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THE TRACER SANCTION™

AN ILLUSTRATED TEXT ADVENTURE

The agent says softly, "Your ship
is waiting at the dock." You quick!

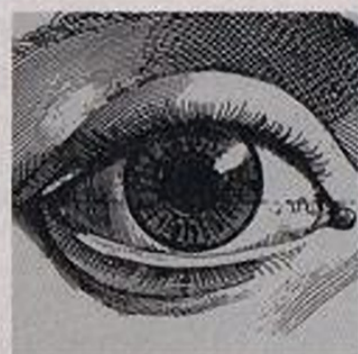


ACTIVISION



DOSSIER: THE WING

We'd like to describe the gentleman you're pursuing. Except we can't. No one can. Your adversary is a virtual legend when it comes to maintaining a low profile. He never leaves a trail. Except for red herrings. He never makes a mistake. Ever. So, it's best you follow our advice: A "living manual" will be found at the head of the program. Allow it to teach you the fundamentals



Mystery
and danger as far
as the eye
can see. *The Wing*
is at large!



*The feeling
that someone is
watching
your every move.
It can make
you extremely
cautious.
Probably a
very good thing
to be.*

before proceeding. The *Condor* is your #1 ally. He may very well save your life.

To tap his ancient wisdom, type "Help Condor?" (Can be called upon only three times per game). Finally, the *Key Commands*. Use them as a quick reference:

N north, S south, E east, W west, U up, D down, R right, L left, F forward, B backward,
I inventory. Examine, Take, Get, Drop, Read, Turn, Push, Open, Talk, Insert, Close, Go.

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**ISTANT WORLDS,
DARK ALLEYS &
HOME COMPUTERS.**

The Wing is an interplanetary criminal. Your adversary. The Condor is a mysterious, legendary bird. Your ally. Before you lies an entire galaxy. You must capture The Wing. But you haven't a clue where to begin looking. The Tracer Sanction™ offers an intricate collage of challenges. Chapters of intrigue. Trials and traps. Over eighty screens sparkle with style and select animation. The prose is direct, even simple. And, a greatly expanded vocabulary allows you to talk to the computer in plain English. And that means excellent entertainment for both novice and advanced adventurer.



Game produced by Interplay.
Creative assistance by V. David Watkins.
Activision, Inc., P.O. Box 7287 Mountain View, CA 94039
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