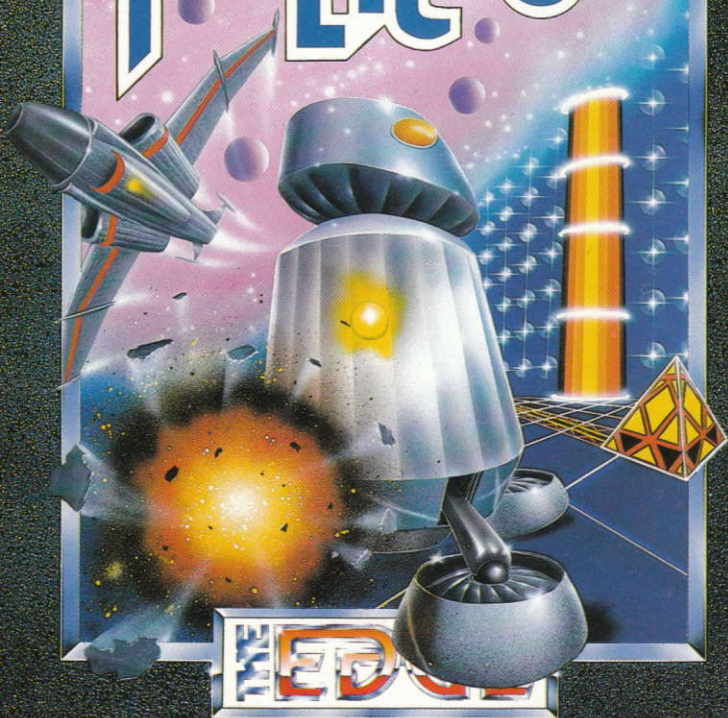


Palitron



BY CHARLES GOODWIN

Palitron

by Charles Goodwin

author of "Shogun" (Amstrad), Strangeloop and "Gates of Dawn"

THE PLACE: The city Palitron 11.9 Light Years from Terra.

THE ASSIGNMENT: Following a routine surveillance of the Palitron sector, determine why all biological life forms have apparently disappeared from what is supposed to be a thriving colony!

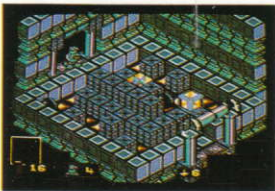
By guiding your remote controlled Servo Class D27 robot around the city, your task is to track down and destroy the crystals which are apparently killing all biological life on the planet. But finding help in the guise of a Infra Class Type 3 Beast robot might be a good idea first!

Features unique programmable robots, superb 3-dimensional 16 colour display (Amstrad CPC version) and a host of problems. Probably the best original game written for the Amstrad CPC micros, this game is sure to be a hit on other home micros too.

"... SOME OF THE SMOOTHEST GRAPHICS YET SEEN ON THE AMSTRAD ..."

AMTIX - January 1987 issue.

Screen pictures from Amstrad CPC version.



Program and game concept
© 1986 Softtek International Ltd.
Copyright subsists in this program
reproduction, unauthorized broad-
casting, diffusion, public perfor-
mance, copying or re-recording,
hiring, leasing, lending or selling
under any exchange scheme in
any manner is prohibited.

THE **EDGE**

POPULATION

Amstrad/Schneider
464/664/6128

ENDING 12 AM

Palitron

by Charles Goodwin

author of "Shogun" (Amstrad), Strangeloop and "Gates of Dawn"

THE PLACE: The city Palitron 11.9 Light Years from Terra.

THE ASSIGNMENT: Following a routine surveillance of the Palitron sector, determine why all biological life forms have apparently disappeared from what is supposed to be a thriving colony!

By guiding your remote controlled Servo Class D27 robot around the city, your task is to track down and destroy the crystals which are apparently killing all biological life on the planet. But finding help in the guise of a Infra Class Type 3 Beast robot might be a good idea first!

Features unique programmable robots, superb 3-dimensional 16 colour display (Amstrad CPC version) and a host of problems. Probably the best original game written for the Amstrad CPC micros, this game is sure to be a hit on other home micros too.

"... SOME OF THE SMOOTHEST GRAPHICS YET SEEN ON THE AMSTRAD ..."

AMTIX - January 1987 issue.

Screen pictures from Amstrad CPC version.



5 012034 012039



SINGLE CASSETTE PACK

Program and game concept
© 1986 Softtek International Ltd.
All copyright subsists in this program
receiving, a nonauthorised broad-
casting, diffusion, public perfor-
mance, rental, loan, exchange, hire,
browsing, leasing, lending or selling
under any exchange scheme in
any manner is prohibited.

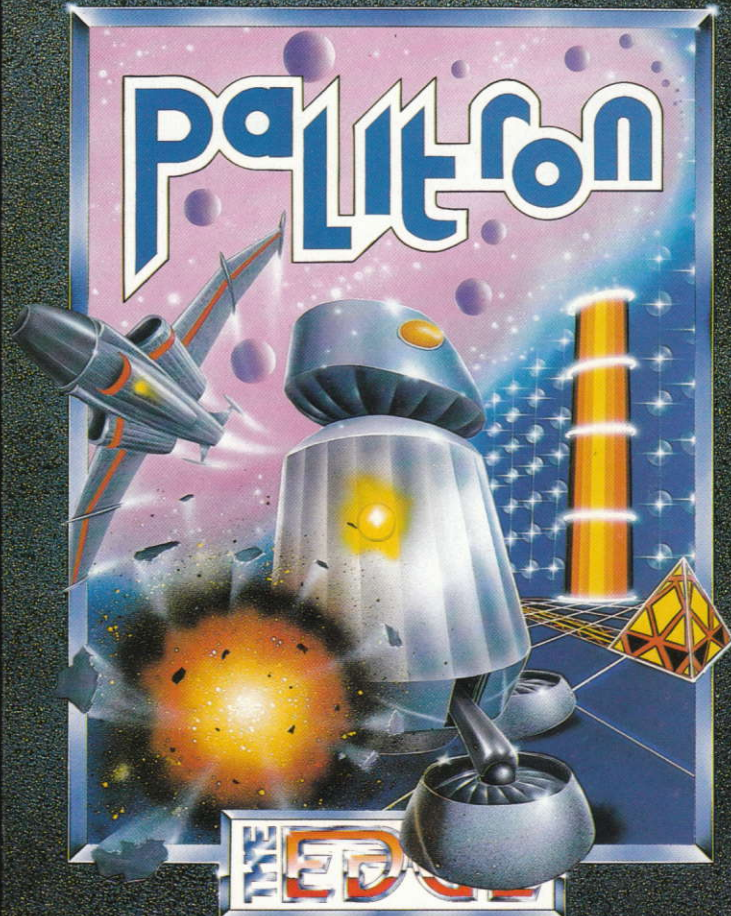
THE
EDGE

Palitron

Amstrad/Schneider

464/664/6128

EDG12AM



BY CHARLES GOODWIN