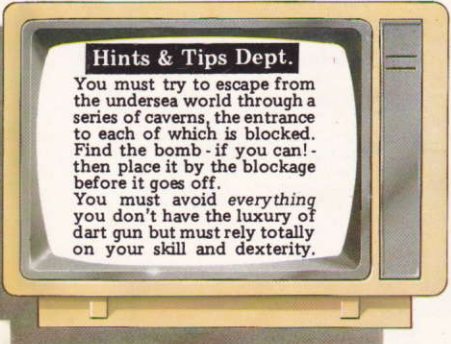




CONTROLS:

Q - UP
O - LEFT
P - RIGHT
or Joystick



Hints & Tips Dept.

You must try to escape from the undersea world through a series of caverns, the entrance to each of which is blocked. Find the bomb - if you can! - then place it by the blockage before it goes off.

You must avoid *everything* you don't have the luxury of dart gun but must rely totally on your skill and dexterity.



PROGRAMMER PROFILE

Full Name: *Barry Jones*

Date of Birth: *18th July, 1959*

Occupation: *Electrician*

Previous published work (and
for whom): *Olympiad 86 (Amstrad
/Spectrum). SAS Assault Course
(Amstrad). Alpine Games
(Amstrad/Spectrum)*

Work in Progress: *The Great
Barrier Reef (Amstrad).*

Geek, Geek Gamestoids - try these, collect the set!

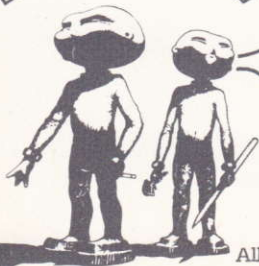
NAKAMOTO : BERKS

For a 12" single mix of H.E.X. music on cassette
send £1.99 to The Power House.

For a POWER HOUSE poster, just send us 50p
and details of your name and address.

PROGRAMMERS!

Is your software good enough for THE POWER HOUSE?
Send your games to us and you could join our Club of
Successful Programmers.



*"Yowzer! Brilltoid!
All music by House
Electronic Xperience
via Wayne Allen".*

All artwork copyright Tim White.

THE
POWER
HOUSE

THE POWER
MOUSE SAYS:



THE POWER HOUSE
204 Worple Road
London
SW20 8PM

© 1987 The Power House
All rights reserved. No part of this program should
be recorded, duplicated or transferred in any
form onto any media without prior authorisation
from the owner of the work. Hiring and lending
the program is prohibited.