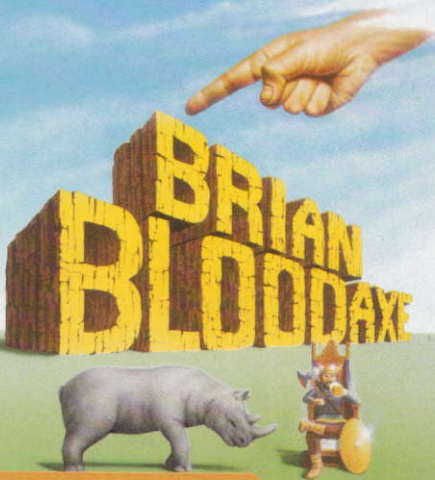


Amstrad CPC 464/664

FEED THE GATE



DISC VERSION

BRIAN BLOODAXE

by Charles Bystram from The Edge
Joystick may be used

The first ever game to feature 'Primary Imbalance'
Here are a few of its more balanced features:

Plane	Steam Hammer	Manhole Cover	Duck
Barrel 1	Sword	Mirror	Elephant
Barrel 2	Tank	Orb	Hand of God
Castle	Toilet	Pint of Lager	Knight 1
Coal Truck	Thunderbolt	Pool Pocket	Knight 2
Cruise Missile	Yorick	Pool Triangle	Loch Ness Monster
Cutlass	16 Ton Weight	Revolver	Miner
Dalek	Bag of Gold	Sceptre	Neptune
Dart	Ball and Chain	Shovel	Pig
Fork	Bomb	Tap	Pirate
Gate	Bone	Tap	Rat
Knife	Carrot	Toilet Seat	Robin Hood
Mac Truck	Chip	Treasure Chest	Rhino
Mini Car	Crown	Angel	Mad Scotsman
Porsche	Crucifix	Archbishop	Shark
Savage Platform	Detonator	Beefeater	Skeleton
Scissors	H Bomb	Bunny	Snowman
Ship	Holy Grail (maybe)	Clockwork Orange	Turkish Soldier
Snooker Ball	Key	Dragon	Walking Bomb

Brian Bloodaxe features over 120 screens.

There are more than 300 foes, weapons and surprises.

A multitude of hidden traps.

The first game of its kind to have a complexity of a textural adventure.

Every screen presents a logical (or not so logical) problem.

"The thinking man's Manic Miner". Computer Trade Weekly, No. 16.

Each screen is somewhere in Britain ... well 'O' Level geography it may not be, but ...

Shows that 'lateral thinking' is not just what you do in bed, in the bath, or after a pint of lager ...

Program and game concept ©1985 Softek International Ltd. All rights are reserved by Softek International Ltd. This tape may not be hired, lent or copied except with the publisher's written authorisation. This product is sold strictly according to Softek International's terms and conditions of sale.

464 Schneider

THE EDGE

31 Maiden Lane, Covent Garden, London WC2

The Edge is a division of Softek International Ltd.

THE EDGE

BRIAN BLONDE

AND
CANDICE

BRIAN BLOODAXE

by Charles Bystram from The Edge
Joystick may be used

The first ever game to feature 'Primary Imbalance'
Here are a few of its more balanced features:

Plane	Steam Hammer	Manhole Cover	Duck
Barrel 1	Sword	Mirror	Elephant
Barrel 2	Tank	Orb	Hand of God
Castle	Toilet	Pint of Lager	Knight 1
Coal Truck	Thunderbolt	Pool Pocket	Knight 2
Cruise Missile	Yorick	Pool Triangle	Loch Ness Monster
Cutlass	16 Ton Weight	Revolver	Miner
Dalek	Bag of Gold	Sceptre	Neptune
Dart	Ball and Chain	Shovel	Pig
Fork	Bomb	Tap	Pirate
Gate	Bone	Tap	Rat
Knife	Carrot	Toilet Seat	Robin Hood
Mac Truck	Chip	Treasure Chest	Rhino
Mini Car	Crown	Angel	Mad Scotsman
Porsche	Crucifix	Archbishop	Shark
Savage Platform	Detonator	Beefeater	Skeleton
Scissors	H Bomb	Bunny	Snowman
Ship	Holy Grail (maybe)	Clockwork Orange	Turkish Soldier
Snooker Ball	Key	Dragon	Walking Bomb

Brian Bloodaxe features over 120 screens.

There are more than 300 foes, weapons and surprises.

A multitude of hidden traps.

The first game of its kind to have a complexity of a textural adventure.

Every screen presents a logical (or not so logical) problem.

"The thinking man's Manic Miner". Computer Trade Weekly, No. 16.

Each screen is somewhere in Britain ... well 'O' Level geography it may not be, but ...

Shows that 'lateral thinking' is not just what you do in bed, in the bath, or after a pint of lager ...

Program and game concept ©1985 Softek International Ltd. All rights are reserved by Softek International Ltd. This tape may not be hired, lent or copied except with the publisher's written authorisation. This product is sold strictly according to Softek International's terms and conditions of sale.

THE
EDGE

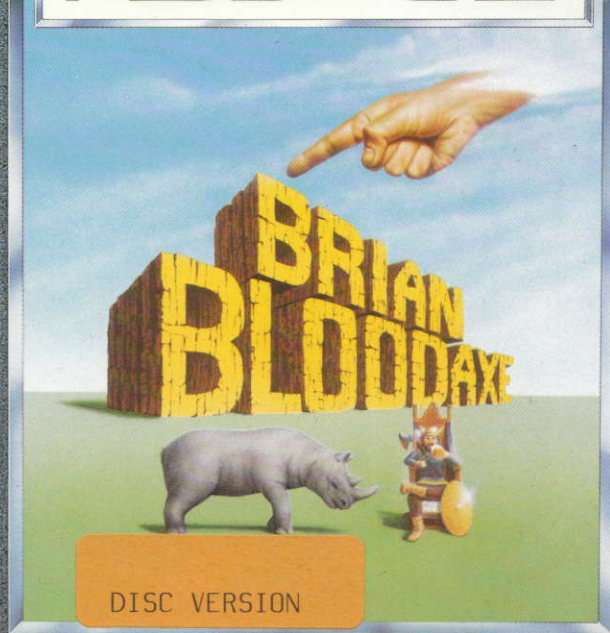
BRIAN BLOODAXE

THE
EDGE

464 Schneider

Amstrad CPC 464/664

THE
EDGE



EDG2 AM

31 Maiden Lane, Covent Garden, London WC2

The Edge is a division of Softek International Ltd.