

ROAD RAIDER



***A New High-Speed Adventure
From the Developers
of the Bestseller, Infiltrator!***

Commodore 64™ or 128™
Joystick Required







Developed by
Chris Gray,
author of the best-seller
Infiltrator.

ROAD RAIDER



Amiga™

Atari® ST

Commodore 64™/128™

Slam the door shut, and turn the engine over. It's been a while since you last cranked this baby up, long before the Great Biological Holocaust. You used to be hot stuff then. You'd go just about anywhere to find anyone with a big enough price on his head. But times are tough; slimy mutants don't seem to generate much bounty-hunting business. Now word is out that Dr. A. Noid, that mad menace who caused this mutant mess, is on the loose. And there are enough sane people left in the right places who'd like to see that little green guy put away.

Welcome to a world changed beyond recognition where rules don't exist. The streets are filled with rebel killer-cars, just looking for an intruder to smash to bits. Buildings lay in ruin; green slimy mutants roam the insides in search of healthy victims. But even your armour-plated racecar can't prepare you for what's in store. One thought keeps racing through your mind... "How do I find that crazy Dr. A. Noid and still come out of this alive?"

Features

- Gruesome graphics and awesome animation
- Three exciting environments: wild city streets, eerie abandoned buildings, and chaotic demolition derby-type arenas
- Three progressively difficult levels, each with different layouts and hazards
- Wide variety of weapons and add-on car supplies



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