

WEB



CBM64/128

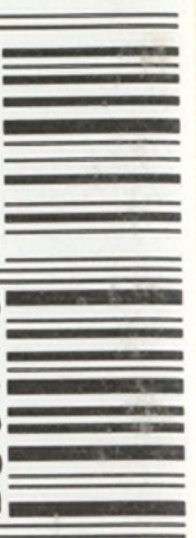
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THE WEB

CONTROLS: Joystick in port 2
Up/Down/Left/Right/Fire
P = pause game on/off

Flashing lights and hooting sirens sends teams of white-coated technicians, scrambling from the planet. One passes you without recognition, his face pallid with fright. You stop him, and he gazes stupidly at you.

"It's the plant," he finally managed to mutter, in reply to your questioning look, "it's gone crazy in there. All the automatic devices have been triggered, and at least one of the generators is uncapped."

He shakes free from your grasp, and continues on his frantic flight.

You envy, for a fleeting second, his ability to flee from the danger, but you know that you have a job to do now. As troubleshooters at "Global Weapons Inc", you know that this is a job for the Remote Energy Manipulator, or Sleepy, as it is affectionately known.

You open the doors to the storage shed, and almost drop when you see the warning panel. It looked like thirty generators had malfunctioned and would have to be tapped. No time to charge up Sleepy's reserve Web ejectors or hook up emergency power sources. All power will have to be channelled from the rogue generators.

Slightly worried, you place the control helmet on your head, and take the remote manipulators in your hands. Sleepy rises to his eight shimmering legs and slides down the entrance cable to the plant floor.

Steel shutters slam into place, and the lead shielding drops over them and it's up to you and the spider to prevent meltdown.