AREN

COLOR COMPUTER

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TRS-80 Model I, III and IV Version by William Muk TRS-80 Color Computer by Roger Schrag ATARI Version by John Anderson



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Prepare yourself — a new era in graphics entertainment is about to unfold. Witness AREX: a game imbued with the thrilling precision of Arcade Action Graphics™, a game that you'll want to play again and again.

AREX — the challenge is simple. You must enter and neutralize 90% of the enemy's territory while avoiding three distinct types of alien perils. A successful invasion earns advancement to subsequent (and of course, more difficult) levels of play. But as you will quickly discover, the challenge may be simple, but success will elude all but the most adept arcade hustler.

AREX — Perhaps there's never been a game in which survival is so closely linked to split-second timing. The battle area teems with perils, and here, only the quick survive. AREX also features phenomenal graphics, joystick compatibility, and a host of extras: High score save, bonus ships, game abort, battle sounds and unique voice-announced information on the TRS-80 Model I, III, and IV versions.

Simply put, gaming has taken a turn for the incredible. Find out for yourself today with AREX.

PROGRAM PARAMETERS

LANGUAGE Machine
NUMBER OF PLAYERS (min/max) 1/2
AVERAGE COMPLETION TIME 5 Min.
SUGGESTED AGE GROUP 10 to Adult
CLASSIFICATION: Yes
SOUND? Yes
SPECIAL EQUIPMENT: Optional Joystick
on TRS 60 Model L III. IV and
TRS Color Computer Versions
copyrigates to the control of the colors of

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