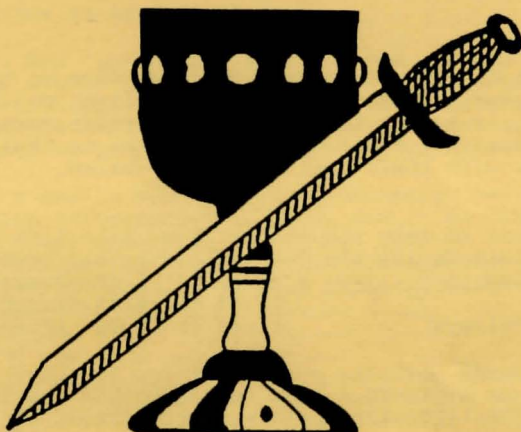


The Adventurers Club Ltd.

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MEMBER'S DOSSIERS Nos 23 & 24 - AUGUST 1987/SEPTEMBER 1987

REVIEWS:

BUREAUCRACY	THE BARD'S TALE
MYSTERY OF ARKHAM MANOR	WITCH HUNT
6-IN-1	THE VERA CRUZ AFFAIR
KOBYASHI NARU	THE CRYSTAL OF CHANTIE
MURDER ON THE ATLANTIC	
OXBRIDGE	
ESCAPE FROM KHOSHIMA	

ARTICLES BY:

PETER AUSTIN	RICHARD BARTLE
TONY BRIDGE	FERGUS MCNEILL
KEITH CAMPBELL	
HUGH WALKER	

LATEST NEWS ON THE ADVENTURING SCENE

HINTS 'N' TIPS

DISCOUNTED SOFTWARE

AND MUCH MORE!!!

Members have access to our extensive databank of hints and solutions for most of the popular adventure games. Help can be obtained as follows:

* By Mail.

Please enclose a Stamped Addressed Envelope. Give us the title and version of the game(s), and detail the query(ies) which you have. We shall usually reply to you the same day. Overseas Members using the Mail Help-Line need not enclose a SAE; replies to their queries will be sent together with their next Member's Dossier.

* By Telephone.

We shall endeavour to help you on our phone Help-Line which will be open on 01-794 1261 during the following days and hours:

- Mondays & Thursdays 17:00 to 19:00 (Evening sessions)
- Tuesdays 12:00 to 14:00 (Lunch session)
- Wednesdays & Fridays 16:00 to 17:00 (Afternoon sessions)

* By Bulletin Board.

You can contact us 24 hours a day, on 01-200 7577 or 01-200 1044. V21 (300-300), V22 (1200-1200) and V23 (1200/75 or 75/1200) modes are supported.

Please ALWAYS quote your Membership Number (shown on the label of the envelopes containing your Dossiers) when you contact us.

Royalties!

You may have written your own adventure(s), either by yourself, or with the help of one of the adventure-writing utilities which are now available for a growing variety of micros. The ever-increasing sophistication of these utilities allows the creation of graphics, sound effects, split-screen routines, Save/Load from RAM Memory, etc...

We shall be pleased to receive any adventures which you have created. If, in our opinion, they are good, we shall be delighted to duplicate them, and offer them for sale through our Dossiers with due payment of royalties to you. We have arranged with an independent Software company to market nationally any outstanding adventures which we might receive from our Members.

If you have written any good adventures, please send them to us for evaluation. Obviously, their standards must be very high with the prime ingredients being originality, logical problems and bug-free creation. Please specify for which micro they will run and do enclose a map, a listing (if you can), and a step by step solution of the game. Please also mention the retail price which you would suggest. All entries will be reviewed by our team and individually assessed.

Dear Fellow Adventurer,

Welcome to MDs Nos 23-24!

First of all, a big 'thank you' to all those Members who have contacted us to let us know how much they were pleased with the 'new' Dossier. There is little doubt that both the format and the content of the Double Dossiers are very much appreciated indeed, and we have therefore decided to keep them as such on a permanent basis.

There is still a small, but vociferous minority, which clamours for news of adventure releases/conversions, etc... to reach them every month, and not every other month. To satisfy those Members, we have started a new service, "The Elf's Diary". You will find details of this publication in a separate leaflet, enclosed with this Dossier.

Columnists:

- * Peter Austin (page 7) covers two new releases from Level 9, and announces the winners of the "Name-the-Knight-Orc-Sequel" competition,
- * Tony Bridge (page 9) has come at long last out of retirement, and takes a good look (spiced with many relevant comments) at the ACL Dossiers,
- * Keith Campbell (page 17) continues his trip down Memory Lane,
- * Hugh Walker (page 23), in a fascinating article, covers the emotional subject of reality and fantasy in adventures,
- * Richard Bartle (page 27) has been playing the leading American MUA, and takes us around the "Island of Kesmai",
- * Fergus McNeill (page 33) offers a guided tour of the Delta 4 offices.

Reviews:

- "The Mystery of Arkham Manor" (page 8), "Bureaucracy" (page 13),
- "The Bard's Tale" (page 13), "6-in-1" (page 14),
- "Witch Hunt" (page 19), "Kobyashi Naru" (page 19),
- "Murder on the Atlantic" (page 21), "The Vera Cruz Affair" (page 21),
- "Oxbridge" (page 22), "Escape from Khoshima" (page 29),
- "The Crystal of Chantie" (page 29).

* As is usual at this time of the year, the ACL team is taking its annual break away from the daily routine of slaying Orcs and taming Dragons. Accordingly, our offices will be closed from 27.08.87 until 25.09.87 (both dates inclusive).

The next Dossier will include reviews of STATIONFALL, THE LURKING HORROR, KNIGHT ORC, among many others. And since our series on SHERLOCK, MORDON'S QUEST, and COLOSSAL ADVENTURE are ending in this Dossier, watch out for further new series starting in MDs Nos 25-26.

Happy Adventuring!

* These pages are devoted to your letters. We aim to provide a lively and entertaining forum for all Members, so write to us about anything as long as it is connected with Adventures! You might want to let us know about your adventuring achievements, or pass on useful tips to other Members. You might have some suggestions or comments about the Club itself, or you might have discovered some elegant or unforeseen solutions to adventuring problems. In each Dossier, we may select a "Star Letter" which will be awarded a £10.00 ACL Voucher, so we wait to hear from you!

* STAR LETTER *

Dear ACL,
I was stunned by the article entitled "Who killed Tony Bridge" (MDs Nos 21-22). I work for a bank and my job entails following strict regulations. For instance, when cashing a cheque for a person unknown to me, I have to put them through the 3rd degree before I hand over a penny. Of course it is an inconvenience to them - they sometimes get annoyed - but what can I do? The bank loses hundreds of thousands of pounds every year through fraud - and who pays for it? - the honest customer of course. My interrogation is the front line - often the only line - to stopping it.
Is this what is going to happen to the computer industry? Will the honest customer have to suffer to protect everyone involved from theft and its consequences? Or, even worse, if adventure sales are not that good perhaps software houses will just not bother to produce them. Then where will we be?
I think I must have been very naive. I was completely unaware of the extent (existence!) of piracy. IT IS STUPID! I feel it can be likened to signing your own death warrant just to try out a new pen.
Well, I really hope the industry finds a way of stopping this dreadful activity (but preferably without "Lenslok" - although at least now I feel some sympathy towards Level 9's cause).
Sadly, I do feel, as with the banks, whatever deterrent or security is brought in, the dishonest will always find a way to overcome it.
When it comes to piracy, I'd rather fight trolls, orcs and dragons any day.
PS: Did you know "Lenslok" does have one use? (yes, it's true!) - at least for the Spectrum 48 version of THE PRICE OF MAGIK. If you die, type RESTORE and then answer the "Lenslok" question incorrectly (don't you always?). You should be "resurrected" where you were when you died with 250 stamina points - HA!

