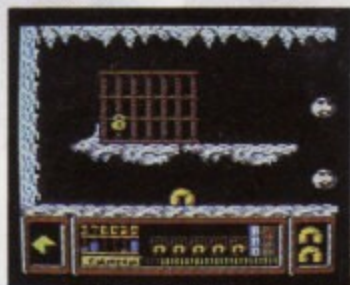


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Steinar



Deep within the caverns of the planet Cosmia a lifetime struggle for freedom is being lost. Kreezers from all over the planet are being captured by the ghoulish monsters who inhabit the planet craters. There is only one hope. A Kreezer, once captured, now free, must now make his way through the caverns fraught with danger to freedom. On his way he must free the five other Kreezers also captured. He has the ability - do you have the nerve?

To aid him on his way ammunition for destroying various monsters can be found scattered around the planet. There are also a variety of different coloured energy sweets which he will need to complete his escape.



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