

Psi 5 Trading Co. TM



By Accolade TM

For 1541
Disk Drive

C-64/128

Joystick or
Keyboard
Controlled

Designed by
Mike Lorenzen

Say Hello To AI "Bullseye" Zott

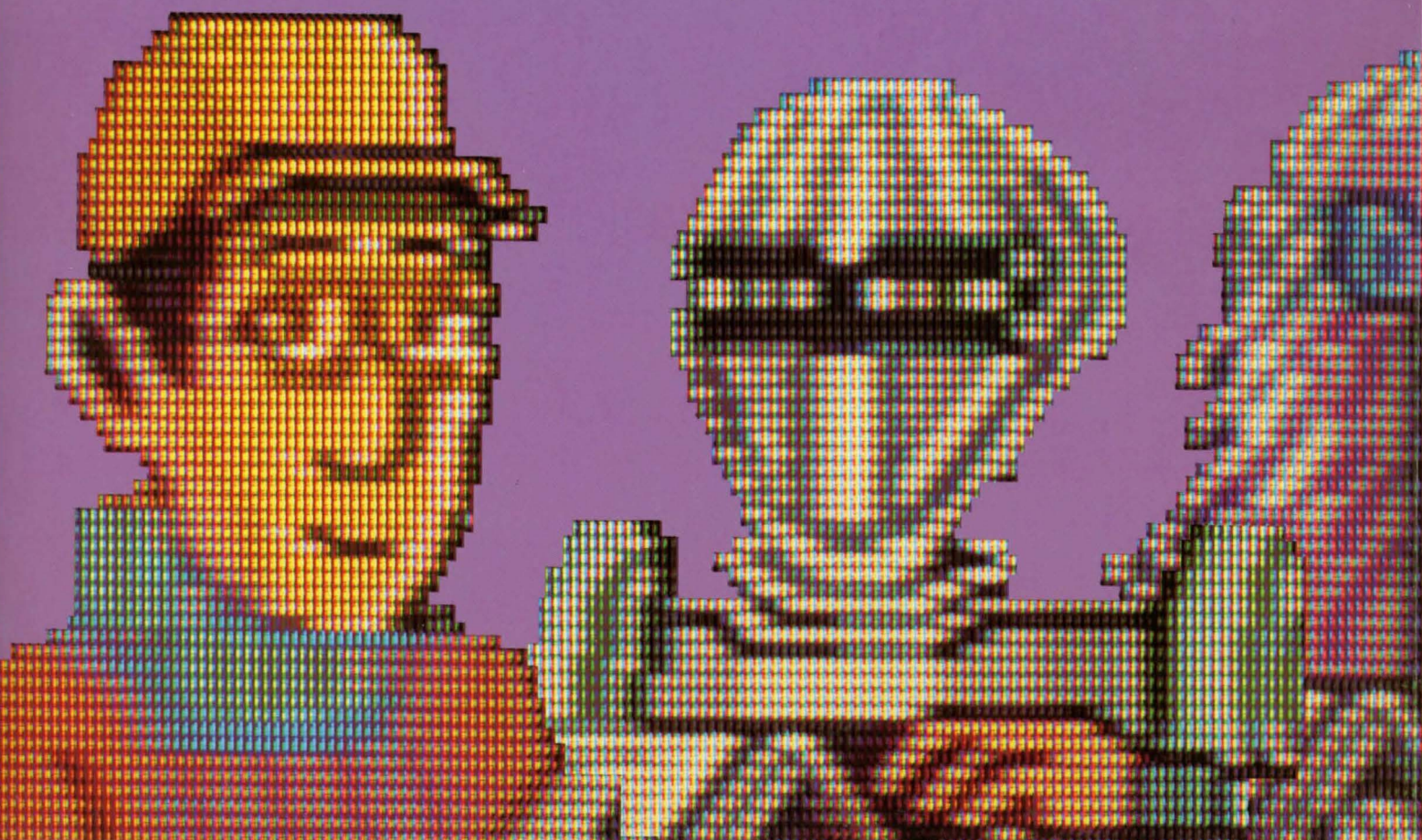
First, you'll need a crew. However, choosing them is a pregame exercise that could doom you even before you start the mission, if you're not careful.

Your five crew members are: A weapons specialist, chief engineer, repair expert, navigational officer and scanner. You also have droids to assist in battle damage and equipment malfunctions, but even they, like the humanoids and aliens, are helpless without your leadership.

To select crew members, you will be shown full screen resumes of several applicants for each position. There are up to 30 different characters, each with special skills and a unique identity.

Perishable Cargo

It is up to you to plot the entire navigational strategy of the Space Freighter. You'll initiate and prioritize tasks and delegate authority for each crew member throughout this entirely joystick-controlled mission. A high-resolution, inter-ship video link, external view port, on board computer



