

# Ollie's Follies

from American  
Eagle Software

Arcade game  
for Commodore 64

## Review by Michael Quigley

This is a well-designed program that combines elements of 'jumping' games like **Donkey Kong** with the nasty robots of **Impossible Mission**. Your object is to get through various obstacles in twenty-four rooms. Robots aside, hazards such as drainpipes, lightning bolts, lasers, moving steps, elevators, balance beams and fans impede your progress. In order to escape to the next screen, you have to open the exit door (the path to which is fraught with more peril) with a key.

When I first started playing the game, I was intimidated by the prospect of twenty-four screens with no apparent bonuses, so I turned it over to my testing staff. They soon discovered that progressing to the end of Level 4 resulted in a clue to starting the game at the fifth level; and also that logical deduction led to another clue, which made it possible to start at Level 9.

The game has plenty of imaginative touches, as well as a few peculiar ones. In order to defeat the robots, you have to jump up and touch the 'energizer', which is like a giant fright wig. Its effect lasts for a few seconds while you are wearing it.

The ultimate object of the game is a mystery to me. However, for the arcade game junkie, its numerous challenges will provide hours of amusement... and frustration. □