

SKY RUNNER

SKY – Narcotic. Potent and plentiful. The drug that keeps the future masses in a state of docile obedience.

SKY RUNNERS – Organised. Ruthless. The agents who harvest, process, and distribute SKY.

NAIBMOLOC (Vega 3) – The huge forested world. It's trees the only source of SKY.

RUNNER SQUAD – Elite mercenaries. Employed by a consortium of rebels, they must halt the SKY RUNNING in the only way they know how – total destruction.



In "SKY RUNNER", you are a **RUNNER SQUAD COMMANDER**. You will be taken on a head-spinning trip into danger. Placed in charge of a **PLANETARY SKIMMER**, with a complement of three highly trained and ruthless **SKY BIKERS**, you must destroy the Sky harvesting operation.

Paid by results, the **RUNNER SQUAD** play for the ultimate stakes – riches beyond imagination – or death.

The speed of **SKY RUNNER** will amaze you. At times you'll wish that the action was as slow as the other games in your collection because, when you finally summon up the courage to attempt **THREAT LEVEL 8**, you'll fail.

Go ahead and prove us wrong.

Commodore and Atari version require a joystick.



Cascade Games Ltd.,
Harrogate, HG1 5BG, England.



Screen shots are taken from the Commodore 64 version

SKY RUNNER



commodore



Perhaps **you** could have written SKY RUNNER. If so, we would like to hear from you.



...THE FIGHT HAS ONLY
JUST BEGUN!

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z A A B B C C D D E E F F

