

PREVIEW

INTO AFRICA

TUSKER

Africa! Vast, mysterious, savage and unexplored: a continent that has lured explorers and adventurers since time immemorial with its promise of lost treasures and riches. Join Richard Eddy as he sips the jungle juice and sets out with Tusker, the hero of System 3's sprawling epic, in search of the fabled Elephants' Graveyard...



Do you reckon he's taking the pith (!) this Tuskebloke? But of course! He's taking his ith helmet, maps, and all the useful clues he can get his hands on to help him locate the legendary Elephants' Graveyard and all the lost treasure that locating it brings.

Tusker was never an explorer, but his father was — a man who went into unmapped territories of Africa charting the regions as he went. Sadly on his last expedition, just before reaching the Elephants' Graveyard Tusker's father died. But the family destiny continues, and now it's Tusker's turn to finish the expedition.

Tusker's African adventure begins in the desert. A barren landscape offers little help and much danger when infested with warrior nomads. Our hero, well you actually, enters the desert unarmed, and must therefore waste no time in procuring himself a weapon. Capturing one of the nomads' sabres is a good start, but there's more to this game than fighting. Here in the desert, and throughout the three-load game,



Is that a treasure chest lurking in the background of the desert caves? Could be! But Tusker has to battle with and defeat the nomad warrior before he can find out

Tusker can find clues and maps taking him further into the lands of his quest. He'll need certain combinations of objects and clues to pass hazardous sections safely.

Prickly cacti, venomous snakes and the bizarre sand devils (small whirlwinds which spin Tusker around until his energy is depleted) are just some of the obstacles he has to overcome to progress any further.

Somewhere in the desert lies the entrance to sacred caves, and the scenery changes graphically to a damp blue and green atmosphere. Crocodiles lurk on the banks of the river which flows through this subterranean world and just beneath the water's surface waiting for Tusker to put just one foot wrong...

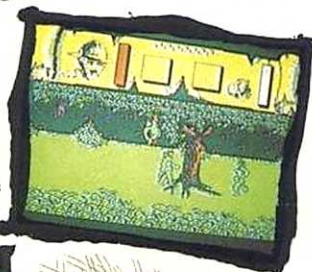
The deeper Tusker's adventure takes

him into Africa, the stranger and more violent the undiscovered animal life becomes. You'll start to notice this in the third section where Tusker enters the jungle when defensive chimpanzees hurl coconuts from the trees and mad warthogs charge at an alarmingly fast rate with tusks so sharp they could rip Tusker in two with one direct hit!

The second multi-load part takes you into another jungle, previously unseen by any explorer. This area is a great swamp and half-evolved monsters roam the scenery. Just off the swamp is a cannibal village with all the horrors that brings. It is ruled by a crazed Witch Doctor who launches all kinds of black magic attacks, and his speciality is bringing piles of human bones to life to create horrific zombies. Add to that the



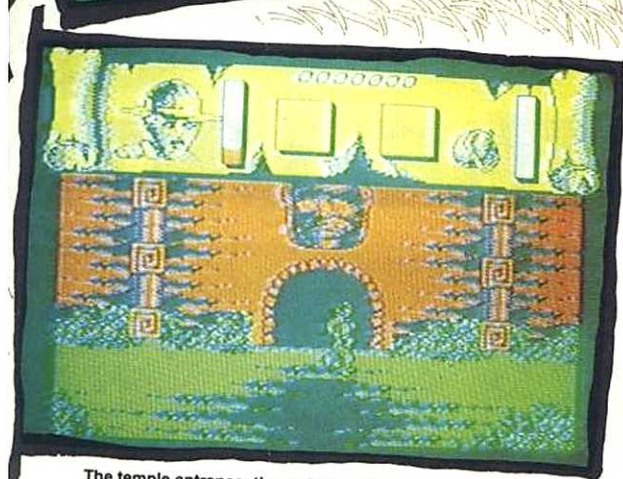
Things prove difficult as Tusker enters the village: the evil witch doctor and his dark potions lurk.



Jungle trouble on the way for Tusker, this fight could be won as long as his energy bar is stocked up



Deeper into the hidden jungles of Africa and Tusker encounters a lost tribe of nomad warriors. Search the huts for useful objects to further the quest



The temple entrance: the end is in sight, but also the start of the most hazardous part of the whole expedition

Totem pole, spitting acid from its eyes, and Tusker is in one hell of a lot of trouble!!

Remember — throughout this there are still maps and clues to discover!

With Load Three Tusker nears the end of his quest. Starting in the icy mountain regions with huge Mount Kilimanjaro looming in the distance, he's in the land that time forgot, where dinosaurs stalk the ground. Although the Brontosaurus shouldn't give Tusker much hassle, preferring to stick to its diet of green vegetation, there are plenty of prehistoric creatures, like the pterodactyl, that will.

It's not only animals Tusker has to watch out for — man eating plants hungry for a meal can prove pretty deadly opponents. Here Tusker should

find the final clues pointing the way to the temple which surrounds the Elephants' Graveyard. Inside the temple lie the treasures of mythology — all guarded by ancient traps which could spring to life the minute Tusker makes one foolish mistake.

If he survives that, his dreams are fulfilled; the entrance to the graveyard stands open. Just one thing to overcome now... the mighty guardian, a beast which takes its strength and power from the spirits of all the elephants which came to rest here. Surely not even Tusker can defeat such a powerful force. Or can he?

Find out when System 3 release *Tusker*, a graphic arcade adventure quest, at the end of September for £9.99 on cassette or £14.99 on disk.