Tracy Smith, Loughton.

Dear ACL,
Since I have obtained the information that Magus have been subsumed by Robico from yourself, you may be interested to note that Magus will not forward orders to Robico, but that they will simply tear up any cheques that they receive.

Anthony Gordon, London.

.../...

Dear ACL,
I read Mike Gerrard's article (MDs Nos 21-22) on software piracy with great interest. As a struggling young(ish) writer, I would be very angry at seeing copying of my works on a large scale. I do however have a budget put aside for adventure software and have built up a fair collection of quests. I also like to take on adventures that I would not normally buy, my main reasons being to examine style and gameplay or just plain inquisitiveness.
If there were no way I could borrow or copy these works, then I would not play them simply because I have no money to buy them, so the author has not 'lost out'. As a writer I have no objection to anyone playing my games for the aforementioned reasons. Piracy becomes a crime when it is for profit or plain greed i.e. copying and never buying software.
In conclusion, I believe the responsibility is that of the players to decide which games to own and which to play - who knows, if they enjoy it enough, they may even buy it. I don't think that we, the players, were responsible to such a degree for the demise of Tony Bridge in PCW.
Gary Power, Bognor Regis.

THE UNWRITTEN LAWS OF ADVENTURING

With your help, The Keeper of the Scroll is currently writing the "Unwritten Laws of Adventuring" on the Scroll of Power which he keeps in a dank cave deep inside the ACL Dungeon. Already four Laws have been permanently inscribed on the Scroll, for posterity.

Law No 4: "If two choices are given to you, you will always pick the wrong one".

(Prize of £10.00 awarded to Ken Butler).

Please let us have additional Laws, so that the Scroll may henceforth guide the unwary adventurer. Wit and humour must be the prime ingredient, and an ACL Voucher of £10.00 will be awarded to each Member whose Law is quilled onto the Scroll.

NOMINATIONS FOR ACL PRESIDENT

Peter Austin, current ACL President, has rightly pointed out to us that to have an Honorary President is fine, but electing a President would be even better - and we do believe in democracy!

Accordingly, Members are invited to send in nominations for the post of Club President. Each Member may submit up to three nominations, and these must reach us by 15.10.87 at the latest. For obvious reasons, the nominees must have a connection to the adventuring world. A 3-way election will then take place (MDs Nos 25-26), and either Peter Austin (if he is elected) or a new President will start his/her term of "office" for 1988. Please do send us your nominations, since the post of ACL President is an important one.

TALENT REWARDED!

Have you completed an entire adventure game? After the frustration and enjoyment of doing so, why not get some reward for your efforts? Send us a complete step-by-step solution (including map) of ANY adventure game which you have completed. Upon receipt and assessment, we shall give you an Adventure Credit ranging from 1 to 10. Credits will be given on EVERY complete adventure game received, and will be awarded on the following basis:

- The COMPLETE solution of the game must not have been published in previous Member's Dossiers.
- Clarity of the map.
- Elegant solutions (shortest possible routes, simple but effective use of input command, etc...).
- Difficulty of the game.

Every month, we shall keep a running total of all Credits given to Members, and the Top 5 will be published. Every 6 months, prizes will be allocated as follows:

- * 1st prize: £50.00
- * 2nd prize: £25.00
- * 3rd prize: £15.00
- * 4th prize: £10.00
- * 5th prize: £ 5.00

It will not matter whether or not we already have the solution of the games in our offices (the odds are that we will!). The more games you send in, the more chances you have!

Position as at 14.08.87
=====

1st Prize: Mr A. Mac-Gregor, Basingstoke.....	501 Credits
2nd Prize: Mr C. Jones, Portsmouth.....	415 Credits
3rd Prize: Mrs J. Pancott, Weymouth.....	402 Credits
4th Prize: Mr J. Barnsley, Stafford.....	224 Credits
5th Prize: Mrs L. Abercrombie, Doncaster.....	146 Credits

This competition closes on 9.10.87. (Entries received after this date will qualify for our next competition).

* IMPORTANT: The top 5 winners will be announced in MDs Nos 25-26. Prizes will be awarded to them, and their score will revert to zero. Those Members who did not qualify for the prizes (i.e. placed from 6th downwards) WILL KEEP THEIR RUNNING TOTAL INTACT for the following competition.

TOP OF THE GAMES

(The best selling adventures - July/August 1987)

- No 1 (4) GUILD OF THIEVES (Rainbird Software/Magnetic Scrolls)
- No 2 (-) THE LURKING HORROR (Activision/Melbourne House)
- No 3 (1) SHADOWS OF MORDOR (Melbourne House)
- No 4 (-) THE PAWN (Rainbird Software/Magnetic Scrolls)
- No 5 (2) STATIONFALL (Activision/Infocom)

This Chart is compiled exclusively for ACL by Lazer Distribution, Unit 1, Cofton Road, Marsh Barton, Exeter, EX2 8QW.

* PETE AUSTIN'S PAGE.

* EXCLUSIVE. Level 9 will be at the PCW show this September (I think we have the stand opposite the top of the main stairs), with Knight Orc and TWO other new adventures:

Time & Magik (a trilogy of our award-winning games: Lords of Time, Red Moon and Price of Magik) is published by Rainbird, packaged in their usual excellent fashion and will probably cost the same as Knight Orc.

Gnome Ranger (a three part adventure, designed by me and featuring Ingrid the Sloane Gnome) is published by Level 9, with a 40 page "Gnome Diary", at £14.95 for 16-bit games and Amstrad disk, and £9.95 for 8-bit versions.

Both games have digitised pictures on 16-bit, CBM 64 disk and Amstrad disk versions. And all copies have lots of puzzles, text and the facilities of the Level 9 adventure system. They'll be on sale at the show.

* You may be wondering (along with Keith Campbell, to judge by his column) how it is that Level 9 can go for the best part of a year without releasing any adventures, and then release several in quick succession. We've done this several times in the past - the most recent occasion being the gap between Silicon Dreams and Knight Orc.

Well, what happens is that we periodically rewrite our adventure system and this always takes longer than anyone could possibly predict. Meanwhile, adventure ideas and designs pile up. The KAOS 87 system should be OK for about a year, so expect quite a few games in this period.

* Over in the USA, Firebird Licencees have finally got round to selling copies of Level 9 games - so all that work in producing IBM versions wasn't wasted after all. No one phoned to tell us the news, but I found out about Firebird Licencees' good sense when I discovered two of them lying in a corner at Rainbird.

My favourite reaction to the games was from a discount advertiser in the American magazine, Amiga World. They priced Knight Orc at \$2 more than Guild of Thieves.

* Winners of the contest to name a Knight Orc sequel are: Bill Stansfield for "Orcadia" and Neil Shipman for "Orcwind". With a special prize for cheek to N Graver for "Knight Orc 2". Many thanks to all who entered.

