

POWERPLAY

SPECTRUM 48/128+2



**A HARVESTING MOON
PLUS FAERIE — FREE!
MYSTERY & FANTASY**

£2.99

To Load: Type LOAD"" and press enter (48k mode)

In both these games, you take the role of a participant in a magical environment created within your computer. Choose your actions and then type simple English sentences, usually in the form of a VERB and a NOUN to describe what you want to do. If the computer responds with "I don't understand" try rephrasing your command or using some different words. If the response is "That's not possible", some of what you typed has been understood, but either the context is wrong or you are trying to do something that the game has not been programmed to act upon.

QUIT will halt the game. SAVE and LOAD can be used to save your game position to tape and, in A Harvesting Moon, STORE and CALL will transfer your game position to and from computer memory instantly. Other commands include: GRAPHICS and WORDS (to turn pictures on and off in A Harvesting Moon) GET, DROP, WEAR, REMOVE, EXAMINE, LOOK (or R for REDESCRIBE), SEARCH, INVENTORY, SCORE, EAT, PUSH, PULL, INSERT, CLIMB, ATTACK and all compass directions.

DISCLAIMER: THE PRODUCERS OF THIS GAME HEREBY AFFIRM THAT THE CONTENTS HEREIN NEITHER STATE NOR IMPLY A BELIEF IN OR WISH FOR THE OCCULT OR ANY FORM OF "ALTERNATIVE" RELIGION AND SEEK ONLY TO ENTERTAIN VIA THIS APPROPRIATE MEDIA.

A HARVESTING MOON - Welcome to Moreton Manor! Set in spacious grounds amongst rolling woodlands, the Manor has many sources of enjoyment for the young (and young at heart!). The house has several architectural anomalies. Of special note are the tower walkway, the grand clock tower and the gothic stone gargoyles of the main southern tower, relics of an age long since past. On a historical note, there has been a residential building on the present site for over 900 years. Once the home of the infamous Judge Jeremiah Jefferson, "the witch-taker", it is perhaps no coincidence that pagan rites are thought to have been once performed on the Manor's grounds or hereabouts. Here is a brief list of some places of interest, all well-worth a visit: THE WOODLAND WALKWAY, perfect for a stroll around the grounds; THE PAVILION at the centre of the hedge maze (find it if you can!) and THE CLOCK TOWER, which stands at the head of the main courtyard. THE PICTURE HALL contains some excellent pieces, including portraits of the Moreton family dating back hundreds of years. The trust regrets that paintings have to be removed for cleaning from time to time and hopes that this does not spoil your appreciation of the many fine pieces of artwork housed here. Finally, THE DUNGEON COMPLEX is, we regret, closed for renovation work this season.

You are awarded points (up to a maximum of 250) for accomplishing tasks on the path towards finding your parents and preventing a minor psychic disturbance from spreading over a larger area, but it's two O'Clock and you must find your parents by five O'Clock, so hurry! Note that you can EXAMINE the CLOCK in the clock tower when it's in view to see the time.

FAERIE - Meet characters like the Sand-man, the Snowman, Titania and Oberon and the mystery Score Monster on your quest for over 30 treasures in this magical tour-de-force! It will take careful judgment to know when to outwit, when to fight and when to befriend these and other denizens of the Underworld. You will receive help from such strange sources as a water-glass, a sand-ring and an aspen wand!

**MIL, 12 CHILTERN ENTERPRISE CENTRE
STATION ROAD, THEALE, BERKS. RG7 4AA**

Magic and mystery, extensive split-screen graphics, devious puzzles and a few secrets from the world of the arcane in A HARVESTING MOON - A mystery tour to a Stately Home turns decidedly strange after you lose your parents in the crowds... What have the workmen unearthed in the dark cellar and why does the scarecrow appear to have moved?

PLUS FREE...
night's fantasy

FAERIE - A midsummer
that will leave you spell-
bound and bemused as you attempt to unravel the secrets
and conundrums of both Over and Underworlds.

CODE
PSP E025



A HARVESTING MOON
BY THE MIGHTY
GRAPHICS OF MARTIN KENNIE



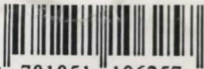
You are in a small courtyard on
a gravel path south of a large
arch in a tall clock tower. The
clock face is painted with
a clock face. The ground is
green. Your attention has been caught by
your parents heading away north
with the guide. Last seen as
demons at the parlour. The
whiffers the guide. Your parents
where...

A
Smart
Egg

Production

PUBLISHED BY MAYNARD INTERNATIONAL

A HARVESTING MOON
PLUS FAERIE
SPECTRUM 48/128/+2



9 781851 106257