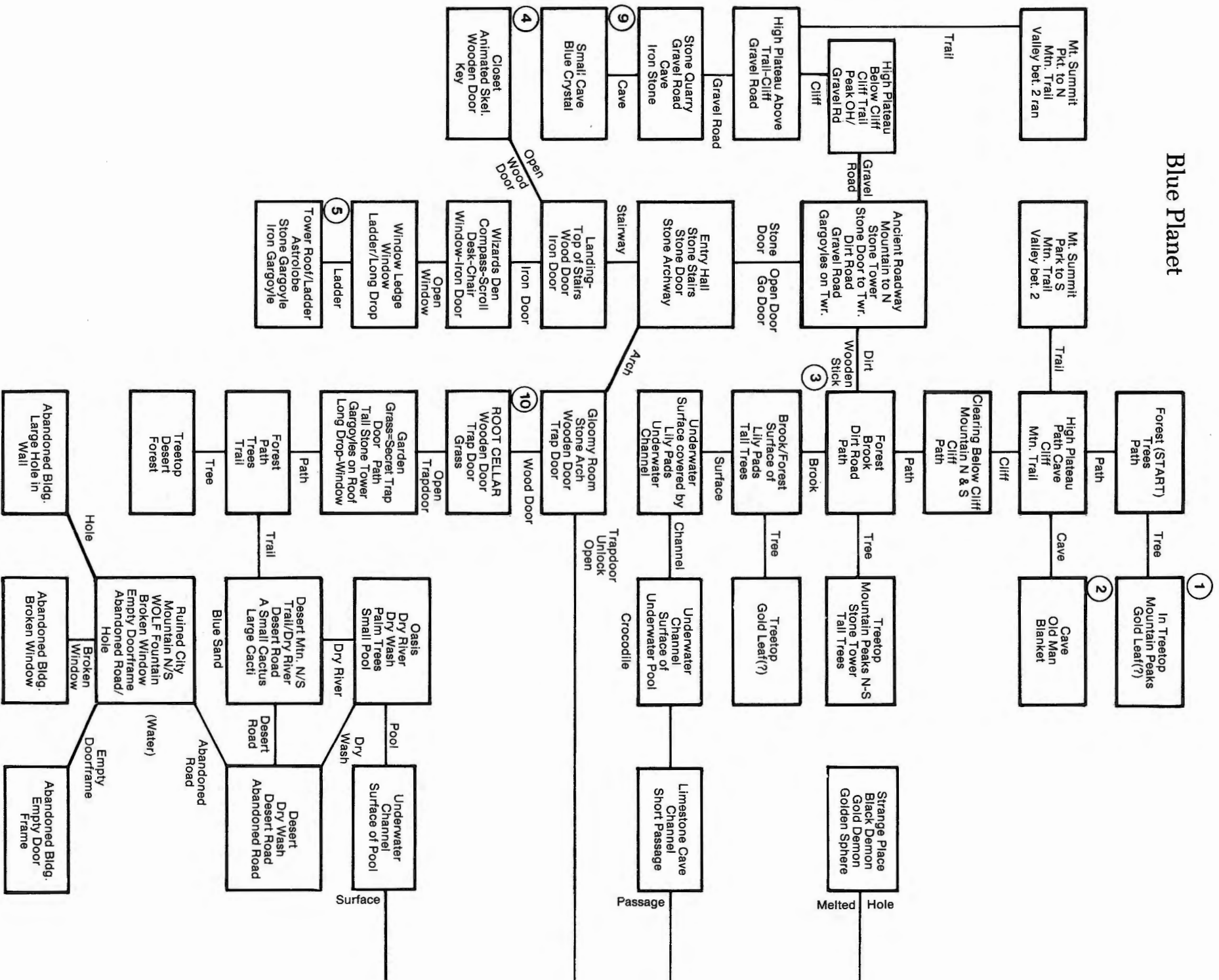
