

4MOST ADVENTURES

LIFE-TERM

S*M*A*S*H*E*D

WIZ BIZ

STAR WRECK

SCREEN PICTURES SHOWN MAY BE A DIFFERENT MACHINE VERSION OF GAME.

ALTERNATIVE SOFTWARE LIMITED
UNITS 3-7 BAILEYGATE
INDUSTRIAL ESTATE
PONTEFRAC
WEST YORKSHIRE WF8 2LN
FAX 0977 790243

5 015103 570003

AMSTRAD

4MOST ADVENTURES

LIFE-TERM

STAR WRECK

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4MOST ADVENTURES

Here are the four superb compelling and challenging **Alternative** adventures specially collated and compiled for your enjoyment. Full of excitement, thrills and lots of humour.

Have you got what it takes to be a **Starship Commander**, a **Wizard**, **US Army Medic** or a **Life Prisoner** on the planet Souzel planning a daring escape. Well have you? - now's your chance to find out!

LIFE-TERM
Full colour graphic and text adventure.

In the year 3142 democratic government broke down and was replaced by rule by multi-planetary companies, vast multi-billion dollar organisations with just two thoughts in mind; personal gain and the extinction of all competition! What justice existed was metered out by the Trade Police who attempted to keep the fine balance between the factions vying for supremacy. For the rich, life was good. For the outsider it was a hard life and treachery, deceit and corruption were rife. On the 14th of the 3rd in the year 47 the central complex computers of the Flo-Tec Trading Corp registered an intruder. Security staff were despatched to the point of entry and after an exchange of fire one security guard lay dead and the intruder had escaped. Although Jake Stalin was 13,000,000 miles away at the time it didn't stop him being accused, tried and found guilty of the man's murder!

He was sentenced to the maximum **LIFE-TERM**.

Since execution as such no longer existed he was put in charge of a planetoid named Souzel where the refuse from a dozen planets was collected for processing into raw materials for building purposes. There he would stay for the natural term of his life. Or could there be a way out?

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STAR WRECK

Full colour graphic and text adventure.

A mission to the far reaches of a distant Galaxy. This is a story from the log of the Star Ship 'Paralysed'.

You Captain James T. Cake, are on this mission to the planet Dandrox with a cargo of one Trell and a Rigellian Slime Beast which are needed for experimental purposes. You also have on board the Thracian Ambassador going to Dandrox and a Krall in transit to Alpha-Trica 111.

The success of your mission is down to your own initiative and ability as a Star Ship Commander. After payment of the necessary fee at the checkout in this store you will be immediately beamed aboard your Star Ship. Good Luck Captain.

WIZ BIZ

Full colour graphic and text adventure.

So... you've woken up then Ralph?

I don't suppose you remember much about last night?, how you took part in a particularly alcoholic session at the 'Duck and Plunger'? It appears you were drinking with some of your 'WIZARD' buddies when you performed your usual party piece by turning one of them into a pink and black spotted Salamander... That was Mike.

When the spell wore off the chap in question wasn't too pleased. That's how you ended up in his Castle. You are NOT his favourite person. Only your familiar spirit can help you now... If you can remember his name that is, you dozy old goat.

S*M*A*S*H*E*D

Full colour graphic and text adventure.

YEAR: 1951

PLACE: SOMEWHERE IN KOREA

You are Pigs Eye Peers, yesterday a newly qualified fresh out of Medical School surgeon, with a diploma in your hand. Today you're here in Korea, doing your part to repel the enemy hordes and doing the running repairs on the soldier boys of 'Uncle Sams' army.

Never before though have you come across a stranger place than this.

LIFE-TERM COMMAND LIST

AID	ASK	ASSEMBLE	ASSIST
BANG	BLOW	BOARD	BOLT
BREAK	BREATHE	BRIBE	BUILD
BUY	CALL	CHAT	CLEAN
CLOSE	COMMAND	CONSTRUCT	CORRUPT
CRAWL	DOWN	DESTROY	DETONATE
DIG	DRAG	DRAW	DRINK
DRIVE	DROP	EAST	EAT
EMPTY	ENTER	ERASE	EXAMINE
EXCAVATE	EXIT	FEED	FILL
FIRE	FIT	FLY	GET
GLUE	GO	GRAB	GRAPH
GROW	HAMMER	HEAR	HELP
HIDE	HIT	IGNITE	INHALE
INPUT	INSERT	INVENTORY	INVESTIGATE
JETTISON	KICK	KILL	LOCK
LAY	LEAVE	LIE	LIFT
LOCK	MAKE	MOVE	NORTH
NAVIGATE	NORTHEAST	NORTHWEST	OBTAIN
OFFER	OPEN	OPERATE	ORDER
PICK	PICTURES	PILOT	PLACE
POLISH	POUR	PRESS	PULL
PUNCH	PURCHASE	PUSH	PUT
QUIT	READ	RECLINE	RELEASE
REMOVE	REPAIR	RESCUE	RESTORE
RUB	SOUTH	SAVE	SAY
SOUTHEAST	SEARCH	SEND	SET
SHOOT	SHUT	SIGN	SIT
SLEEP	SLEASH	SMELL	SOUTHWEST
SPEAK	SPEND	STEAL	STICK
STOP	STRIKE	STUDY	SWALLOW
SWIM	SWITCH	TAKE	TALK
TELL	TEXT	THROW	TIDY
TURN	TYPE	UP	UNBOLT
UNLOCK	USE	WEST	WAIT
WASH	WEAR	WORDS	WORK

