

R.I.S.K.

BE FAST ... BE ALERT ... OR BE DEAD!

I didn't expect to get a 'R.I.S.K.' order ... none of us ever does. I mean, Galactic Command doesn't call for a Rapid Intercept, Seek and Kill operative unless all else has failed ... but why do I get the feeling I'm gonna be on my own this time?

As usual, Galactic Command weren't too hot on detail — it tends to put pilots off. All

I got were the co-ordinates of the underground complex and the helpful suggestion that I should treat everything down there as potentially hostile — oh and a good luck message from the Admiral — he likes the personal touch.



Actual screenshots from Commodore 64 version

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SINGLE CASSETTE PACK

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EDDGE

R.I.S.K.

COMMODORE 64/128

EDG MCA

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