

Commodore 64™

SUICIDE STRIKE



THROLIX™

SUICIDE STRIKE

Developed by Graham McKay
Produced by Sidley McKay



Joystick required.

Your agents risked their lives to find the enemy's secret headquarters.

Now you're risking yours to destroy it.

And they know you're coming.

Time is short, so you'll have to fly. But fly too fast, and you'll squander your precious fuel supply.

Needless to say, they don't issue parachutes on missions like this.

As you soar over hundreds of miles of distinctly unfriendly territory, the action is thick, fast and frighteningly three-dimensional.

Fighter aircraft. Surface-to-air missiles. Helicopter gunships. The attacks come from every direction.

Even from behind.

TRONIX™

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