HELP	HIT
INVENTORY	JETTISON
KISS	LOOK
LIFT	LAY
LOAD	LINE
OPEN	NORTH
PICTURES	ORDER
PLUG	PLACE
RECHARGE	QUIT
REPLACE	REMOVE
REVERSE	RESTORE
SAY	SAVE
SHOOT	SCORE
SMASH	SIP
STEAL	SOBER
STUN	STRIKE
TASTE	SWALLOW
THROW	TELL
TYPE	TOUGH
USE	UP
WORK	WEST

WIZ BIZ COMMAND LIST

AID	ASK	BANG	BLAST
BOIL	BOW	BUILD	BURN
BURY	CALL	CAST	CHAT
CLOSE	COMMAND	CONSTRUCT	COOK
CUDDLE	DOWN	DEPOSIT	DESTROY
DISTURB	DIVE	DRINK	DROP
EAST	EAT	EXAMINE	FILL
FIRE	FISH	FIT	FLUSH
GET	GIVE	GRAPHICS	GRILL
HELP	HIT	IGNITE	INSERT
INVENTORY	KICK	KISS	LEAVE
LIFT	LIGHT	LIST	LOAD
LOCK	LOOK	MAKE	MOVE
NORTH	NORTHWEST	NORTHEAST	OFFER
OPEN	OPERATE	ORDER	PADDLE
PAT	PICTURES	PLANT	PLAY
PLUCK	POKE	PRAY	PUFF
PUT	QUIT	READ	REMOVE
RESTORE	SOUTH	SAVE	SAY
SEARCH	SHOOT	SHOUT	SLAP
SLING	SMASH	SMASH	SMOKE
SOUTHEAST	SOUTHWEST	SPEAK	STEAL
STRING	STROKE	STRUM	STUDY
SUCK	SUMMON	SWIM	TAKE
TALK	TASTE	TELL	TEXT
THROW	TOUCH	UP	UNDRRESS
UNLOCK	USE	VACUUM	VAULT
VIEW	WEST	WADE	WAKE
WAND	WAVE	WEAR	WORDS
WORK			

S*M*A*S*H*E*D COMMAND LIST

ASK	ASSIST	ATTACH	ATTACK
BET	BUILD	CALL	CHEAT
CLIMB	CONSTRUCT	DOWN	DONATE
DRILL	DRINK	DRIVE	DROP
EAST	EAT	ENTER	ENTRANCE
EXAMINE	EXCHANGE	FILL	FIT
FIX	FLY	FOLD	FOLLOW
GET	GIVE	GO	GRAPHICS
HEAR	HELP	HIT	HYPNOTISE
INJECT	INSERT	INVENTORY	INVESTIGATE
JAB	KICK	KILL	KISS
L	LEAVE	LAND	LAY
LIE	LIST	LISTEN	LOAD
LOOK	MAKE	MANUFACTURE	NORTH
NORTHEAST	NORTHWEST	N	NE
NW	OFFER	OPEN	OIL
OPERATE	PHOTOGRAPH	PICTURES	PILOT
PLAY	PULL	PUSH	PUT
QUESTION	QUIT	READ	RELEASE
REMOVE	REPLACE	RESTORE	REVIVE
RUB	S	SAVE	SAY
SCORE	SE	SEARCH	SIT
SLAP	SMACK	SOUTH	SOUTHEAST
SOUTHWEST	SPEAK	SPEND	SPREAD
SQUASH	SQUEEZE	START	STRIKE
STRING	STUDY	SUBSTITUTE	SW
SWALLOW	SWAP	SWITCH	TAKE
TALK	TASTE	TELL	TEXT
THREAD	THROW	THUMP	TIE
TOUCH	TURN	TWIST	U
UNLOCK	UP	USE	W
WAIT	WAKE	WEST	WIPE
WORDS	X		

Please set tape counter to zero before loading games. Once first game has loaded (on either side) press stop on cassette player and make note of counter number. At this number the other game on that side will begin to load.

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Alternative Software Limited,
Units 3-7 Baileygate Industrial Estate,
Pontefract, West Yorkshire WF8 2LN.

Fax: 0977 790243.