* Conspiracy. If you know what this means, I'll see you there.

PETER AUSTIN. ACL HONORARY PRESIDENT.

"THE UGLY BUG BALL"

Please do contact us with details of ANY bug(s) which you have encountered whilst playing adventures. These can be serious Bugs, funny Bugs, nasty Bugs, but they must be Bugs! Please supply the name of the adventure(s) and the computer version(s) on which they appear. We shall publish details of the more interesting and relevant bugs, together with the senders' name. Happy hunting!

* ARROW OF DEATH (Part 2) - Commodore 64 version. To kill the Grotesque Animal, you must enter KILL THE ANIMAL (with the Sword) (VINCENT BARKER from Stockton).

* KENTILLA - Spectrum version. There is a fatal bug in the Mastertronic version which prevents you from finishing the game. Towards the end of the game, you are supposed to SAY TO ELVA "SHOOT DARG-VOOL WITH BOW AND ARROW". The program does not recognise this input, and the player is stuck (CHRIS JONES from Portsmouth).

ACL Ed: We have withdrawn this version from our software pages.

* JOURNEY TO THE CENTRE OF EDDIE SMITH'S HEAD - Spectrum version. If you go in the graveyard and dig a hole, then look, the game just crashes (BRIAN PELL, Wellingborough).

* THE PAWN - Spectrum version. Remove then wear the Armour after you have killed the Adventurer. You will automatically end up on a path, and it will say that the path is wearing the armour! (BRIAN PELL, Wellingborough).

THE MYSTERY OF ARKHAM MANOR from Melbourne House.
Available for the Spectrum 48 (£7.95) and for the Amstrad CPCs (£8.95).

* The Scourge's Review: The Year is 1926. Armed with your camera and word-processor (huh? in 1926?) you set off to report on the weird events in the sleeping village of Arkham. Unfortunately, your only contact was inconsiderate enough to have been buried that very day - this does not enhance your 'conversation' with his wife but does excuse his failing to meet you at the station. I don't know how he died but I suspect that boredom may have been an important factor.

Communication with the game is mainly by selecting options from a menu using cursor keys and SPACE; the somewhat turgid response is not unlike wading through treacle. There may be a wonderful game lurking below the murky depths but Melbourne Mouse have hidden it too well and life is too short to find it.

It appears that the longer you play and the more you discover, the greater the risk to your sanity... how true! I'm getting out while I am still utterly ignorant and totally sane (huh?).

The real mystery is how on earth they have the nerve to unleash such rubbish... and is the "Large Hulking Brute" named Walker a 'subtle' revenge?

ATMOSPHERE: 1/20 - VOCABULARY: 2/20 - GRAPHICS: 8/20
PSR: As exciting as watching custard cool.

Glancing through the latest Dossier of June/July (MDs Nos 21-22), you might be forgiven for thinking that the entire complement of British adventure journalists had taken up their pens (Quills?) and slaved over a contribution! I wondered at first how I was going to fit in an article; as Keith Campbell says, both ideas and time are at a premium. Then I remembered - I wasn't writing a weekly column any more, so I had plenty of time on my hands.

Unfortunately, without the continuing input of letters, new games and press releases, the ideas go into hiding. I'd thought briefly of writing about piracy, one of my favourite hobby-horses; but Mike Gerrard, my old drinking partner, has covered that pretty well. I agree, as anyone must, with everything he says - and this is one of the few articles I've read that really comes from the heart, and certainly the most contentious that I've seen in a computing magazine. I should be flattered that the arguments of the article appear to lead to an explanation of why I was killed off, but of course, Mike is using my case as a pointer to the eventual fate of the whole industry. My own view is that mediocre programs (of any sort - arcade, adventure, business) will be copied, even though they only be 50p; well, you might as well have them although you will probably not often load them. Well-presented, well-written and absorbing programs are worth actually buying, even though the price may be an awful wrench - I'm thinking here of examples like Elite, The Pawn, any Infocom game and so on.

Speaking of costs, have you noticed how once a really mega game would be £9.99 - now that's merely the price of an average program, with the special (that is, most heavily packaged, advertised and hyped) programs costing £14.95. Inflation is to blame for a small part of this, I know, but this is a rise in the order of 50% in just a couple of years. Well, the authors and producers of these games would answer that the superior game environment (the super graphics, the complex parser...) must be developed and that takes a lot of money. But one well-known game has been with us for around three years, during which time it has been released for every machine known to man - although the 'environment' has been improved over this time to take advantage of the varying capabilities of modern hardware, the story is essentially the same, and not much of an advance on the sort of thing that the amateur churns out day after day.

Meanwhile, back at the article; then how about, I thought, a page or two about my personal life - well, Keith Campbell has beaten me to that! And very interesting it is, too, I'm sure that there's the germ of an idea here for a series ("Behind the scenes with the adventure writers/players/reviewers...").

Well, having been pre-empted on two counts, I thought that I might peruse the Dossier and make a few comments while reading it. The Dossier itself is getting quite mature now, in years, outlook and layout - the new format is a vast improvement if only in convenience, as the old style of stapled-in-one-corner sheets tended to become lost

in the welter of paperwork on my desk (and around my desk, and under my desk...).

The Letters page is, as usual, a lively one; Barry from Australia echoes my thoughts about The Pawn fairly exactly. The game is obviously well-presented and sets an example which other British full-price adventures must follow - but I've never been able to get into the story, and I can't quite see what all the fuss is about. As Barry says, what's the point in being able to 'PLANT THE POT PLANT IN THE POT PLANT POT' if it has nothing to do with the story? I know it's very boring, but I still prefer GO NORTH, GET ALL and so on. Jack Lockerby's further thoughts on the same subjects, taken along with Hugh Walker's earlier comments should be indication enough to any software house that adventurers want interesting and logical game scenarios as well as an interesting presentation.

I'm disappointed to see the end of the excellent series on BASIC. It's true that those of us who can't write in a computer language will turn to a utility like The Quill or GAC, and of course those who can don't need to be told - but there's more to it than simply a primer. This series and others like it are fascinating glimpses into the processes that go into putting an adventure on the monitor screen, and an insight into the mind of the author. Although BASIC isn't really a viable system nowadays, nevertheless I hope we don't become too dependant on off-the-shelf utilities, which can all too easily end up forcing a uniform look on games. Let's hope that Henry's replacement series, Basic Adventuring, contains as much information (even though the first part seems a bit of a pot boiler). As an aside, I well remember that, looking for an interesting slant to keep the Adventure Corner going from week to week in the very early days, I decided to actually play through the mainframe version of Colossal Caves in the column, keeping just one step ahead of the reader, and asking for suggestions for the next move (this was before there were a couple of dozen versions on the market). I thought, in my innocence, that this would be a very good way of getting some feedback going, and a good way of introducing discussion on adventuring technique. The very first week was the week of the Snake and the bird; "How do I get past the Snake?", I implored (knowing full well what I should be doing) - back came the resounding answer "Call yourself an adventurer, Hah!", after which I quietly dropped the whole scheme!