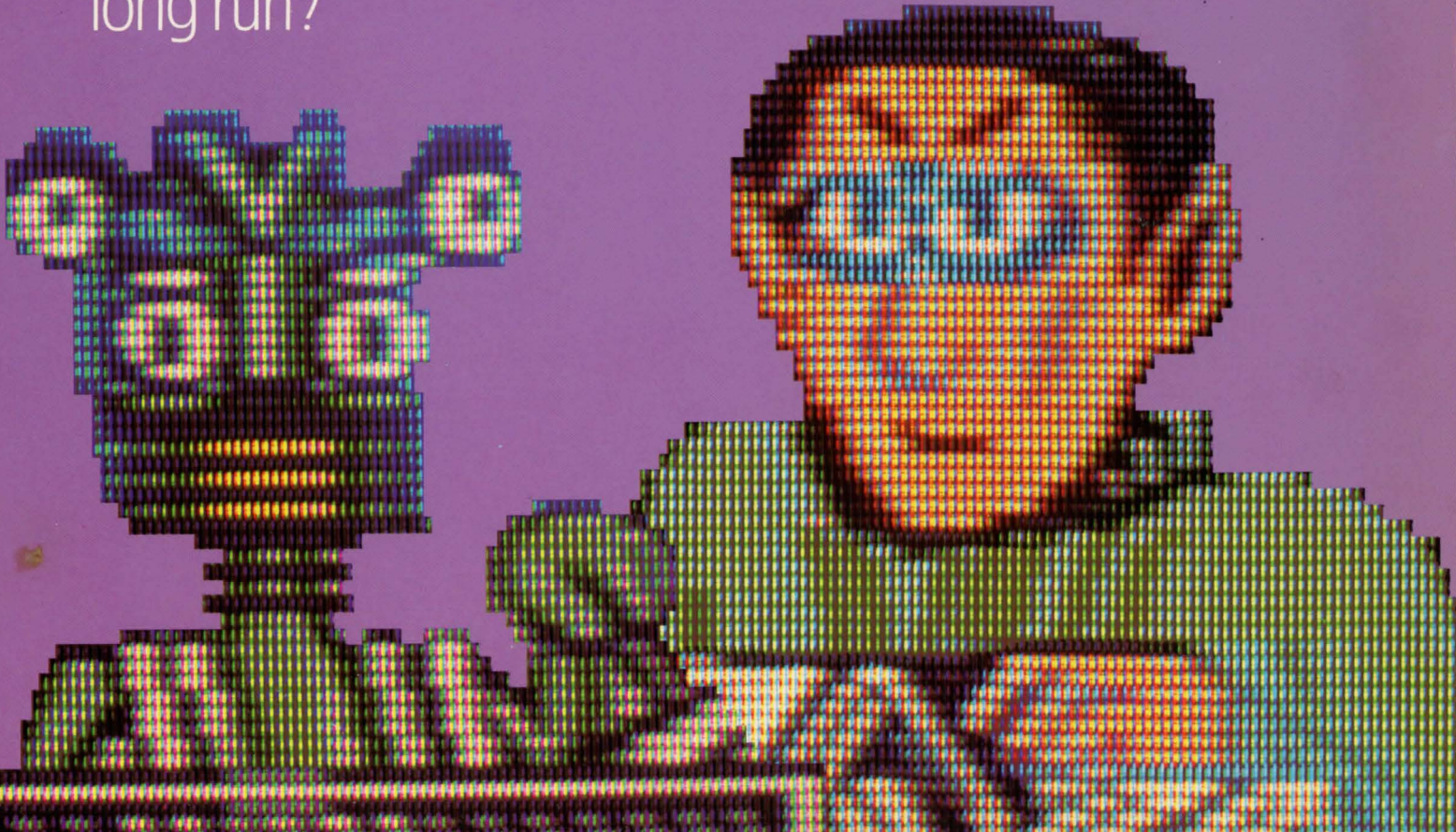
and special navigational cockpit are all critical assets for your strategic planning, calculations and crew management.

But keep this in mind: Your cargo is perishable. So, even if you could hold attackers off all day with missiles, blasters, cannons and thermos, your timetable would be blown and the mission lost.



Take your time making choices. A wrong one could come back to haunt you.

Be sure to ask yourself questions like: Could Al "Bullseye" Zott's strong leadership qualities be outweighed at some critical moment by his hot temper? Or then again, would a safer but less talented choice hurt you more in the long run?





Living on the edge of an eternal galaxy battling opponents who seem to be reading your mind, you are about to captain your ship through one of the great edge-of-your-seat adventures of the 35th Century.

Intergalactic Carnage

Sitting on a mother lode of rich mining deposits, a new quadrant, called the Parvin Frontier, is a mecca for settlers, entrepreneurs on both sides of the law and some of the worst scum in the universe.

These space carriages have been the scourge of the ship-ping lanes. And, as things stand now, they are on the brink of starving out the entire quadrant and holding it hostage.

No wonder the inhabitants of the Parvin Frontier will pay almost anything to anyone who can get through to them with a freight ship full of supplies from the outside world.

But, it's a tall order to fill, even for the experienced captain of the Psi 5 Trading Co. Because, needless to say, these marauders are not going to take too kindly to any last ditch efforts to spoil their little intergalactic carnage.

So, if you're ripe for a stiff challenge and feel comfortable in the role of Space Freighter Captain, your ship just came in.



For 10 years Al Zott has been shooting enemy attack cruisers to smithereens. But, will his hot temper finally be your undoing?



These are your six choices for weapons expert, all of them with critical strengths and weaknesses. Will your pick hold up in the heat of the battle?



As Captain of the Space Freighter, you must constantly delegate authority throughout the mission. With space outlaws on the horizon, what do you repair first, the defense shields or your weapons?

Keyboard or joystick control for one player.

Actual game screens & graphics from Commodore 64 version of game.

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