

THE COVETED MIRROR

Company: Penguin Software

Suggested Retail: \$19.95

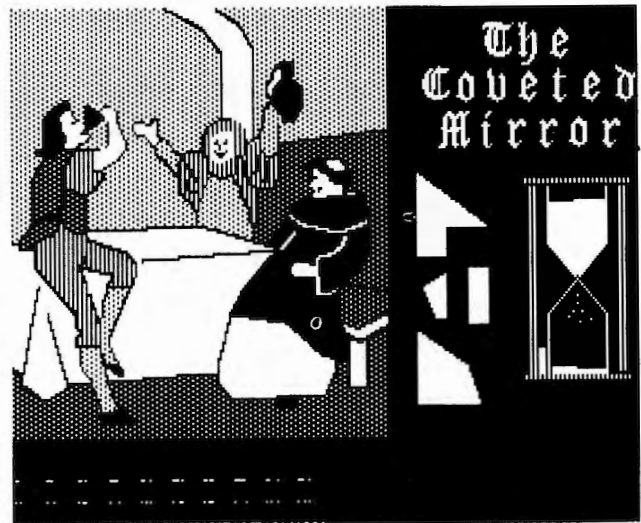
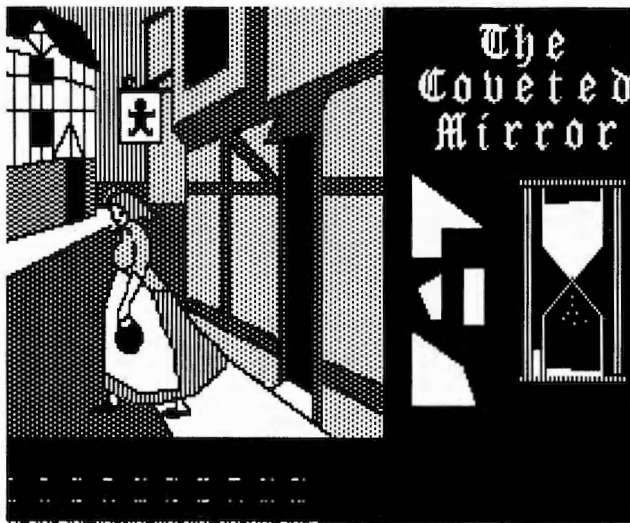
Type: Hi-Res adventure with color graphics.

Description:

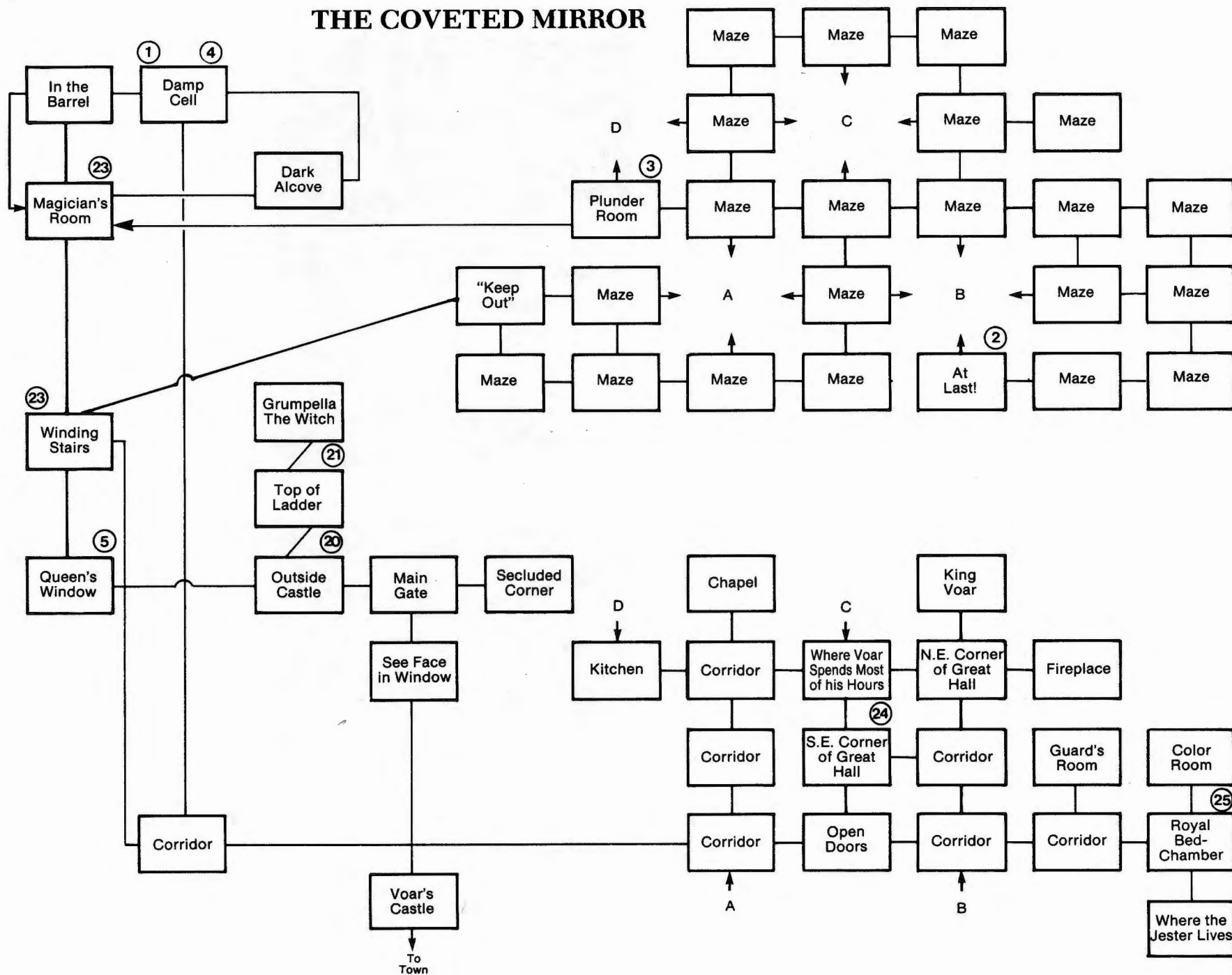
To break the evil rule of King Voar, you must find the fifth piece of a magic mirror. To do so, you must know the shapes of the other four pieces, solve a number of related puzzles, and play three simple arcade games. Periodically, the King yanks you back if the Jailer finds you missing, but the Jailer lets you roam if you bribe him.