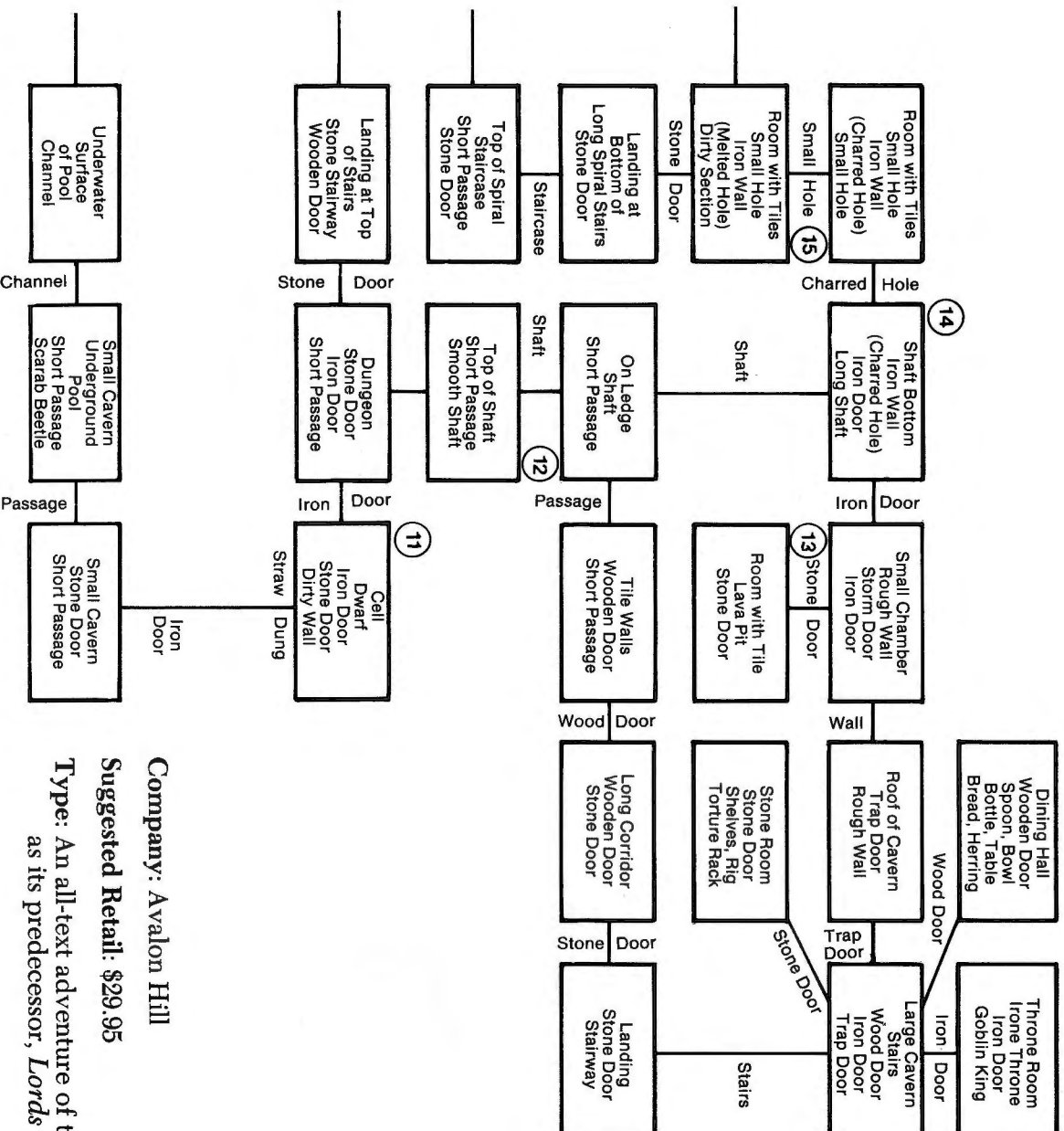


