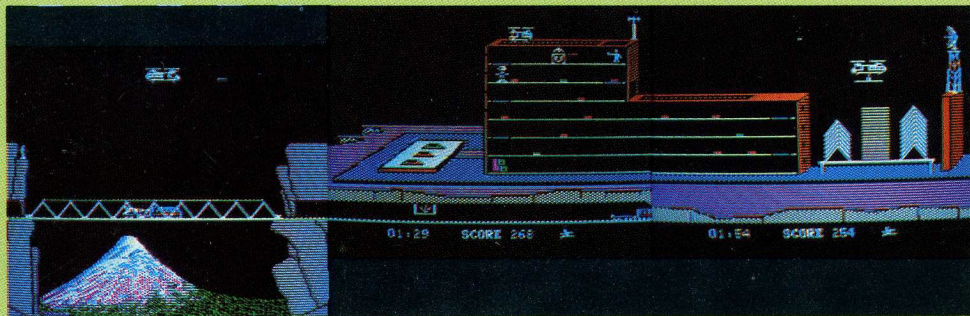
by Greg Malone



penguin software

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183
Steve
Wedemeyer



When the first wave of robots hit the bridge you were having lunch. By the time you climbed into your chopper and reached the gorge, the damage was done: The bridge was shattered. That was about the time the radio started squawking about incoming enemy craft.

Your silos are empty, awaiting three interceptor missiles that had just been prepared for launching. They are loaded on trains on the other side of the gorge, unable to get across the damaged bridge. Your job is to repair the damage and set the launch computer.

Simultaneously, the enemy's robots have penetrated the building complex in an attempt to sabotage the computer. If you don't stop them, saving the bridge would be pointless!

Minit Man requires a joystick to play.

Animation created
with
The Graphics Magician™



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