

OH MUMMY

Gem Software/£5.95

You're on an expedition to the ancient Pharaoh's tomb, to control a party of explorers so that they bump into five royal mummies. You do this by finding keys, treasure and magic scrolls, all the time avoiding the tomb's guards.

John This game has five speeds which range from fast to virtually impossible. Although all the colours of the spectrum (no pun intended) are used, the overall effect is a sort of orange haze — making its use average but not spectacular. 6/10

Mark The guards and yourself are represented by simple block graphics which give little detail; however, the various artefacts are better defined. 7/10

Tony Despite the simple but pleasant little tune that's played at the start, the overall effect could have been far better. The picture on the cassette insert, however, is excellent. 6/10



ALCHEMIST

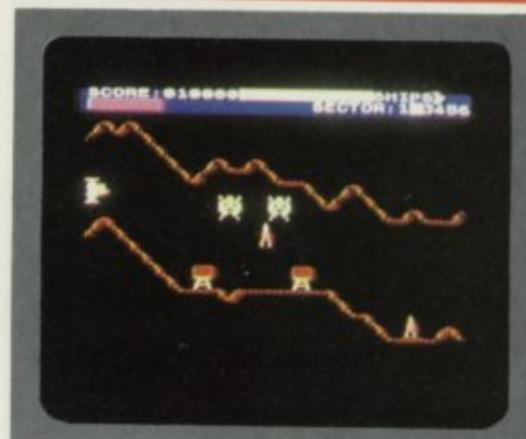
Imagine Software/£5.50

A graphic adventure game where the player takes on the role of an alchemist, and must collect various objects and the four parts of the destruction spell to aid him in his quest to kill the evil warlock.

John This is certainly the most original game to come from Imagine. Its use of colour must have stretched the Spectrum to its limits (if not beyond), and includes the smoothest, flicker-free, high resolution graphics ever produced on this machine. 9/10

Tony The eagle looks like an eagle, the wizard's movement is realistic and the use of sound is excellent. There's only one small problem — the 'baddies' move too fast. 9/10

Mark The speed of this game is just right when you first play it, but seems a little slow as your expertise increases. Highly recommended. 9/10



CAVERN FIGHTER

Bug-Byte/£5.95

The aim of the game is to protect Watford from hostile attack (*Why bother? Ed.*), and this is done by taking control of a Gamma 14 flight craft and winging your way through long narrow caverns, shooting out the enemy rockets, fuel dumps and destroying meteors.

Tony This is an incredibly fast game considering the amount going on, but the graphics aren't very appealing, neither is the choice of colour. 5/10

John It's a bit quick in the early stages, but this is far from a disadvantage. On the contrary, it quickly makes the player more skilful, and better prepared for the later stages. 7/10

Mark Colour is well used which makes the player's own craft, as well as the assorted aliens, stand out against the background. The graphics are smooth and fast. 8/10



JUMBLY

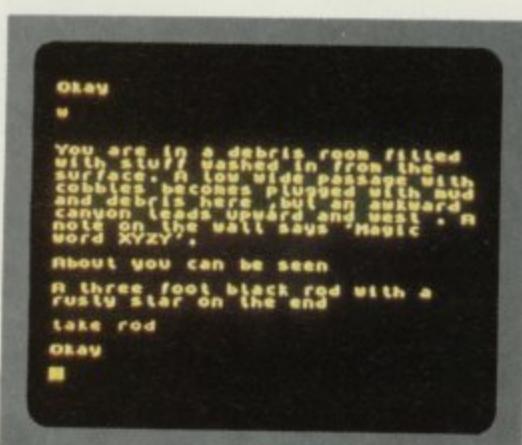
Dk'Tronics/£6.95

This is one of those slide puzzles, the kind that used to be found in Christmas stockings and crackers every year. You start with a picture grid, and all the squares jumbled up; your job is to put them back in order.

Tony The pictures generated are of a particularly high standard and use colour to the best advantage. But needless to say, they are generally static and, therefore, this is less of a plus. 6/10

John Having instructed the program to move one of the squares, it shifts to the new position very quickly. Sometimes the response to the player's commands is so good, the wrong section moves. 7/10

Mark The pictures generated are superb, and the speed of the program is very fast, giving a good response time — apart from when it's jumbling the letters which takes about 15 seconds. 8/10



CLASSIC ADVENTURE

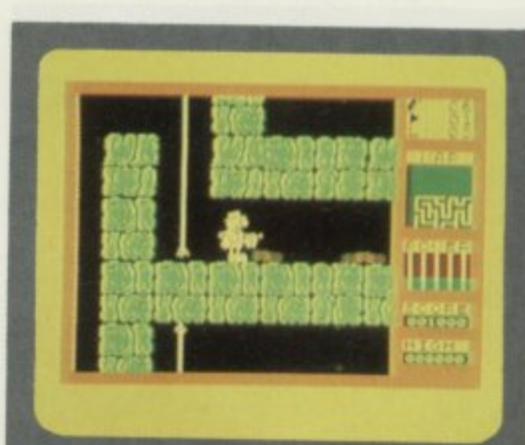
Melbourne House/£5.95

This is a copy of the first ever text adventure game which was written to run on a large mainframe computer. The aim of the game is to search for hidden treasure, which is often guarded, and then return it to your home base.

Tony The program responds almost immediately. And with your commands appearing in yellow and the program's messages in white, the game is fairly simple to play. 7/10

John This is a good conversion of the original which requires plenty of concentration and practice to be successful. The cassette insert is colourful and includes very comprehensive instructions. 8/10

Mark An adventure that has an extensive vocabulary, always keeps you interested and puts your brain to work. A good adaptation of the original. 9/10



FRED

Quicksilva/£6.95

You are Fred, a fearless archaeologist, and must work your way round the pyramid in search of ancient treasure. It's not quite that simple as there are ghosts, vampires and acid drops which all try to hinder your progress.

Mark This is quite an original maze game that has an unusual twist. The speed is just about right — fast enough to keep you on your toes. 8/10

Tony A game which includes many novel twists. Its use of graphics and colour is very good and the overall appearance is just about perfect. 9/10

Jon This is not a particularly new idea for a game, but it does have superb graphics which are large and well-defined. The instructions on the insert, are very clear and precise, and this makes the game addictive, easy to play and very user-friendly. 8/10 **VS**