Now, what's this? A good review from Hugh Walker! In fact, one of four good reviews (and the fifth is almost charitable), in this Dossier. One of the unfortunate facts of an adventure reviewers life is that he must take much of what he sees at first glance at face value and report accordingly. Unlike the average arcade game, the adventure's finer points are necessarily hidden away in the depths and unlikely to be uncovered by a cursory glimpse, which is all that most of us can manage in the time given. But Hugh is a different breed - with an encyclopaedic knowledge - and you'd better believe what he has to say about a game! Incidentally, no hanging prepositions? This is a situation up with which I will not put!

.../...

But I see Hugh has a new nom-de-guerre. Having decided that the Samoth Reklaw cover was finally blown, The Scourge has appeared. Looking at some of the other disguises taken on by the several new writers, you'd be forgiven for thinking that the critic is actually a psychopathic hoodlum - The Jabberwock, for example, is charming indeed! The Seeker is much more comforting, though I'm not quite sure what he is seeking... Oberonides has me stumped, I'm afraid, but then as Hugh will tell you, I'm useless at these subtle references. I've tried saying it in all kinds of funny accents and inflections, but still haven't come up with anything meaningful. The closest I can get is Kafka's Odradek, which is a sort of sentient cotton reel - "He lurks in turns in the garret..." seemed to be a pointer, but then who would want to be known as a mobile cotton reel?

The reviews from everyone, as usual, are neat and to the point, though I would like to see some longer analyses. I suppose that the serialised solutions that have become a feature of the Dossier are in fact lengthy reviews, as the prospective buyer can read through these and make a decision whether to buy (if they can wait that long!). And on this subject, I'm glad to see that Henry has followed his first instincts and kept to the numbered clue system...

I've already mentioned Hugh Walker (it's difficult not to this month!), and his pages make for interesting reading as always. For once, however, I can't agree wholeheartedly with him - as he says, everyone has to start somewhere, and I've received dozens of letters from people who have almost been put off adventures for good after becoming totally stuck in the first few moves of a complex game. Hugh is one of those adventurers to whom every solution comes easy, but us mere mortals need a bit of encouragement from an adventure in order to keep moving forward. Mike Gerrard has a point when he talks of those people asking him for help in a game which has obviously been pirated, but there is a vast majority of adventurers asking for help in order to keep interest alive. Infocom rate their games as Standard, Advanced or Introductory level - no-one would choose Sorcerer, for example as their first game, but Moonmist is an excellent first-time story, giving the player just enough encouragement to keep battling away, and a real glow of achievement when finished.

There's so much in the new Dossier, and I've almost come to the end of my allotted span. I've just got time to say how much I've enjoyed Richard Bartle's writing, from the good old days of MicroAdventurer to the present time. Although I have to admit that I've only been MUDDing once or twice, it's a superb way of spending a few hours (and many pounds, which is the main reason I've always resisted the temptation of getting more involved with Bartle's Baby!).

The Dossier is getting better with every issue, and I hope to be reading it for a long time yet. One of the reasons for the continuing success, apart from the quality of all the writers, is Henry's great enthusiasm for the medium of adventures, which will ensure that the Dossier survives the seasonal ups and downs of the computer games world.

At long last! Your watch shows 3:13 pm as you arrive at the Old Mill Road. Looking through the window, though, you are just in time to see Basil Phipps whipping his horses into action and speeding off down the road. Well, you missed the rendez-vous, and there is not a moment to lose. You MUST catch Basil before he disappears for ever. Lestrade instructs the driver to "furiously go to the Main Street", and you are now returning to the Main Street of Leatherhead. Your timetable informs you that the next train bound for London is at 4:55 pm. Will you be on time to catch it? The Police Cab reaches the Main Street at 4:47 pm, and you hurriedly climb out. Basil Phipps and the German agent are just ahead of you, rushing into the Station to the North! Quickly, you run after them, but as soon as you reach platform 2, they storm into a train just leaving the station...

What are you to do?! The German agent must carry the Plans, and the next train to London is at 6:26 pm - a waste of time, really. The train that Basil and the agent took will arrive at King's Cross at 6:01 pm - how can you possibly get there in time? Lestrade remarks "I am afraid that Basil has eluded us, Holmes". Well, the game is not over as yet! There is still one solution open to you, and you will have to pray that the Police horses are as good as you heard they are! Say to Lestrade "GO SOUTH", then return to the Main Street (make sure that both Lestrade and Watson are following you). CLIMB INTO CAB and, as soon as Lestrade and Watson have entered it after you, SAY TO POLICEMAN "FURIOUSLY GO TO KINGS CROSS ROAD".

You are now on your way to London, hoping that the Cab will reach King's Cross station in time to meet the 4:55 pm train. At 6:20 pm, the Police Cab pulls up in King's Cross Road. Will Basil and the German agent still be inside the station? Knowing that they have temporarily eluded you, they might not be in a rush to leave. Furthermore, they will not want to draw attention to themselves by acting agitatedly... As you climb out of the Cab, you catch a glimpse of Basil and of the German agent boarding a Hansom Cab. Fortunately, they have not seen you, but you overhear the address: Buckingham Palace Road. They must be on their way to the Continent!

Are you too late again? Chasing after them in another Hansom Cab will probably prove to be a pointless exercise, especially in the London traffic. But, wait a minute... The Metropolitan Underground is right inside the station! And, as you know from experience, Buckingham Palace Road is on the Victoria line - platform one, if you remember correctly. As you reach this platform, a steam train enters, and you just have the time to board it - Lestrade and Watson barely squeezing in behind you. The next stop is Paddington - one more station to go! At 6:41 pm, the train stops at platform one of Victoria Station. As you climb out, both Basil and the German agent reach that very platform! Surprised, you WAIT... "As Basil sees you, he pulls a gun. With surprising agility, Watson pushes you out of the way of Basil's first shot allowing Lestrade time to pull out his gun and capture the culprits. As incredible as it may seem, you have solved this case. You truly deserve the title of world's greatest detective".

BUREAUCRACY from Activision/Infocom.

Available on disk only for the Commodore 128, Apple 2, IBM PCs, Apple Macintosh, Commodore Amiga, and Atari ST (£34.99 each).

* **The Jester's Review:** This is Douglas Adams' latest venture with Infocom and, for his fans, it is more like Dirk Gently than Hitch-hiker's. Some will cheer, some will boo, but this is rather a good game, regardless. The entire production seems to centre round an unobtrusive little change-of-address form, sent to you by the bank when you were relocated by your new employer, the Happitec Corporation. The trouble is, just as you're about to leave for a short trip to Paris, you find that the cheque (from Happitec - necessary to pay for the trip) has not arrived. Guess why? Red tape galore, dripping with class, sophistication, and very amusing bits that slot in beautifully, this game is typically Infocom. The parser is quite friendly, with reams of amusing text rolling up the screen. There's even some conspiracy... Nice touches include on-screen forms to fill in, an adventure within an adventure, and various other little diversions. The packaging is stuffed (as usual) with freebies. This week's include: a triplicate form (complete with small pencil to fill it in), a copy of "Popular Paranoia", Happitec letters, etc... There's a full bank how-to-fill-in-your-change-of-address-form manual included at no extra cost. Apart from the llama fixation (play the game if you're curious about that) the adventure is excessively amusing. Don't miss it - it's good.

ATMOSPHERE: 15/20 - VOCABULARY: 18/20 - GRAPHICS: N/A
PSR: 18/20.

* **GETTING STARTED:** If you're getting hungry, go to the fast-food bar and have a meal. Can't pay for it?: 53-24 the 261.