Playability:

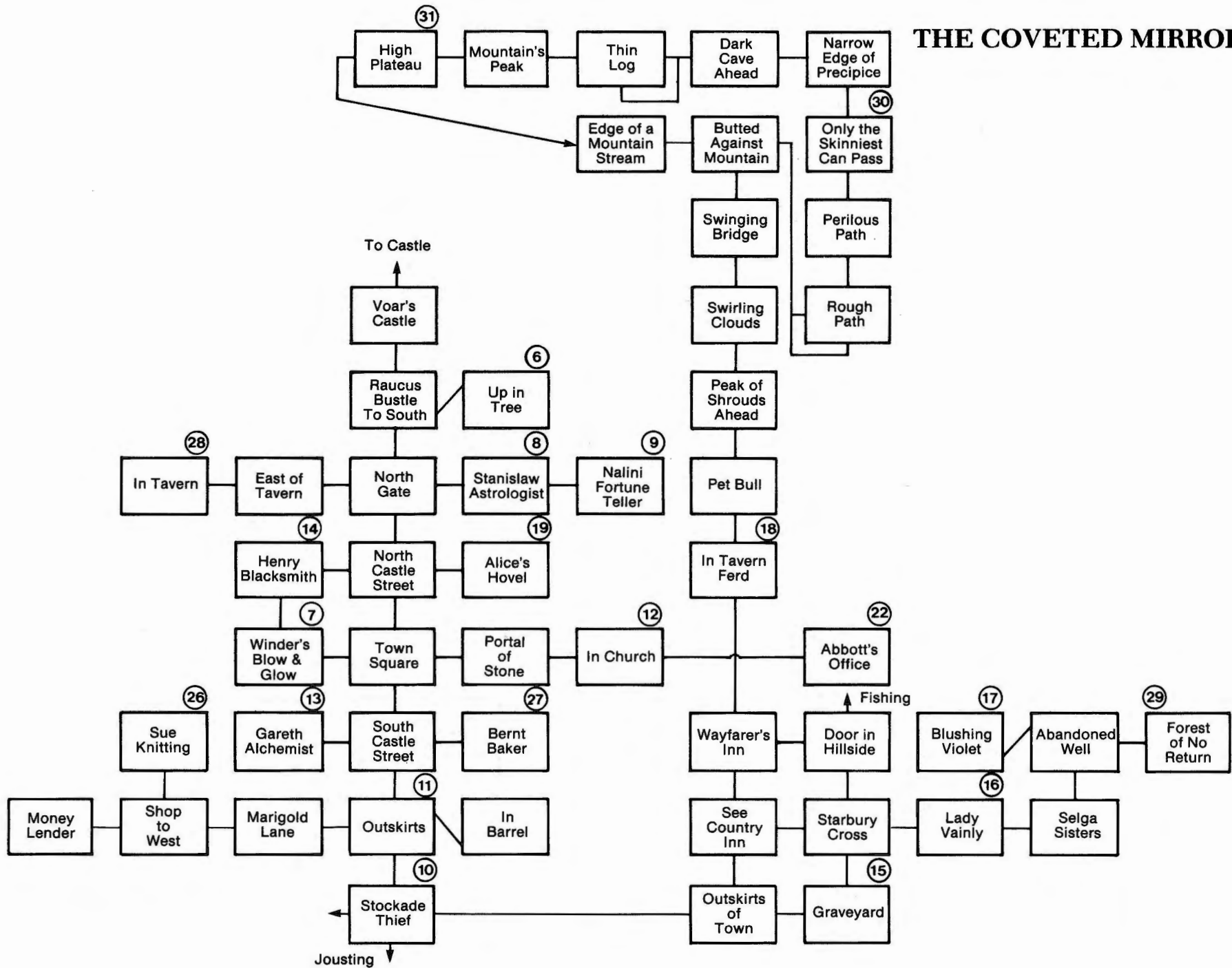
"Talking" characters will help you order and solve the frequent but not overly difficult puzzles. The characters often give novel responses should you give them objects not intended for them. A light-hearted game with nice graphics and a degree of animation, but a rather slow fill time. The vocabulary is nicely tailored to the game. You get seven saved-game positions, which you should use frequently—especially in the maze. Suitable for all levels of gaming ability.



