

cont. from p54

you get stuck in one direction, you can give it a rest and try another way. This way you don't get too frustrated being stumped by unsolvable puzzles that spoil the rest of the game.

There are 35 screens in total, and solving them all should take some time (they start off easily enough near the centre, but soon get pretty difficult).

The graphics are tiny but this means that lots can be fitted on screen at once. The puzzles progress in difficulty steadily, and they are well



Tiny graphics and a simple idea. Yet *Cyad* has bags of gameplay and will keep you going for some time.

thought out. It's a fairly simple idea, and technically not at all outstanding. But it's one of those things that makes you think: "I wish I'd thought of that!"

AMIGA

90%

## Picture Puzzle

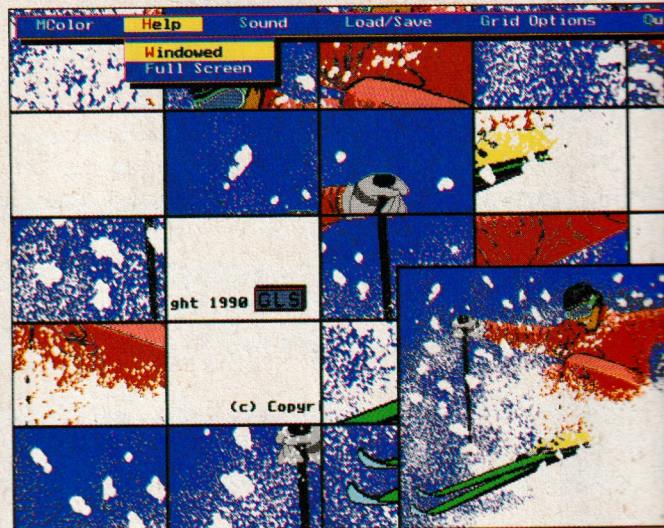
PC • Advantage •  
56 Bath Road, Cheltenham,  
Glos GL53 7HJ.  
☎ 0242 224340

Don't you just hate those little slidey puzzles that inevitably turn up in your Christmas stocking? Those horribly irritating plastic puzzles with sliding tiles that make up a picture when completed, but are just a jumbled mess

until you do so. They annoy you so much that you just want to rip them to pieces and put them back together in the right order that way. Rubik's Cube was nothing compared to these.

You can relive your favourite nightmares with *Picture Puzzle*, a computerised version of the plastic peril. Actually,

*Picture Puzzle* is very well done indeed. There are oodles of options sub-menus to access – and that's before you even start. You can select the level of difficulty by changing the number of tiles there are, from four



*Picture Puzzle* is a cross between a jigsaw and one of those little slidey puzzles. Swap tiles until you end up with the completed picture. The inset picture shows what you're aiming for.

for a very basic puzzle to well into the hundreds.

A picture has to be loaded in to begin the game proper. Three are supplied on the second of the two disk pack, but you can add your own creations as long as they're in the correct file format. The supplied artwork is cartoony in style. Send off the shareware fee and you'll get another ten for your trouble.

The tiles are swapped, rather than

slid, which makes getting tiles to the right place a bit easier. This has to be done with the aid of a mouse – you need to be able to play.

It's very well done, very enjoyable despite what you might think. It's quite good fun! Jigsaw puzzle fans especially will like it. Your Granddad!

PC

## Hugo's House of Horrors

PC • Disk 796 • Classic Shareware,  
23 Fieldhead Close, Pontefract WF8 2ED.  
☎ 0977 794876.

Penelope, the love of your life, has mysteriously disappeared after going babysitting in the creepy old house on top of the Nightmare Hill. (You know the one, number 666, where no-one who enters has ever been seen alive again...)

As usual, it's your job to rescue the daft cow. You've got to take your life in your hands, sneak in,



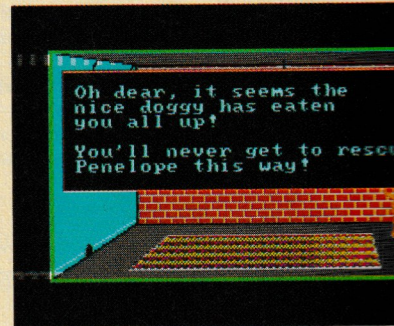
Hmmm, this is no ordinary pumpkin! Aha! What's this? A key! That's the first puzzle solved. We're on our way!

find her, and get out before it's too late. Blimmin' wimmin', eh? Think I'll go off down the Duck and Whistle for a 'quick half' instead...

You start off outside the front door of the spooky-looking mansion. Atmospheric lightning flashes light up the sky occasionally, and you can't help the feeling that you're being watched... Still there's nothing for it but to enter the foreboding house. And there lies your first problem...

*Hugo's House of Horrors* is an animated adventure game in the spirit of *Leisure Suit Larry*. Commands, such as 'Get key', can be typed in to the computer as with traditional adventure games. But instead of replying 'I don't understand', the character on screen carries out your commands graphically. You can also move your character around with the cursor keys to move from location to location.

It has a wicked sense of humour throughout, with the hero getting into all sorts of scrapes. For instance there's a mad professor who invites you to step into his chamber. Only a fool would do so, and when I did his assistant Igor kept pressing the wrong buttons on the transmogrifier. Prof exits for a quick lie down, and you're left at half your original size.



Another sticky end. Hugo's a bit useless really, but getting killed and all for the love of his life.

My game ended with the snooty butler taking my head off (and just because I gatecrashed the dinner party – a bit extreme if you ask me).

The graphics aren't exactly state of the art, but they serve their purpose well, and everything seems to interact with everything else well enough. The sound, and there's also a sound off option.

*Hugo's* is highly recommended. If you're new to about adventure games starts you pushing buttons, then don't think about it – the graphical quality and humorous script will soon change your

PC