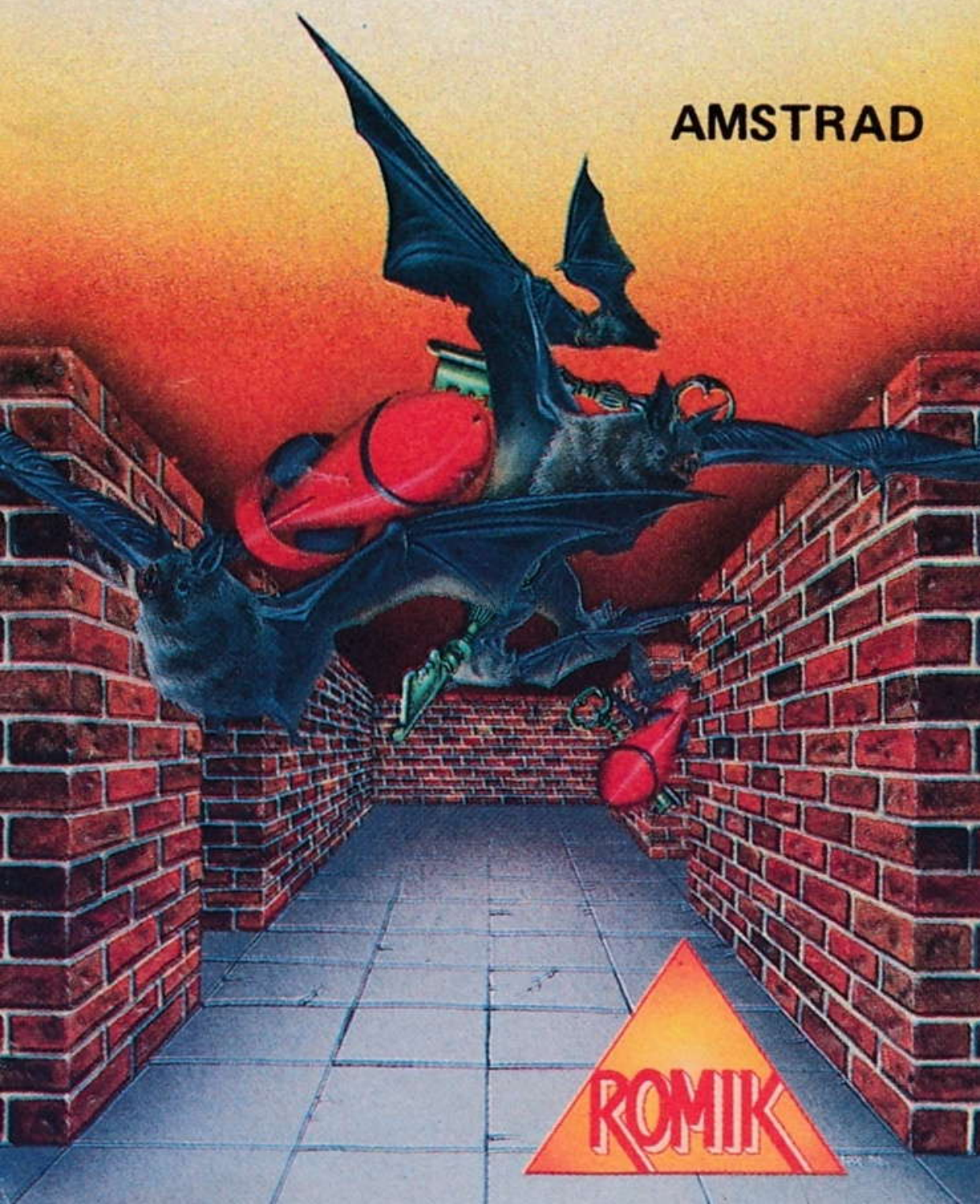
3-D MONSTER CHASE

AMSTRAD

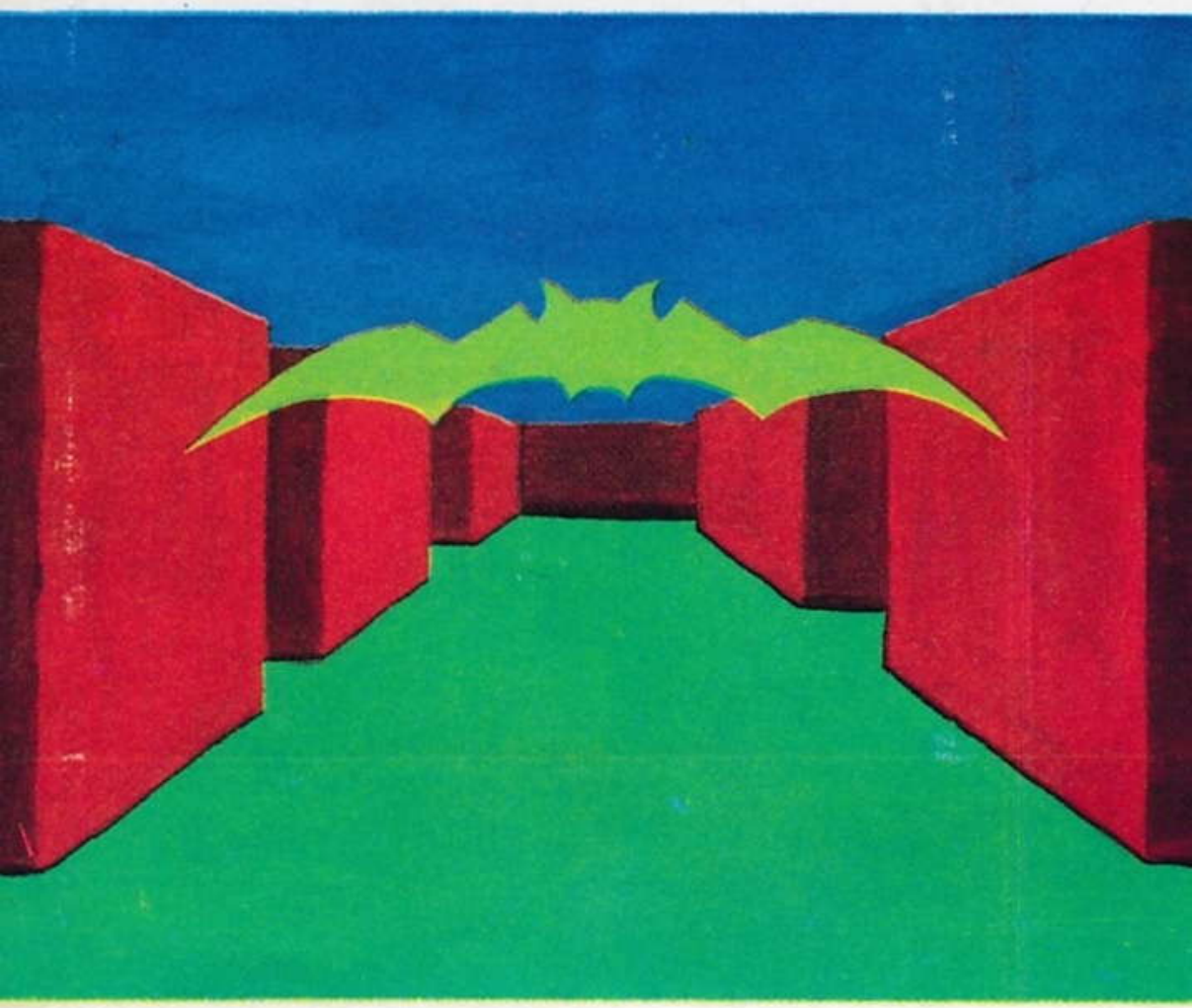


ROMIK

3-D MONSTER CHASE

FOR THE AMSTRAD

You are trapped within the three floors of a subterranean maze. Your task is to search for the missing keys whilst avoiding the monsters guarding them. Each time that you find a key and return to your starting point, a bomb is activated. You have a limited time in which to defuse it.



"A REAL ACTION SHOT OF THE GAME"

