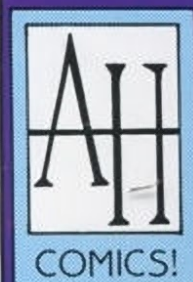


MISSION on



No.1

THUNDERHEAD

SURROUNDED BY ALIEN GUARDS, THE TERRAN AGENT SETS AN AMBUSH



MISSION ON THUNDERHEAD IS THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS COMPUTER GAME OF PLANETARY MISSION

#49393

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DISKETTE for

Commodore® 64/128 and Atari 48K



microcomputer games DIVISION

The Avalon Hill Game Company

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MISSION on

THUNDERHEAD®

gets you coming or going!

It is waiting for you, daring you by its very presence. Built by an alien race that rules the galaxy, its tunnels and complexes plunge deep into the radioactive rock and extend all the way to the complex hovering hundreds of miles above the surface of the planet. Once barren of life, the Eternals have made it into a living hell: the planet Tempest.



Mission on Thunderhead contains over fifty rooms and four mazes. One hundred variations combined with nine skill levels make each game a different challenge.

Mission on Thunderhead: are you up to it?

Available on disk (joystick required) for the **Commodore® 64/128** and **Atari® 48K** home computers.

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Mission on Thunderhead
by William Maxwell

ISBN 0-87276-002-2



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The Avalon Hill Game Company

A MONARCH AVALON, INC. COMPANY
4517 Harford Road, Baltimore, MD 21214

From the creator of Maxwell Manor comes an adventure bigger, more startling and deadlier. **Mission on Thunderhead** has two scenarios that get you coming and going:

• **Operation Tempest:** You are a member of a secret human organization dedicated to overthrowing the Eternals. You have discovered that the complex is a source of their power, and that by destroying them you will succeed in nothing less than freeing the human race. But the device needed to accomplish your goal lies somewhere within the complex (along with the remains of the last agent, perhaps). Your mission: find the device and use it to destroy the complex.

• **The Final Appeal:** Convicted of crimes against the Eternal, you have been sent to the Justice Tower for dispersal. Not a happy thought, but there is one way out. The secular Eternals Appeal was designed as a way to escape your fate. On a planet-wide scavenger hunt you must find the objects necessary to open the Freedom Gate.