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1. Move Bed.
2. Get a piece of the mirror.
3. Open Cupboard. Take Vase. West to return to Magician's Room. Should you lose everything to Voar, this is where it will all be found.
4. Wait. Give Necklace to Boris. The vertical bar next to the hour glass represents the time you've got until you get yanked back. The Necklace, Broom, Ax and Cookie each will allow some extra time. The Telescope, Picture and Jug will allow even more.
5. Open Window. East.
6. The Ax will buy a little time from Boris.
7. Take Ball. Mermaid. Take Ball.
8. Take Telescope. Orion. Scorpio. Gemini. Take Telescope. Its only use is to buy time, but you can see some nice things through it.
9. Drop Ball. Get Clue about the Vase.
10. Use Lockpick. Open Stocks. Go South or West and Joust. Later in the game you'll need to have done this.
11. Move Barrel. Go Barrel. East to Cell, or West to Magician's Room. Buy some time from Boris. Move Bed, West, Go Barrel to get back to Town.
12. Take Candlestick (need to have Thief with you). No, you can't read the Abbot's book—yet.
13. Give Candlestick. Get Bellows and Candle. Next time in Magician's Room, Light Candle, Open Cupboard, East. Take Ring and read the clue.
14. Give Bellows. Get Shovel.
15. Use Shovel. Get Bones.
16. Take Picture. Bear. Take Picture. Its only use is for ol' Boris, but it's relatively potent. Take Grain from next door.
17. Move Glasses. Get Color Spell. Take the Ladder on the way out. The Bird and Nest are window dressing. Go North and do the Fishing bit, as it is needed for you to read the Abbot's book.
18. Give Grain. Open Door. North. Open Door. Get Rope.
19. Get Shadow (need Vase).
20. Drop Ladder. Up.
21. Drop Rope. Up. Give Bones. Give Vase. Get Invisibility Spell. Watch the time remaining in your hour glass.
22. After catching fourteen fish, read the Abbot's Book. When you next visit the Chapel, you'll get another piece of the mirror.
23. Use Invisibility. Clean out the Castle (i.e., Fish, Moose, and Broom).
24. Wait. Talk to the Jester (must be visible). Give Horseshoe. The next time back in the Cell, you'll get another piece of the mirror.
25. Use Lockpick. Open Door. North. Use Color Spell. Get another piece of the Mirror.
26. Give Fish. Get Coat.

27. Give Moose. Get Cookie. Another time buyer.
28. After you have all four pieces, you may enter the Tavern without losing any of your inventory. Jon's there, so Talk. Flip the disk and learn sign language.
29. If you know sign language, Talk. If Old Man isn't there, Wait. The way to the North is now open.
30. Drop everything except the Coat. North.
31. Wait until the correctly shaped mirror piece comes along. It's the one that looks like a simplistic paper boat. Take it and watch the finale.