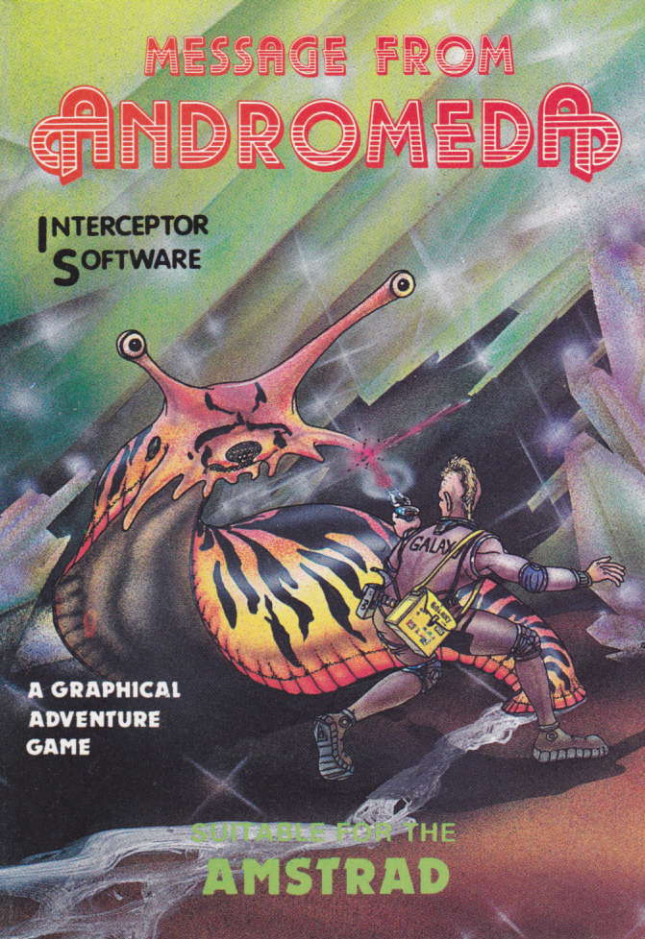


MESSAGE FROM **ANDROMEDA**

**INTERCEPTOR
SOFTWARE**

**A GRAPHICAL
ADVENTURE
GAME**

**SUITABLE FOR THE
AMSTRAD**



MESSEAGE FROM ANDROMEDA

AMSTRAD CPC 464 ONLY.

LOADING THE CASSETTE.
TYPE RUN" FOLLOWED BY ENTER.

INTRODUCTION.

This exciting graphics adventure has been specially developed for the seasoned adventurer.

It features advanced 'real' English command decoding and superb graphics, together with load and save facilities.

THE STORY

You are the captain of the space patrol cruiser galaxy. While on routine patrol, you receive a distress signal originating from a previously unknown planet. Your mission is to investigate the source of the signal.

A word of warning though; your mission is fraught with danger and things may not be all they seem. Be prepared for the unexpected. This is the first of the adventures in the galaxy series.

GIVING INSTRUCTIONS. COMMAND SYNTAX.

Full use of nouns, verbs, adjectives, adverbs, prepositions is allowed, where relevant to the game, as in standard English usage but note the following:-

1. If you make a mistake in the command line, before you press ENTER, you can delete part or all of the line using DELETE.
2. The command decoder will understand simple verb and noun commands if you wish, but you will have to be specific if the omission of an adjective could be ambiguous. eg. Imagine there are two buttons on a piece of equipment, a red one and a green one say. Obviously just saying "PRESS BUTTON" would be insufficient. You would have to say "PRESS THE GREEN BUTTON" or "PRESS THE RED BUTTON".
3. You are allowed to omit the word 'THE' if you wish.

FURTHER INSTRUCTIONS ON THE REVERSE

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WRITTEN BY DAVID M BANNER

GRAPHICS BY TERRY GREER

PRODUCED BY RICHARD PAUL JONES

INTERCEPTOR
MICRO'S

Lindon House, The Green, Tadley, Hants.

INTERCEPTOR
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