

OXBRIDGE



BBC/ELEC

LOADING: For BBC non-tape filling systems:

*TAPE PAGE=&E00 CHAIN**

For Electron Users: CHAIN**

The Loader Program contains full instructions - 'HELP' lists the available commands at any time.

OXBRIDGE - HINTS SHEET QUESTIONS

1. I can't get out of the tower
2. The bees sting me
3. I can't capture the butterfly
4. I can't find a use for the picklock.
5. I can't make the punt pole.
6. The barman in the Punter's Arms won't serve me.
7. I can't catch the mouse.
8. What use is the bulb?
9. What use is the box with the trefoil?
10. I get killed when I open the fume cupboard
11. I can't get through the college main gates
12. I can't work the service till in the bank.
- 13.* What use is the oyster?
14. I get arrested in the museum
- 15.* I can't get served in the hamburger bar.
16. I don't get anywhere in the library.
- 17.* I fall through the ice in the Antarctic
- 18.* I can't retrieve the tequila
- 19.* I can't find a use for the shovel.
20. I get arrested for shoplifting in Harrods
- 21.* I can't achieve anything useful in the stables.
22. I can't get into the Master's lodge.
23. I can't get the furniture sorted out.
24. I get stuck in the garden maze.
25. I have scored maximum points but can't find the endgame.

* BBC version only

ANSWERS

1. You need the key to the back door, which is initially in the cellar. Take the ladder with you.
2. To collect the royal jelly you must first drop the marmalade in the vicinity to distract the bees.
3. There is a butterfly net somewhere.
4. It opens the front door in the tower.
5. You need a punt pole.
6. There is a hint in there somewhere. Remember to drink your beer.
7. There is a cat on a roof somewhere.
8. You must plant it in a suitable patch of earth.
9. It is valuable. Just resist the temptation to open it.
10. Leave the vicinity temporarily.
11. The barman in the pub knows something useful.
12. You need the card from the dining hall. The numbers on the blackboard in the maths room should give you a clue to the ID number.
13. Try opening it.
14. The statue is on a weighbridge which rings an alarm when there is no weight on it. To avoid the guard, try the fire exit.
15. You must throw the right object into the litter bin.
16. You must reach the end of the alphabet.
17. You will need to make a map and work out a route which visits each location once and once only.
18. To avoid trouble at customs, throw it through a matter transmitter.
19. You must dig in the right place in the desert. The metal detector helps.
20. You must smuggle both items out in the lift. You must work out how to move the lift without being in it yourself.
21. You must get each horse into its stall (where it whinnies happily)
22. Ring the doorbell.
23. You are advised to draw a diagram and try it with counters first.
24. The easy way to work out a route is with a chessboard, a knight and 64 numbered pieces of cardboard.
25. It's a place punters are normally barred from. Blowing your own trumpet a bit might help.



AT LAST - A FULLY ILLUSTRATED ADVENTURE FOR THE BBC/ELECTRON (300 LOCATIONS BBC 200 ELECTRON)

OXBRIDGE takes a light-hearted look at the world of higher education. The Cursor Keys move you about a beautifully illustrated landscape to meet various brain-teaser type problems. If you like puzzle books, you'll love this game.

This is no marathon science-fiction epic taking hours to get into. You make progress within minutes and as you play you absorb the atmosphere and folklore of the world's most famous university.

Can you escape from the College, get served in the Pub, learn how to Punt, get cash from your Bank, locate an obscure book, find your way through the "Botanical Garden" Maze? The challenge of student life awaits you !!

Features include HELP facility, mobile talking characters (some famous personalities), single operation load, fully integrated graphics.

Nothing like it has ever been produced for a 32K machine!

Electron - Side 1

BBC - Side 2

HINT SHEET OVERLEAF



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