

RAD WARRIOR™



COMMODORE 64®/128™

DISK

30307D

MAXX
OUT!
SERIES

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RAD WARRIOR™

You will journey through three distinct subterranean worlds inhabited by such nuclear wasteoids as grotesque, giant sloths. Vicious subhumans. And acid drops.



After recovering the ancient flying anti-radiation suit, you'll be ready to penetrate the alien stronghold.



Inside the ancient city of ruins you must collect a particle negator shielded by enemy fire.



The moment of reckoning: a final alien encounter before attacking their nuclear power source.



It's 2500 A.D. Do you know where your anti-radiation suit is?

Find it quick because as Tal, warrior of the future, you'll need it *and* its death-defying weapons. It's about time someone stopped those nasty mutant aliens.

Won't be easy. They'll discourage you from entering their mutated forest. And try to bar you from their radioactive city of ruins. Most of all, they'll fiercely protect the nuclear power source that keeps them alive.

A map will guide you. Weapons—if you can get to them—will protect you.

You, however, will have to supply the cunning and the courage.

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