THE BARD'S TALE from Electronic Arts.
Available for the Commodore 64 and the Apple 2 (further versions will be announced at the PCW show, together with final prices).

* **Pathfinder's Review:** The evil wizard, Mangar, has cast an eternal winter spell on the town of Skara Brae. Your task is to build up a six-strong party of heroes, travel to Mangar's tower and "persuade" him to free the town. This has to be the best D&D role-playing game available: a wide range of spells, classes, races and monsters together with an authentic atmosphere and three huge dungeons to explore make for a very addictive game. One grumble: my copy didn't have the town map promised in the game-manual. However, mapping the town allows stronger characters to be built up before entering the dungeons, which will test the strongest party (my two strongest characters have just died in a poison gas trap, and they were both level 10!) The Bard is certainly one of the more useful characters: - his six sons each can make the difference between victory and bloody defeat, the only problem is, he keeps losing his voice! When the going gets tough, the Bard goes drinking. And why not?
PSR: 18/20.

We provide a facility for Members to Buy, Sell or Swap computer related products. Please write to us with details of the Hardware or Software items (originals only) which you wish to trade. Details will appear for one issue only, so please let us know if you want them to be re-included in subsequent Dossiers.

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* Sue Roseblade, 79 Ridgeway, Eynesbury, St Neotts, Cambs, PE19 2RA, would like to buy a copy of THE GRAPHIC ADVENTURE CREATOR for the SPECTRUM 48K.

* Richard Raczowski, 57 Alder Road, Failsworth, Manchester, M35 0QJ, would like to swap LEATHER GODDESSES OF PHOBOS, ZORK I, DEADLINE, STARCROSS, SUSPENDED, and THE PAWN (all originals for the COMMODORE 64), for other Infocom adventures.

* John Everard, 21 Arthur Road, Kingston-upon-Thames, Surrey, KT2 6BA, Tel: 01-549 4712 (evenings/week-ends only), would like to buy adventures for the BBC micro, including Golden Oldies such as KINGDOM OF HAMIL and PHILOSOPHER'S QUEST.

New Release: "6-in-1"

Available from Tartan Software for the Spectrum 48 (£4.95).

* **The Scourge's Review:** "6-in-1" is a compilation of 6 adventures of increasing size and difficulty which are intended to introduce novices to the joys of adventuring. Games 1 to 5 are written on The Adventure Builder System and demonstrate what a useful utility it is in competent hands (and what a shame it is that it has been released so stupidly).

Game 1: "Introduction" is a simple quest which demonstrates many of the features mentioned in the 'pages' of helpful advice which may be viewed before diving in the adventure itself.

Game 2: "Open Door" is a rather obscure quest to get from 'Here' to 'There'. The HELP routine offers the complete solution in stages; without this it would be almost insoluble but it does prepare one for the many equally obscure but less "helpful" games which abound.

Games 3, 4 & 5 are delightfully well written adventures which "Non-novices" really should absorb themselves into and enjoy; my favourite is No 5 ("Red Door") which has an Egyptian theme.

By contrast, Game 6 is Quilled, is not by Tom Frost, has no RAM SAVE, does have a time limit and is utterly loathsome.

"6-in-1" may be intended for Beginners (dare I say Suitable for Beginners?) but I think that there is something for everyone (including masochists in Game 6).

ATMOSPHERE: varies - average 13/20 - VOCABULARY: 15/20

GRAPHICS: N/A to 8

PSR: 13/20.

Available from Rainbird Software for the Spectrum 128K (£14.95), and on disk only for the Commodore 64, Apple II, Amstrad CPC 6128, and Atari 800 (£19.95 each), as well as for the Atari ST, Amiga, Apple Macintosh and Amstrad PCW (£24.95 each).

The solution to this adventure is given in a format different from our usual one. In order not to spoil your playing enjoyment, all the input commands are given using our usual coded form, and we have also added some hints. Only the ESSENTIAL actions are given in this solution (which achieves a maximum score of 350 points). This solution assumes that the player has explored the game, tried various actions, and is aware of some of the problems involved.

Please refer to MD No 20 for a review of THE PAWN.

This article is based upon a solution kindly supplied by Mr J.H. Hayday.

Riverside Chamber: Water and lava? (51-146). Go 153. Lava River: Do not forget your possessions (31-17), then time to explore (Go 139).

Cavern: How to deal with the Adventurer? (Hint: 52-12-135. Solution: 52-244-6-144. Don't forget to 31-114). Something can be done with the Pedestal: 33-187, then 45-19-170. Are you missing a Blue Key? (45-26-256-71-16-114, then 31-256-71). Go 156.

Lava River: Go 167. Corridor: Go 167. Small Cave: Leave two useful items in here (32-114,200), then go 190.

Cavern: Go 167. Cavern: Go 167. Cavemouth: Go 167. Narrow Track: Go 182. Foothills: Go 156. On The Path: Go 156. On The Path: Go 156. On The Path: Go 156. On The Path: Go 156. On The Path: Go 167. Rank Forest: Go 167.

Rank Forest: Well, there is a Tree here... (64-229). Doors are meant to be opened (35-151-22-236-71, then 66-151). Do not forget to 48-151. The Floorboards are loose, so 36-232. Go 182.

Staircase Room: Go 182. Low Ceiling Room: Go 167. Crossroads: Go 163. Passage: Another Door, so 35-151. Go 167.

Lounge: Take the obvious (31-223, then 67-223). There is something else here: 45-4-216, then 45-27-249. 31-68, then go 153.

Passage: Go 143. Crossroads: Go 178. Passage: Do the obvious (33-119). What else? (Hint: 129-82. Solution: 44 four times, then 61-151. 66-36, 61-151, then 45-23. Don't know which button to push? (33-109-119). 61-151, then 43-36.

Rockface: You must get these items, so 39-99-6-31-191. 66-36, 61-151, then 33-92-119. 61-151, and don't forget to 31-165. You may now 43-36.

Passage: Go 174. Crossroads: Go 153. Low Ceiling Room: Go 153. White Room: Go 139.

Office: There is something here (45-21-263, then 35-240-2-256-71). There is still something here (45-21-240, then 31-253). Go 156.

White Room: Go 153. Voting Booth: Do the obvious: (40-253-19-149-103). Go 167. White Room: Go 167. Low Ceiling Room: Go 190.

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Staircase Room: Go 190. Tree Trunk Room: 35-151, then 43-151. Up The Tree: 64-182-229. Rank Forest: Go 153. Rank Forest: Go 153. On The Path: Go 139. On The Path: Go 139. On The Path: Go 139. On The Path: Go 139. On The Path: Go 153.

Grassy Plain: Buy two items from Honest John (49-227-8-267-22-68), then go 167. On The Path: Go 139. Foothills: Go 178. Narrow Track: 64-28-120. Narrow Track: Go 153. Cavemouth: Go 153. Cavern: Go 153. Cavern: Go 182. Shuffle around your inventory: 54-223, 32-223-8-71, 31-200, then go 139. Damp Passage: Go 139.

Laboratory: The alchemists want something (52-188-200, then 52-188-191). Go 143.

Storeroom: Something must be done in here (45-4-95, 63-126-16-95, then 30-209. Do not forget to 31-137, then go 163. Laboratory: Go 178. Passage: Go 167. High Ledge: Go 139. Rope Bridge: Go 139. Rope Bridge: Go 139. High Ledge: Go 143. Tunnel: Go 139.

