

STAR WARS

Written by "The Spud"

Solution by B.G. on a Spectrum.

Start in a Secret Hiding Place. I (nothing) X CRATES and TAKE
 Chew BAR, X HATCH, PRISE HATCH (used crowbar), U, W (mess)
 X CARTONS and TAKE SANDWICH, S, S, W (cockpit) X PANEL,
 TAKE BATTERY, E, E, S (next-room) X TOILET, X CISTERN (lif-
 up the lid and find a laser gun), TAKE GUN, X GUN, INSERT
 BATTERY INTO GUN, N, N (top of boarding ramp). DO NOT GO
 DOWN YET! DROP SANDWICH (smell chases troopers away)
 S, SE, S (small alcove), TAKE CARD, X CARD (note "yellow") N, N
 N (control room), SMASH COMPUTER (don't need a tool), TAKE CHIP,
 X CHIP, ~~S~~ S, E, E (left) PRESS YELLOW BUTTON (as per card)
 Now on level 2. W, N, W (small toilet), X TOILET, TAKE COI
 E, ~~enter room~~ This is a good place to save your position as you
~~do not hesitate~~ can get killed as soon as you go E
 from here. So input E, SHOOT GENERAL (used laser) as a
 single input, using the comma to join the two commands
 X GENERAL, TAKE CREDIT CARD, X DESK, TAKE cigarette LIGHTER,
 LOOK UNDER DESK (note the number 4032) This is the self-destruct
 input code. W, S, ~~S~~ Once again it is ^{advisable} ~~best~~ to string actions
 together so, SE, SHOOT HATCH, JUMP THROUGH HATCH should see
 you "safely" into the garbage vault. X SLUDGE, TAKE metal
 BAR, * X LIQUID, TAKE EGG (red berries?)
 SHOOT WALL (you dive through the hole and find yourself
 in a junction of corridors). There is a guard to the east, so input
 E, SHOOT GUARD vs a single input), X (dead) BOARD, TAKE UNIFORM
 X UNIFORM (smart green uniform), E (mess) X MACHING, INSE
 COIN IN SLOT, TAKE WP (contains coffee), W, W, SW, (back of
 steps) U, S (outside cell) You see a sleeping guard. PUNCH
 GUARD, X WALL (see circuit board and smell button), X BOARD,
 (chip missing) INSERT CHIP INTO GAP, PRESS BUTTON (door opens)

* under spec. chml. in Atari use # to get speech marks. (2)

E (into cell) WAKE PRINCESS (she is drugged) GIVE WP (of coffee)
TO PRINCESS (she is now wide awake) SAY TO PRINCESS "FOLLOW ME"
(note speech marks*) W, N, D, NE, SE, S (recreation room)
LIFT SEAT, TAKE DYNAMITE, N, SE (corridor where door bars
route SW) DROP DYNAMITE, LIGHT DYNAMITE (need cigarette
lighter). Before you go more ensure you WEAR UNIFORM, SW
TAKE ROPE, SW, W (inside lift) PRESS BUTTON, NOW ON LEVEL 4.
E, N, E, E (in front of huge computer), INSERT CREDIT CARD,
40327 (found on underside of general's desk) you now have
15 minutes to escape. W, W, S, S (T-junction) Do not
go W from here. E (end of corridor) U (princess will follow
you up the ladder but re-appears on the platform) you now
meet Yoga the Red-eye Knight who punches you in the eye
& presents you with a light sausage. S (princess re-appears
and says some guards are chasing her), SAY TO PRINCESS
"HANG ON", THROW ROPE (which catches on other side of gap)
SWING ACROSS GAP, (on rope) ~~Back at the~~ Now on a walkway.
INSERT BAR IN HOLE (to make a lever) PULL BAR (door opens)
W (corridor) you now meet Daft Radar. RAISE ^(light) SAUSAGE,
ATTACK RADAR, W (back at north end of main docking bay)
SW, U (ramp) S, W, W (cockpit)

98%

STAR FLAWS
Written by "The Spud"
Solution by Barbara Gibb on a Spectrum

Start in a Secret Hiding Place. I (nothing), X CRATES and TAKE CROWBAR, X HATCH, PRISE HATCH (need crowbar), DROP CROWBAR, U, W (mess), X CARTONS and TAKE SANDWICH, S, S, W (cockpit), X PANELS, TAKE BATTERY, E, E, S (rest-room), X TOILET, X CISTERN (you lift up the lid and find a laser gun), TAKE GUN, X GUN, INSERT BATTERY IN GUN, N, N (top of boarding ramp). DO *NOT* go down yet! DROP SANDWICH (smell chases troopers away), D (now safe), SE, S (small alcove), TAKE CARD, X CARD (note "yellow"), N, N, N (control room), SMASH COMPUTER (don't need a tool), TAKE CHIP, X CHIP, S, E, E (in lift), PRESS YELLOW BUTTON (as per card), W (now on level 2), N, W (small toilet), X TOILET, TAKE COIN, E.

This is a good place to save your position as you can get killed as soon as you go east. Type E, SHOOT GENERAL as a single input (you need to be carrying the working laser gun), X dead GENERAL, TAKE CREDIT CARD, X DESK, TAKE cigarette LIGHTER, LOOK UNDER DESK (note the number - 40327 - which is the self-destruct input code), W, S. (Score 40%)

Once again it is advisable to string actions together. Type SE, SHOOT HATCH, JUMP THROUGH HATCH as a single input to jump into the garbage vault. X SLUDGE, TAKE metal BAR, X LIQUID (3% for finding egg, which is a red herring), SHOOT WALLS (you dive through the hole and find yourself in a junction of corridors. There is a guard to the east, so type E, SHOOT GUARD as a single input. X (dead) GUARD, TAKE UNIFORM, X UNIFORM (smart green uniform), E (mess), X MACHINE, INSERT COIN IN SLOT, TAKE CUP, X CUP (contains coffee), W, W, SW (bottom of steps), U, S (outside cells - you see a sleeping guard), PUNCH GUARD, X WALL (see circuit board and small button), X BOARD (chip missing), INSERT CHIP IN GAP, PRESS BUTTON (door opens), E (into cell), WAKE PRINCESS (she is drugged), GIVE COFFEE TO PRINCESS (** she is now wide awake), SAY TO PRINCESS "FOLLOW ME" (needs speech marks), W, N, D, NE, SE, S (recreation room), LIFT SEAT, TAKE DYNAMITE, N, SE (corridor where door bars route to the southwest), DROP DYNAMITE, LIGHT DYNAMITE (need cigarette lighter). Before you move, ensure you WEAR UNIFORM, SW, TAKE ROPE, SW, W (inside lift), PRESS BUTTON, E, N, E, E (in front of huge computer), INSERT CREDIT CARD, 40327 (found on underside of general's desk). You now have 15 minutes to escape, in fact 60 moves so don't panic. (Score 80%)

W, W, S, S (T-junction - do *not* go west from here), E (end of corridor), U (Princess won't follow you up the ladder but re-appears on the platform). You now meet Yoga the Red-eye Knight who punches you in the eye and presents you with a light sausage! S (platform - princess re-appears and says some guards are chasing her), SAY TO PRINCESS "HANG ON", THROW ROPE (which catches on other side of gap), SWING ACROSS GAP (now on a walkway), INSERT metal BAR IN HOLE (to make a lever), PULL BAR (door opens), W (corridor). You now meet Daft Radar. RAISE light SAUSAGE, ATTACK RADAR, W (back at north end of main docking bay), SW, U (ramp), S, W, W (cockpit).

100%

*** You don't get 2% if you GIVE CUP TO PRINCESS.