Blue Planet



EMPIRE OF THE OVERMIND



Company: Avalon Hill

Suggested Retail: \$29.95

Type: An all-text adventure of the same genre as its predecessor, *Lords of Karma*.

Description:

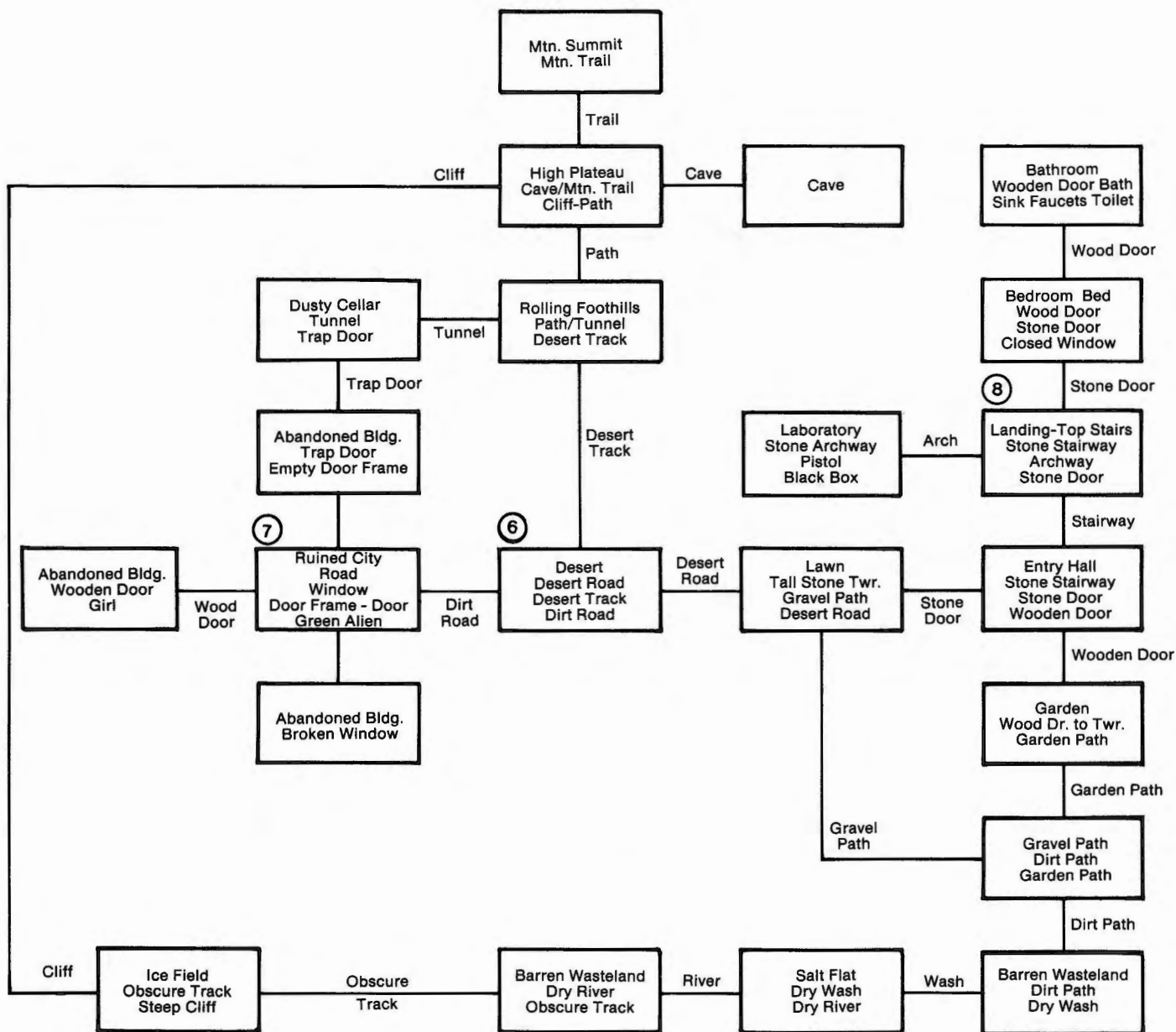
You must find and destroy the Overmind (a golden sphere) to win the love of the enchanted Princess whom you meet while trying to cope with the game's sundry critters and traps. The game abounds with many objects, a helpful dwarf, and some useful magical items. It's a toughie.

Playability:

Engagingly difficult but agonizingly slow, especially for an Assembly language program. The documentation gives the history and game objective in verse, but does not describe how to save or restore a game. You should read it carefully. Unfortunately, you cannot solve the game without the save and restore. Try Reset: Call-151: BSAVE (filename), A\$8000, L\$1000. To restore, use Reset: Blond (filename): Call-151: 800 G. Despite its obvious weaknesses, it's a very tough and challenging game.

