

EXPLORED



AMSTRAD®/SCHNEIDER® DISK

*Electric
Dreams*

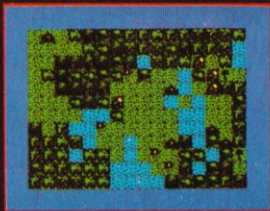
S O F T W A R E



SINGLE DISK PACK

MANUFACTURED IN THE UNITED KINGDOM
FABRIQUE EN GRANDE BRETAGNE
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ELECTRIC DREAMS SOFTWARE, 31 CARLTON CRESCENT
SOUTHAMPTON SO1 2EW. TEL: (0703) 229694



SPECTRUM SCREENS

Thirty billion light years from the nearest service station and the inertial stabilizers go. You make a somewhat generalised statement about used spaceship dealers. The guarantee falls to the floor as you hit the upper atmosphere of the Emerald planet. The last scan before systems failure revealed 40 BILLION MAPPABLE LOCATIONS. In 9 of them are vital bits of your craft. Only by finding them can you ever hope to escape.

FLAPJACK

BIG TROUBLE IN LITTLE CHINA



©Twentieth Century Fox

The world teeters on the edge of a new age of terror unless Lo Pan, the Mandarin War Lord and his bizarre body of supporters can be defeated. Based on the fantastical film *BIG TROUBLE IN LITTLE CHINA*, the game leads you into the heart of the action as the three heroes Jack Burton, Wang Chi and Egg Shen, fight with sword, knife, magic and fists to rescue Miao Yin from Lo Pan's domain below Chinatown, San Francisco before she is sacrificed to a demon.

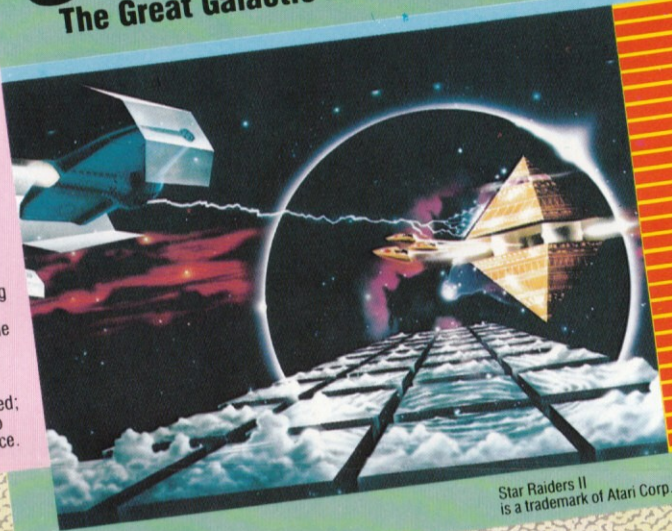
The future of the Atarian Federation is in your hands as the evil Zylon Master, Chut, plans to destroy the Celos IV star system...

"Twisting out of Warp Space I dropped the Liberty Star, the hottest fighter in the galaxy, down at the Zylon Attack Base, released a Star Burst, then as the bomb hit, crashed into the midst of a Zylon Squadron; I don't think they were too pleased with me as their base erupted into incandescent atoms. The old Space Academy training came to my aid; check Weapon Systems. Pulse Lasers for frying them, Ion Cannons for hard boiling them and Star Bursts for scrambling. I thought I'd try a little frying for starters..."

The sequel to the game that astounded the world, STAR RAIDERS II will leave you stunned; there is simply no other game to compete with its sheer excellence.

Star Raiders IITM

The Great Galactic Adventure Continues



Star Raiders II
is a trademark of Atari Corp.



CHAMELEON

A unique arcade game of surreal metamorphosis. Use your power with that of CHAMELEON to harness the forces of Earth, Air, Fire and Water and combat the elemental demons who have warped the forces of the universe.

Flames and Sparks, Dustballs and Rockslabs, Mists and Twisters, Blizzards and Bubbles.

Full colour, sound effects, music, animation and 3D PANIMATION combine to create an eerie landscape of another time and place.

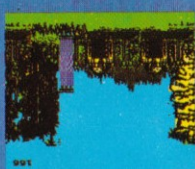
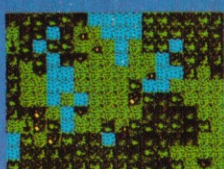


ALDO

*Electric
Farms*

Thirty billion light years from the nearest service station and the inertial stabilizers go. You make a somewhat generalised statement about used spaceships dealers. The quarantine falls to the floor as you hit the upper atmosphere of the Emerald planet. The last scan before systems failure revealed 40 BILLION MAPPABLE LOCATIONS. In 9 of them are vital bits of your craft. Only by finding them can you ever hope to escape.

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AMSTRAD®/SCHNEIDER® DISK

Electric Dreams
SOFTWARE

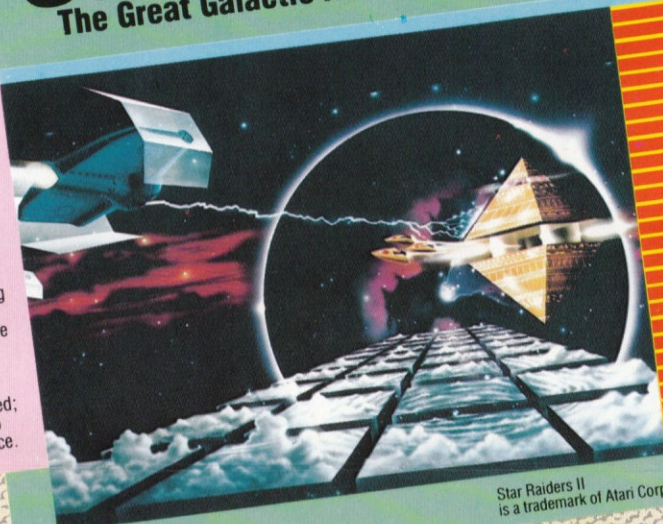
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