Room: Do the obvious: 35-84, then 56-165-6-115. There is a secret exit in here: 38-116-22-99, then 64-182-165. Ledge: 32-165, then go 156.

Passage: Stuck at the Doors? (69-16-154 (245)). Cannot get past the Porter? (52-112-267, then 66-154). Shaft: Go 182. Shaft: Go 139.

Annexe: Puzzled by Jerry Lee Lewis? (52-227-6-100, then go 156. Shaft: Something must be done with the White (40-133-19-203-8-65-203), then go 153. Chamber: Go 139. Cavern: Go 153.

Hell: The Devil is knowledgeable (42-257-11-134). Don't forget to 31-220, then go 156. High Ledge: Go 153. Passage: Go 174. Laboratory: (Don't forget to 35-203), then go 156. Damp Passage: Go 156. Small Cave: Pick up one item (31-114), then go 139. Damp Passage: Go 139. Laboratory: Go 178. Passage: Go 167. High Ledge: Go 139. Rope Bridge: Go 139. Rope Bridge: Go 139. High Ledge: Go 178.

Chamber: How to deal with the Dragon? (Hint: There is a key-word in the text description of the location (104). Solution: (45-4-104, 59-224-104-6-233, 237-133-4-104, then 32-114). Go 139.

Workshop: How to deal with Kronos? (Hint: You need to have two specific objects with you: the 220 and the 137. Solution: 58-220-4-246, then 78-164-16-137). Hide the Wristband (54-160, 132-134-22-160). Don't forget what is in the room (31-17), then 40-16-264-223, 110, and go 156. Chamber: Go 174. High Ledge: Go 143. Tunnel: Go 139. Room: 31-165, then 64-182-165, 32-165, and go 153. Passage: Go 153. Shaft: Go 182. Shaft: Do not forget to 65-203, then go 153. Chamber: Go 139. Cavern: Go 153.

Hell: What to do with the Devil? (Hint: He 171-135. Solution: 52-257-137). At last!!! You may now go 167. Cavern: Go 156. Chamber: Go 167. Shaft: Go 190. Shaft: time to 35-203 again, then go 167. Passage: Go 167. Ledge: 31-165, then 64-165. Room: 32-65, then go 156. Tunnel: Go 156. High Ledge: Go 156. Rope Bridge: Go 156. Rope Bridge: Go 156. High Ledge: Go 153. Passage: Go 174. Laboratory: Go 156. Damp passage: Go 156. Small Cave: Go 156.

Entrance: No problem with the Doors (35-154, then go 156).

Corridor: Puzzled by this Door? (69-16-151). Answer truthfully, i.e. "157". Go 156 to end with the maximum score.

Starting to write a brand new column in a brand new magazine, meant that there was no way to judge where to pitch the style and contents. Were the majority of computer owners fully familiar with adventure games? Was the magazine adopting a serious or light-hearted approach to computer gaming? How old would be the people for whom I was writing? At the time, home-computer ownership was just about to take off - the VIC was just on the market, the BBC was with us, but the Spectrum was still some way off.

To make matters worse, the magazine's production schedule was such that I had to write three columns before I was able to see the first issue of the magazine. Of one thing I was quite certain: It would actually have taken less time to write a two-page article than just one page! A section on programming plus a review in each issue (although I was free to vary the format as I saw fit) was difficult to fit in when limited to 800 words, mainly because some "chunks" of the programming logic are difficult to break into two!

At last the 16th October 1981 arrived, and word had it that C&VG was out! I rushed down to W.H. Smith, and my excitement at actually seeing what I had written in print was marred only by the fact that my name had been mis-spelt - the 'P' had been omitted!

However, things soon settled down, and writing the column became almost second nature. But a year later, trouble loomed. Terry Pratt, the editor, felt that the programming tips should stop. The series had run for such a length of time, that the many new readers gained over the year were increasingly finding themselves lost, having missed all the early fundamentals.

I had to agree, and in any case, I was beginning to run out of topics. But what was to take its place? There were still hardly enough new adventures being released to stretch to two reviews each month. Terry came up with an idea - as he always did. He'd noticed that I had been answering readers letters 'in my own time' as it were, and that they had been steadily increasing in number. So the Adventure Helpline was born.

It started off in a small way, but with a continuously increasing circulation and advertising, I was soon to be granted my wish - a double page! That particular month I ran the sorry story of how I couldn't solve Scott Adams' Mystery Fun House, and it sparked off a deluge of mail. Terry was impressed. I was inundated!

The difficulty now was to actually answer all the letters, and two ideas were floated. Firstly, an assistant, chosen from among the readers writing in with help, and secondly, restricting the replies to a postcard - hitherto I had been typing them on my TRS-80, using Scripsit. At the time, I couldn't see how I could possibly fit anything sensible on a postcard - but it's amazing what you can do when you simply have to!

.../...

And so, Simon Clarke became the first Helpline assistant, with me delegating a proportion of the mail for him to answer. Between us, we managed to reply to every letter (well, almost, for inevitably the odd one went astray amidst the piles of paper surrounding us.) Alas, Simon was to leave before long - he had decided to set up the International Adventure Club, a commercial venture. Fine by me, but I didn't feel that his position of receiving tips sent freely by readers of C&VG for readers of C&VG was compatible with giving adventure help for direct personal gain. So I asked him to leave.

Simon's departure posed a problem, for the volume of mail was still steadily rising. So Terry suggested I find two new assistants. These were Paul Coppins and Simon Marsh. Irrepressible Simon had a thoroughly enjoyable 18 months with us, and then left school to start a job, and decided to leave. Paul is still with us, and to this day, I haven't come across anybody with such a flair for solving an adventure. In fact, his Helpline activities led him recently to being offered the post of adventure tester for Rainbird - and he was able to leave his job in a clothing store which was boring him silly, and do something he not only enjoyed, but at which he excelled.

By now, adventures were appearing in abundance, and gradually the number of pages in the adventure section rose, first to a regular three, then augmented with a bi-monthly review extra. Now, at eight pages a month (except occasionally when space gets very tight) C+VG devotes more space to adventure than any other magazine.

Along the way, there became an urgent need to keep track of answers to adventure problems. Keeping full solutions is all very well, but it can be agonisingly slow digging out the information using them. So in 1984 I decided to write a database program, to record the problems and answers. This has proved its worth, for it gives instant access to the answers of about 75% of the Helpline questions. To supplement the database, I keep files of hint sheets and solutions, both 'official' ones, and those sent in by readers.

If you are interested in the database, which I recently re-wrote to run on the Atari ST, why not come along to the PCW Show, where it will be running on the C+VG stand? I'll be pleased to see you, and show you how it works!

In May last year, I was asked if I would take on 'Into The Valley' in Commodore User, when regular correspondent John Ransley resigned. That doesn't double the workload, for the games only have to be played once! But I do try to take them a little further for whichever magazine gets the 'second time around' review, so as to be able to add a few new angles for those people who take both magazines.

You may remember that this all started off as a part-time job. In the early days, the column took about three or four hours each month. Now the two columns, administering the Helpline, delegating reviews, and delivering the whole 'package' takes a lot of time!!

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Over the years I have slickened the processing of letters, and with experience, have become faster at playing, solving, and reviewing adventures.

