

SENTINEL WORLDS!

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FUTURE MAGIC™

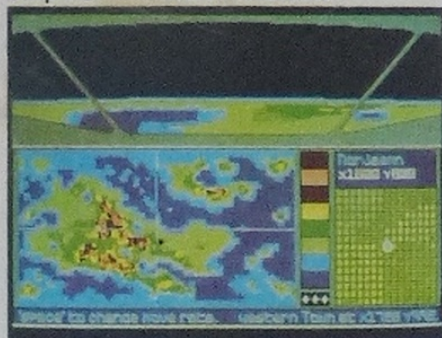


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DISK



Obliterate or Interrogate? Should you atomize a raider or board his ship for a little tete-a-tete?



Prepare to touch down on Norj-aenn. From the bridge, it all looks deceptively peaceful.



Rove Ceyjavik in your ATV. Discover why the Bio-Research outpost seems suddenly deserted.



Something has gone awry

in the Caldorre System. Cargoliners, shuttling supplies to the outlying frontier, are being mysteriously destroyed by raiders. Commissioned by the Federation, a squadron of Interceptors — including your crew of 5 cadets — is sent to end the senseless destruction. It's a mission fraught with intrigue, suspense and danger.

"GRIPPING . . . POWERFUL . . . You won't want to turn off the computer."

Bailyar Jameson, *Federation Dispatch*

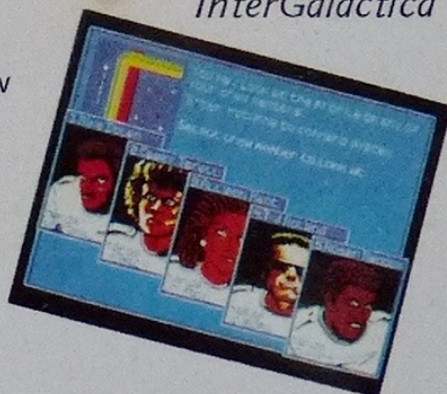
". . . a dramatic tale, sure to become a legend in sci-fi role-playing . . ."

Albert Davyek, *Uranus Online Daily*

"Buiter's deft touch redefines the mystery genre."

InterGalactica Week

Hand pick your crew of 5. Your success depends on the characteristics you choose.



Explore the tunnels of Caldorre. Your combat helmet sees where the human eye cannot.

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