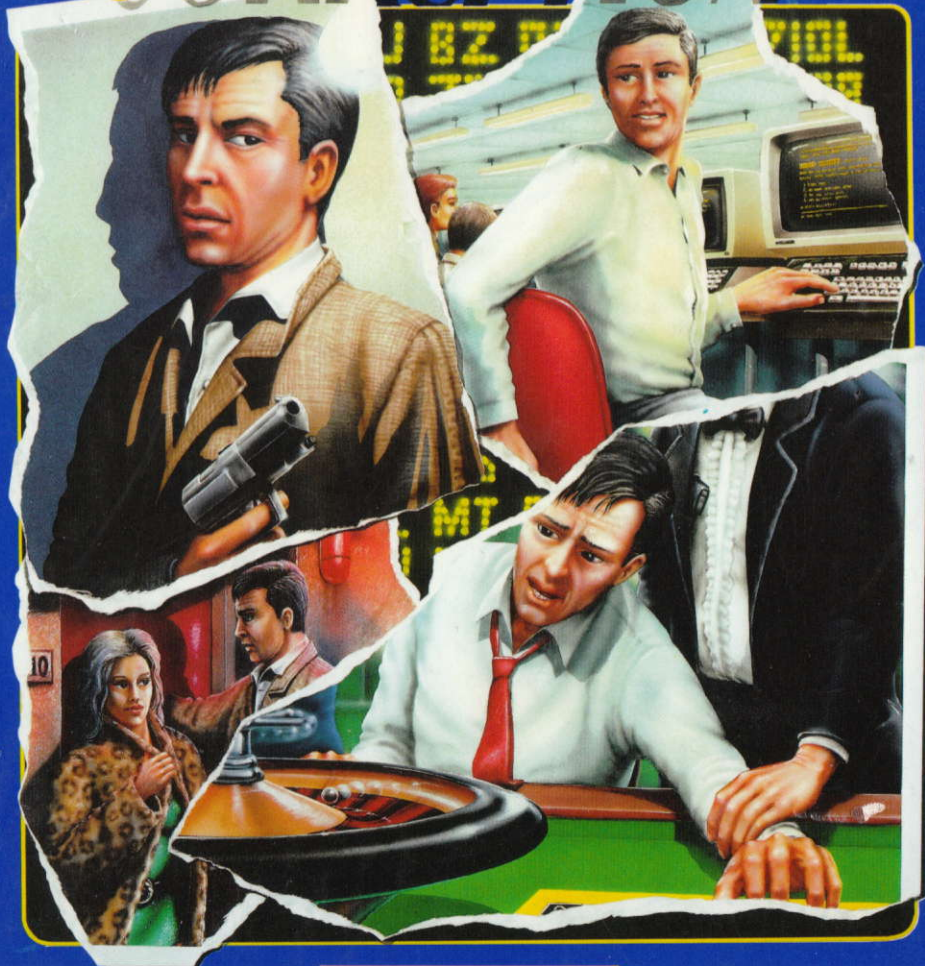


CORRUPTION



By Magnetic Scrolls

In The Real World
The Good Guys Rarely Win

INSTRUCTIONS
EN FRANCAIS

AMSTRAD 6128



By
Magnetic Scrolls

Can You Cope With Corruption?

The City of London. Deals and chicanery, Porsches and profit, wild animals in handmade suits. And you. Outwardly, you're on the fast track to success. The partnership in the broking firm came through today, along with new car, new office, new secretary...

But behind the glittering facade, what corruption lurks unseen?

CORRUPTION

In The Real World, The Good Guys Rarely Win.



Screenshots taken from ATARI ST version.



Are you *really* a winner? Or are you a dead man? Because in the world of big money, there's nothing in between.

Corruption. It's new. It's different. It's on everyone's mind. Because these people are rich. Vicious. And they run the country.

Corruption is written by Magnetic Scrolls, home of classics like *The Pawn* and *The Guild of Thieves*. It's a fast-paced thriller, a battle of wills like nothing else you've ever played. Your only weapons are communication and information. There's nobody you can trust. And it isn't easy. But then, neither is life.

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