EMPIRE OF THE OVERMIND

Red Planet



EMPIRE OF THE OVERMIND

General Note: Even though you may be carrying both a Key and a Pistol, for example, you can only use one at a time. That is, you must Hold Key or Hold Pistol first. The last object picked up is automatically the one being held. This, plus the one-move-only limit before creatures clobber you can make matters quite awkward.

1. Look for Gold Leaf, probably up a Tree.
2. Talk Man. Get Blanket.
3. Hold Waterskin. Fill Waterskin (at Brook). Don't enter *any* body of water until you are armed.
4. Holding Gold Leaf on entry, Dispel Skeleton (with Leaf). Get Key. Unlock Iron Door. After Getting Compass, Open and Go Window.
5. Look Astrolabe. (Transport to Red Planet.) For initial trip, should have Key, Blanket, Waterskin (filled) and Compass.
6. It is possible to avoid this area altogether. If you do come here, however, you will have to Drink Water.
7. Holding Key on entry, Unlock Door. Open Door. Go Door. Girl will follow you. Move away from the Green Alien as soon as possible, even if you have to return to enter the balance of these commands. Try dropping Blanket in Abandoned Bldg. with Empty Doorframe and leading Alien toward High Plateau, then "Wish" around him.
8. Kiss Girl. Talk Girl. Kiss Girl. Get Pistol and Black Box. Look Pistol. Push Gray Button. Carrying Key, Blanket, Waterskin, Pistol and Box, Hold Compass. Spin Compass. (Transport to Iron Stone on Blue Planet where balance of game will be played.) Carry what you can to Oasis. Drop Blanket and another item. Spin Compass back to Get Iron Stone. Get Blue Crystal. Wish back to Oasis.
9. Call Pyro. The Blue Crystal is now a permanent light source. If you don't have the Blue Crystal, Call Pyro will provide light for eight moves, and may be repeated twelve moves later, if necessary. Each summoning results in Pyro taking a random inventory object, which he will deposit on the Mountain Summit of the Blue Planet.
10. Look Grass to reveal a Secret Passage.
11. Clean Wall. Pick up Dwarf and go for the Bottle. Goblins regenerate, and Dwarf will only kill five before he abruptly runs off to sharpen his Axe. Use him while you Hold Key to Unlock Doors, but Hold Pistol whenever possible to keep Dwarf around.
12. Tie Kit. Climb Red Rope. Tie Kit (at Ledge). Climb Blue Rope.
13. Drop Blanket; you will want to return here quickly later on.
14. Holding Pistol, Shoot Wall.
15. Carrying Bottle (filled with Ale from Barrel), Blue Crystal, Pentagram and Holding Pistol, Shoot Wall. Hold Pentagram. Drink Ale (you will feel no pain for six moves). Go Hole. Dispel Demon (twice). Take Sphere. Wish. Drop Sphere and you and the Princess live happily ever after.

Transportation Summary

From	At	To	At	How
Blue Planet	Tower Roof	Red Planet	Lawn	Look Astrolabe
Red Planet	Cave	Blue Planet	Cave	Go Cave
Anywhere	Anywhere	Anywhere	Random	Gray Box
Anywhere	Anywhere	Blanket	Anywhere	Wish
Anywhere	Anywhere	Iron Stone	Anywhere	Spin Compass

Object List

Object	Where	Use
Gold Leaf	Tree top (usually)	Dispel/Animate (Skull/Cactus)
Waterskin	Brook (usually)	Water needed in all Deserts
Blanket	Cave near start	"Wish" zaps you to it
Iron Stone	Stone Quarry	Works with Compass
Compass	Wizard's Den	Spin zaps you to Iron Stone
Blue Crystal	Small Cave	Light Source (Call Pyro)
Key	Closet	Unlocks all doors
Xenon Pistol	Red Planet	Kill Creatures/Burning holes
Gray Box	Red Planet	Transportation
Mtn. Climbing Kit	Abandoned Bldgs.	Climb-at Window and Shaft
Pentagram	Abandoned Bldgs.	Dispel Demons (final phase)
Bottle	Dining Hall	Carries Liquid from Keg
Liquid from Keg	Store Room	No pain for six moves
Gold Sphere	Strange Place	Must be destroyed

The following objects are of no direct use:

Wood Stick	Black Stone	Scroll
Blue Sand	Red Sand	Red Herring
Bread	Bowl	Spoon
Dung	Straw	Gray Stone