But it is still a part time job! Of course, the extra money is useful - but I continue because I enjoy it. The moment I cease to enjoy it, I will cease to write. One of the most satisfying aspects, is reading letters from so many people interested enough in adventures to bother to write to a magazine about them. And later, some write to say they were amazed and overjoyed to receive a reply - they had written to others and heard nothing. They were obviously writing to the wrong magazines! Also, of course, there is the pleasure of meeting and chatting to so many people in the adventure world - names like Scott Adams, Dave Lebling, Brian Moriarty, Anita Sinclair, The Austins, Mike Woodroffe, Stefan Ufnowski, Fergus McNeill, Rod Pike... the list goes on.

New Release: WITCH HUNT

Available from Classic Quests for the Commodore 64 (£12.95). Disk versions available for the Commodore 64 and IBM PCs (£14.95 each), and for the Amstrad CPCs and PCWs (£19.95 each).

* **The Seeker's Review:** You couldn't leave him alone, could you? A harmless old man who hadn't done you any harm, and you had to go and annoy him. Being an obnoxious little runt may have been fun for you, but did you have to upset a Wizard? Well, he sorted you out all right didn't he?! Fancy having to go through life being nice to everyone. Thus begins WITCH HUNT, one of a range of Adventures by Classic Quests. Your mission is to find the magic ingredients necessary to make a spell, so that Esmeralda the Witch can make you obnoxious once more.

This is a difficult adventure with lots of puzzles, and a screen layout similar to Infocom's. It includes the usual Save to Tape, Disc, and RAM routines, which we have come to expect from the better games. Interesting features include saving lines of text to RAM to avoid having to retype them, and an assumed verb routine when you want to manipulate several items e.g "Examine Sack, Book, Jug, etc...".

Thoroughly recommended. Buy it.

ATMOSPHERE: 17/20 - VOCABULARY: 12/20 - GRAPHICS: N/A

PSR: 18/20.

* **GETTING STARTED:** Can't enter the Cottage? (35 the 241, 70 the 214).

KOBYASHI NARU from Mastertronics.

Available for the Spectrum 48 and Commodore 64 (£1.99 each).

* **The Seeker's Review:** Your mission is to complete three separate tasks and return the required object from each to your starting point, and so achieve immortality. This is an icon-driven graphic adventure with a well designed layout. Unfortunately the game does not live up to expectations, as each Quest comprises of only a dozen (or less) locations. With the problems being relatively easy, the average Adventurer should complete it in a couple of hours.

PSR: 4/20.

The water is still filling up the cavern complex, so you must not lose any time! Proceed Westwards until you reach a wide fissure. The Crystal Bridge is familiar, but notice the river of lava which bubbles far below in the chasm. Carry on West (three times) until you find yourself on a spiral stone staircase. Go DOWN the stairs to the pentagonal room. There are two objects here but, for the time being, just take the 176. Take your INVENTORY to reveal that you are in fact carrying the 176 of 117. This last word should give you an important clue as to where it is to be used (Hint: have you seen any 198-977 Solution: 141). Proceed to the location where you first saw them, then 32-176 (for an increased score of 850/1100). Water will soon trickle in nearby, so return to the Dungeon as soon as possible. Soon, the trickling water will meet the river of lava, and the ensuing explosion will have fatal consequences for you. This creates two problems:

- 1) ALL the Elves must be rescued before the explosion occurs,
- 2) You must protect yourself from the explosion.

Point (1) is dealt with using speed, and knowledge of the area.

Point (2) involves 106 (Hint: 40 something 7 you and the 225.

Solution: 65 the 151 of the 205 (must have the 71).

Once this is done, the "against-the-clock" factor is over

(Incidentally, you may or may not leave the Crystal Bridge standing over the chasm. It does not affect the game-play).

You can now explore the Dungeon at your leisure, so climb Up the stairs until you reach the top of the high pinnacle. The panoramic view is truly magnificent, but where should you go from there? (Hint: There is an 124 from the 265. Solution: From the top of the pinnacle, go 238 (254), then 153).

Going East places you amongst the strands of a huge web, and the giant Spider lurking in the middle of it will block your way up, glaring at you in a most unfriendly way! So, how do you get past the Spider? The solution to this problem lies with the 231, so go back and collect it. Oh dear... Everything is now dark! (29-3-1-161). Return to the Spider. Nothing seems to be happening? (Go 167. The Spider will 47-9). How to get rid of the Spider? (Hint: 94. Solution: Go to the 213 of the 265, then 58-231). Do not forget to 29-16 your 161, then return to the edge of the Huge Cavern. There are three treasures to be collected around the web (75, 208 and 144). Once you have gathered all three (with a score of 1000/1100), go to the centre of the web, then Up (since you can only carry 4 objects, make sure that you have with you the three treasures and the 161. All the other items can be left behind).

Up once more will take you onto a ledge, from where you can journey Westwards. A narrow opening to the North leads into a dead-end, so carry on West. Do not panic, the current is not strong! Go Up to reach the edge of the reservoir. Now, quickly make your way out through the grate (PLUGH will not work). "The Elves are waiting for you in a golden host surrounding their king. They cheer wildly as you emerge into the sunlight". Score: 1100/1100 - Grandmaster. Well done!

MURDER ON THE ATLANTIC from Infogrames.

Available for the Amstrad CPCs, Commodore 64, and MSX (£14.95 each), and on disk for the Amstrad CPCs and Commodore 64 (£19.95 each).

* **The Lamplighter's Review:** "Murder" is a Whodunit set in 1938 on an Atlantic liner. You must discover the murderer of Philippe de La Valliere within a time limit, by hunting for clues and interviewing witnesses.

The game has detailed background information and a daunting amount of inclusions, all needed to solve it. The graphics are discreet, functional, and include a plan of the ship with your location plotted. The tiny parser has been turned into a positive asset, there are no stupid responses to give you blood pressure and the game captures the atmosphere and tensions of the 1930's without a single megatext description! You won't need to be Mastermind, although you may need reference sources. The game isn't easy, but there is plenty to occupy you even when you're stuck, with over 700 locations and 40 witnesses (be prepared for a testimony in Morse). Devious adventurers be warned, neither the short test program, nor the contents of the "Ultra Secret" envelope, will give you any clues.

Persevere with the vague instructions and endure the pauses while the program accesses additional information. "Murder" is a good, tough game, different from the run-of-the-mill. Try it for an enjoyable change.

ATMOSPHERE: 15/20 - VOCABULARY: 15/20 - GRAPHICS: 14/20

PSR: 15/20.

THE VERA CRUZ AFFAIR from Infogrames.

Available for the Spectrum 48 and Commodore 64 (£8.95 each), and for the Amstrad CPC and MSX (£9.95 each). Disk versions are available for the Commodore 64 and Amstrad CPCs (£14.95 each).

* **The Scourge's Review:** In this game, you play the role of French detective extraordinaire to solve a foul murder and apprehend the culprit. Part 1 consists of a single screen displaying the victim's body lying in her room. Your task is to move a cursor around the screen and pressing SPACE to 'photograph' the various artefacts which may or may not be visible. When you are satisfied with your investigation you must load Part 2 and enter the 'useful objects' which you found. So long as you call them the same as the programmer did, then all will be well.