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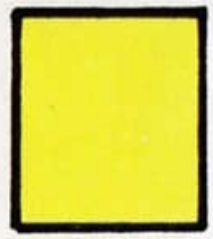
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ROMIK

3-D MONSTER CHASE

Created by DAVE NOONAN

Amstrad



G12003

ROMIK

3-D MONSTER CHASE

Created by
DAVE
NOONAN

Amstrad

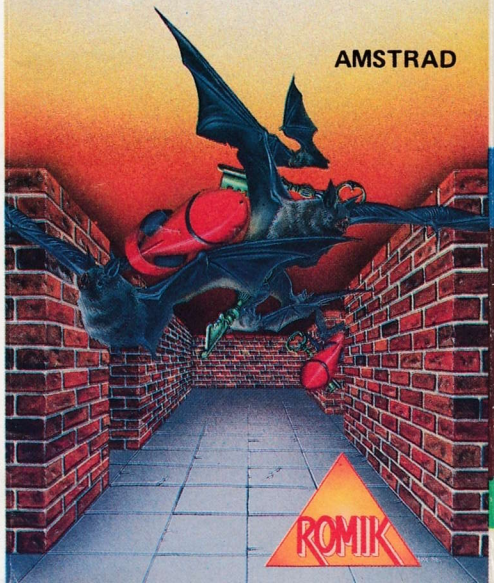
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3-D MONSTER CHASE

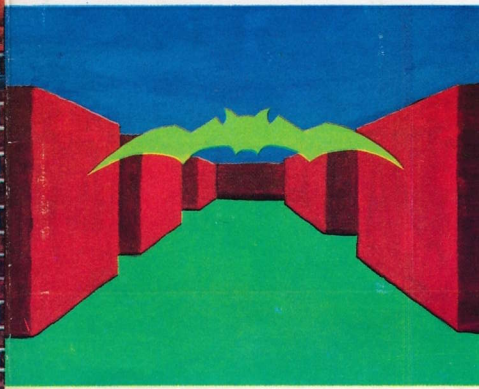
AMSTRAD



3-D MONSTER CHASE

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