

3
KOALA PADS
TO BE WON!
SEE INSIDE FOR DETAILS!

GRAPHIC ADVENTURE!
commodore



Dragic Stone



Audiogenic LTD

MAGIC STONE COMPETITION

We are offering a prize of a Koala Pad 64 package, worth nearly £80, to each of the first three entrants out of the bag who have correctly solved Magic Stone using the least possible number of commands.

How to Enter

- 1 - Solve Magic Stone (if you can!)
- 2 - Then work out how you could solve it using the least possible number of commands.
- 3 - Write down the commands as a list on a piece of paper.
- 4 - Fill in all the sections on the reverse of this coupon.
- 5 - Put the coupon and the list of commands in an envelope and address the envelope to Magic Stone Competition, Audiogenic, PO Box 88, Reading, Berks.
- 6 - This is very important - write the number of commands on the back of the envelope!
- 7 - Post off your entry!

Regretfully, the competition is open only to residents of the U.K. and Eire. The closing date for entries is February 28th 1985. Any entries that are received after that date, or are illegible, or are without the coupon, or without the number written on the back of the envelope, will be ineligible for the competition. Audiogenic will not enter into any correspondence with entrants regarding the competition and the decision of Audiogenic is final. Entries are not returnable and become the property of Audiogenic. Winners will be informed by post approximately a month after the closing date.

MAGIC STONE

Deep within the mysterious wastes of Transylvania stands the haunted mansion of the horrific Graf Von Schwarzherzen. Local legend tells of a Magic Stone hidden in the house which, if found, could be the catalyst needed to carry out the process that the alchemists could only dream of - the transmutation of lead into gold!

But finding the Stone is not enough - you also need to find the experimental notes, said to have been written down by Von Schwarzherzen in a book bound with human skin! You will, of course, need some lead to turn into gold and the magic word, without which you cannot hope to perform this amazing experiment! But you can't just do it anywhere - only in one particular place will the transmutation be successful!

Your only help is a mystic amulet from darkest Africa, which changes colour under the influence of black magic. Apart from that, you can only rely on your senses and intellect as you scour all corners of the house for the enchanted ingredients. Most likely you'll end up like the others, rotting in the dungeons, but if you succeed you will become rich beyond your wildest dreams!

Loading the program - Magic Stone loads as normal. Just type SHIFTeD RUN/STOP and it will load and run automatically. Magic Stone is a big program, so you'll have to wait over ten minutes for it to load! The title page will appear and you can hit a key to see the instructions. After that, you're on your own!

You can stop the game at any time by giving the command QUIT, or start a new game by giving the command NEW.

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**Manufactured and Distributed in the United Kingdom by
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Where did you buy this program?

What sort of games do you buy most?

Which Micro magazines do you regularly buy?

What do you mainly use your Computer for? (e.g. Playing Games, Programming, Business etc.)

NAME

ADDRESS

Software 64

Magic Stone

SS024

For use with
Commodore
CBM 64
computers

MAGIC STONE - MYSTERIOUS ADVENTURE WITH GRAPHICS, SPRITES, MUSIC AND SOUND!

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But finding the Stone is not enough - you need to know the right location, the magic word and find the experimental notes, said to have been written down by Von Schwarzherzen in a book bound with human skin!