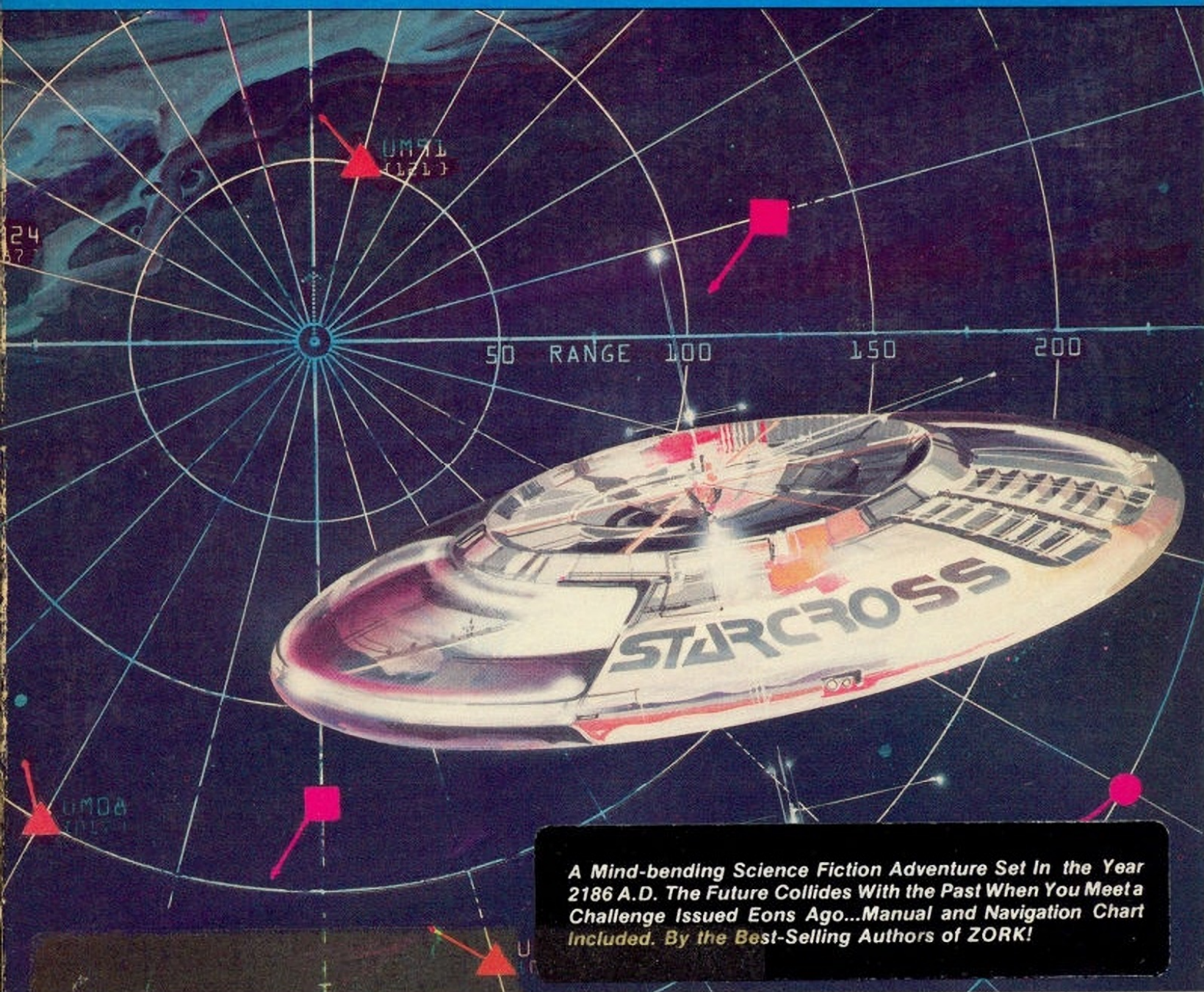


STARCROSS

An INFOCOM™ Adventure

commodore 64



A Mind-bending Science Fiction Adventure Set In the Year 2186 A.D. The Future Collides With the Past When You Meet a Challenge Issued Eons Ago...Manual and Navigation Chart Included. By the Best-Selling Authors of ZORK!

Requires Commodore 1541 Disk Drive

commodore

STARCROSS

An INFOCOM™ Adventure

STARCROSS; a mindbending science fiction first, launches you headlong into the year 2186 and the depths of space. And not without good reason, for you are destined at that point in time to rendezvous with a gargantuan starship from the outer fringes of our galaxy. Upon docking with the strange craft, you must succeed in gaining entry to its mysterious interior. Once within, you will explore a startling, complex and engaging world, and come face to face with otherworldly beings both helpful and harmful. But the great starship serves a far greater purpose than mere cultural exchange. It conveys a challenge that was issued eons ago, from lightyears away—and only you can meet it.

Features

- Avg. length of journey 35-40 hrs.*
- Language INTERLOGIC™ Machine Language
- Vocabulary 600+ words*
- Understands complete sentences Yes*
- Command options Most in genre*
- Multiple SAVE feature Yes

*Only the INTERLOGIC prose series achieves this level of sophistication

Other Adventures Available

ZORK® I: The Great Underground Empire confronts you with perils and predicaments ranging from the mystical to the macabre, as you strive to discover the Twenty Treasures of ZORK and escape with them and your life.

ZORK® II: The Wizard of Frobozz takes you into new depths of the subterranean realm. There you'll meet the Wizard, who will attempt to confound your quest with his capricious powers.

ZORK® III: The Dungeon Master is the final test of your wisdom and courage. Your odyssey culminates in an encounter with the Dungeon Master himself. Your destiny hangs in the balance.

DEADLINE™ initiates you into the genre of real-life adventure. In this, the first great mystery of the computer age, you're pitted against a 12-hour time limit to solve one of the cleverest and most baffling cases in the annals of criminology.

In **SUSPENDED;** you will strategically manipulate six robots. Each has a distinct perception of the world and offers you specific abilities. For instance, one specializes in sight, a second in hearing, and a third in accessing information from computer memory banks. Through them, you will solve an intertwined myriad of realistic and original problems.

Commodore Business Machines, Inc. •
1200 Wilson Drive • West Chester, PA 19380

Commodore Business Machines, Limited •
3370 Pharmacy Avenue • Agincourt, Ontario, M1W 2K4

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