

SOFTWARE FILE

Ron Massey has fun with three new games, an adventure, a reflex snapping arcade offering and a mind taxing question and answer quiz.

Oxford Trivia

Price: £17.95

Source: Talent Computer Systems, Curran Building, 101 St. James Street, Glasgow G4 0NS. Tel: 041 552 2128

Gaining continually in popularity, trivia games represent a good proportion of all current games sales, whatever form they may take. The long-awaited Talent *Oxford Trivia*, a computerised question-and-answer system, has finally arrived and has well been worth the wait.

Supplied with an initial quiz module of four categories of questions and answers, Trivia provides hours of nerve-stretching fun for the entire family. In common with most of the trivia games, *Oxford Trivia* data includes categories of questions and answers in

track of the betting and scores.

Starting-up, the main program looks at the file module in *mdv2_* to see which categories are available. Once the stylised directory and high score table is displayed, you press <SPACE> to go to the selection menu. A category is selected by moving a pointing-finger icon-cursor through the text menu with the up/down cursor keys. Selection of a particular category is made with the left/right cursor keys.

Players are given one life, 100 points and a chance to get three of the questions wrong as their initial stake. The game halts when any one of the stakes is lost.

Questions appear in a box at the top of the screen. Players are given a time limit in which to wager a percentage, whether 10, 25, 50 or 100 percent of their current

containing a possible answer, slide towards the centre of the screen and selection of one is made using the cursor keys. Whether or not a correct answer has been made is indicated in a central window, the score is incremented and the next question appears. Increasing immeasurably the tension of the game, the time allowance for wagering and answering each successive question is decreased.

I hope the sales for Trivia well exceed expectations because, depending on the sales of the initial games set, Talent plans to expand *Oxford Trivia* to an intended total of 16 categories, made up of 16,000 questions and covering a spectrum of interests.

Talent has done a marvellous job of program presentation. The Trivia graphics are exceptionally good and are used effectively throughout. Both icons and text have been used to represent available Q&A files for selection and interaction with the game. *Oxford Trivia* is, without reservation, highly-recommended.

Return to Eden

Price: £19.95

Source: T. K. Computerware, Stone Street, North Stamford, Ashford, Kent. Tel: 0303 812801

By sheer size the Hallmark graphic text

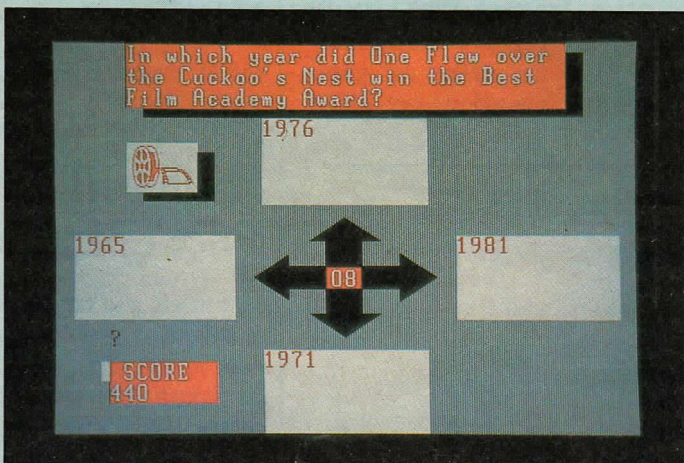
game *Return to Eden* is monumental by any standards and is played across three very full 3½in discs. When certain locations are reached you are asked if you want to continue in the intended direction. If the response is yes, you are asked to change discs and re-boot the new disc to continue.

Nominally a role-playing game, you have the option of leaving your character – Tana, Otaga or Sador – in a manner of disembodiment, at its current location, to move independently other characters elsewhere or to collect them at the same place, somewhat in the manner of pieces on a game board.

If your current character is unfortunate enough to be killed you can switch to one of the remaining characters to continue play, giving you effectively three lives but from slightly different perspectives, inventories and attributes.

Game play occurs in real-time; clouds move lazily across the skyline and, at nightfall, the sky becomes dark. During the small hours of the morning, it becomes very dark and you have to wait until dawn before pursuing your quests.

Some commands, such as obtaining a list of your current inventory on entering a direction of movement – of which there are 10, – N, S, E, W, SW, SE, NE, NW, U and D, – may be input with single letters. You also have the option of entering typed-in verbal interaction with other characters present.



an expandable modular system, with the program module providing the means for unsqueezing the compressed files, selecting questions randomly and keeping

score that their answer is correct. If the time limit is exceeded, the QL makes a default wager of 50 percent.

Once a wager is made, four boxes, each