

MINDFIGHTER



ABSTRACT
CONCEPTS

FREE
Poster and
160 Page Novel
Included

MINDFIGHTER

A graphic adventure based on the novel by Anna Popkess. Programmed by Fergus McNeill.

Far away from the Gulf crisis, oblivious to the uproar of current affairs, four people stand over the inert body of an eleven year old boy.

First there had been the nightmares, the visions, shattering his life. They had watched, not understanding, as he had become gradually more and more withdrawn. And now, finally, this. Robin had entered a trance from which he was unable to wake. His mind had wandered too far, beyond even their reach. They were all involved in parapsychological research, but none of them had seen anything like this before.

And Robin's mind, lost somewhere ... how was he going to return?

Mindfighter utilizes digitised graphics, an advanced English parser, intelligent interactive characters, icon-driven system control and many other useful features.

A copy of the original book "Mindfighter" is included in this package.



Charred rubble wasteland stretched away all around Robin. Atop a mound of shattered concrete slabs, he gazed northwards across the distant blackened landscape. Behind and to the east of him he could just make out the fallen remains of some high-rise flats. A way led down from the mound.



> LOOK

Dockland Road.

Robin found himself at a crossroads. The main road led east to west towards the docks, while a rougher road led north into the remains of a huge flour mill and south.

Ami ST screens shown

UQD 801



AMSTRAD CPC
disk

Manufactured in the United Kingdom

Fabrique en Grand Bretagne

"Mindfighter" storyline and concept © 1987 Strange Obsessions.

"Mindfighter" computer game © 1988 Abstract Concepts/Activision Inc.

Marketed and distributed by Activision (UK) Ltd.

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