Part 2 then continues with the full might of the French judicial computer network at your disposal. Unfortunately there appears to be a language barrier as the French computers seem unable to understand my Spectrum's Cambridge accent. If you do manage to get any useful information out of them then the game becomes almost fun - for a while; then it is back to the grind of calling up each computer in turn until you find one that can understand your question, let alone answer it.

As for who did it? - Well, it's obvious. I'd have guillotined him/her/it yesterday - but I cannot convince the game that I know. Think of it as '4th Protocol' sans the SAVE (Bargepole job).
ATMOSPHERE: 3/20 - VOCABULARY: 5/20 - GRAPHICS: 10/20
PSR: 6/20.

HELP WANTED!!!

PLEA TO ALL ADVENTURERS: Please do contact us if you can assist us (even partially) with any problems mentioned on this page. Not only will you ensure that Adventurers may proceed with their games but, one day, you may well have to rely on fellow Adventurers helping you!

In this issue, we should like to thank particularly Paraskevas Tsourinakis, Dieter Mehler, Gavin McGarvie, Rita Maloney and John Barnsley for their most useful contributions.

* John Everard is looking for a Sword, a Gold Ring, and some Bread in Micropower's ADVENTURE.

* Mr W.M. Jocelyn cannot progress past the first six locations of LIFE-TERM.

* James Oriel has collected the Red, Blue and Green Cards in RED HAWK. At what time and where can the 4th Card be found?

* Fiona Bissett needs a quote from an American poet named Dickinson to give to the Engraver at the Jewellers in FARENHEIT 451. Can anyone help? Also, in TASS TIMES IN TONETOWN, where can one find a Boat?

* Vincent Barker cannot find the Gold Bar in the Commodore 64 version of INCA CURSE. Is there one in the game? Also, he is unable to get into the boat: CLIMB BOAT, ENTER BOAT, GO BOAT, etc... do not work.

* Mark Key has opened all the Capsules in THE PLANETS, and he has also translated all the hieroglyphics. What is next?

* Mr S.G. Rimmer cannot cross the Bridge in KING'S QUEST II, since it always collapses. How can he thus get through the Door across it?

New Release: OXBRIDGE
Available from Tynesoft Computer Software, Addison Industrial Estate, Blaydon, Tyne & Wear, NE21 4TE, for the BBC/Electron (£7.95).

* **The Scribe's Review:** As a student at Oxbridge you have to learn your way about the town, the major college and its grounds, collecting all the treasures you come across. This is not so much an adventure as a series of puzzles, some of which are extremely tricky and virtually impossible to solve whilst sat at the keyboard. Every one of the 300 locations (200 on the Electron) is nicely illustrated and the graphics play an integral part in the game as they contain vital information. However, extensive use is made of colour clues so those with monochrome displays won't stand a chance! There's not much text and the vocabulary is small - but you can't have everything in only 32K. Puzzlers should enjoy it, "traditional" adventurers might not be so keen, but if you can graduate from Oxbridge you'll fully deserve the letters MA (Master Adventurer) after your name.

ATMOSPHERE: 10/20 - VOCABULARY: 7/20 - GRAPHICS: 15/20
PSR: 12/20.

* GETTING STARTED: Look at the 128!

* GETTING STARTED on "Murder on the Atlantic" (page 21): 81 and 197 hold the 258 between them.

* GETTING STARTED on "The Vera Cruz Affair" (page 21): 108.

Shock horror! Not just one mistake in my last 'Pages' but TWO! O me miserum!

First: Keith Campbell informs me that his C&VG Adventure Column predated Tony Bridge's by some months, not just 2 weeks - that was the period between the inception of the Helplines in C&VG and PCWeakly, respectively; it is still a shame about "Uncle Tony", however.

Secondly, the quest object in "Pyramid of the Sun" is the Sceptre of Knowledge (I should have known that) not of Destiny. Ah well, almost right, it is still a Sceptre and it is still a very good game. Right then, everybody happy now? Sit down at the back, Austin - your turn will come!

OK! So why do you play adventures? Is it to escape reality? On the whole, I am rather fond of the 'Reality' which impinges on my doorstep each morning. I don't mean the rotten-world macro-reality of the newspaper headlines and other 'meeja' but rather that micro-reality of family, home and friends in which I have some significance and can exert some slight control (Meg willing).

When I play Adventures it is not so much to escape as to enhance that reality - Adventure is the mayonnaise of the salad of life.

What is 'Reality' anyway? Hmmm? How about, "Reality is that which does not go away when you switch off the computer". How awful it would be if those little green goblins did not go back into the drawer with the cassette.

The role of Adventure-writer is that of Dream-master (.er..mistress?) and the task is/was/should be to weave a web of fantasy (or alternate reality) in which to enrapture the adventurer. That fantasy need not necessarily be better than reality but it certainly shouldn't be worse! Furthermore, the fantasy should differ from reality sufficiently for the two to remain unconfused, lest the player becomes trapped. However nice it may be to become drawn into the atmosphere of a game and experience that wondrous sense of 'Being there' (a rare species these days) it is even nicer, if not essential, to know that you can come back when you choose... BUT if the fantasy is not so much a dream as a nightmare then I would rather not go there at all. I play for recreation and entertainment. No more and no less!

I suppose that I may be fortunate that my 'micro-reality' suits me so well; if it did not then I might not dislike Rod Pike's games so intensely. In one respect, I suppose, he is TOO successful - the atmosphere of doom, gloom and frustrated desperation which he weaves is too real. I feel it as real despair and, what is more, I am unable to shake it off when I turn off the computer - it crosses over the divide into my 'Reality'... and I don't like it! It may be argued that DRACULA and FRANKENSTEIN faithfully reproduced the atmosphere of the books on which they were based - I would have to agree but I would counter with the question, "WHY?". Quite apart from the fact that I think that the games were badly written, I don't want to swap my reality for a nightmare.

.../...

This leads to the question, "What is a suitable subject for an adventure?". Perhaps it is not so much the subject matter as the way in which it is presented that is important?

Bram Stoker's "Dracula" and Mary Shelley's "Frankenstein" are truly horrifying stories, yet over the years they have remained enormously popular in the attenuated form of the Hammer Horror Film-type of presentation. While Frankenstein has maintained a lower profile, Dracula has popped up in quite a few adventures and vampires of a more general sort are two a penny in Adventuredom - they're what Wooden Stakes were created for, aren't they! I don't mind Dracula at all - but I do mind having the distilled horror of the original deposited in nasty digitised goblets all over the shiny clean floor of my reality.

One of the most disturbing developments of 1987 is the introduction of Censor ratings forbidding (and thus ensuring mass-) sales to under 15 year olds. This brilliant marketing ploy creates a gruesome precedent which can only detract from the "Joy of Adventuring" if other programmers jump on the band-wagon with more and more horrifying, sickening and repugnant games.

OK! You may well ask, "What's he getting into such a twist (underwearwise) about - they're only stories, after all; it's all 'let's pretend' isn't it?". Well, is it? An even more dangerous precedent is on the horizon. The Ladies of St. Brides have chosen as the subject of their next game none other than Jack the Ripper! Thank God they have written a fantasy based around supernaturally evil influences in Victorian London rather than dwelling on the true horror of the events which REALLY happened! This was no fictional bogieman but rather a sadistic killer whose identity is shrouded in mystery, charges of corruption, deprivation and depravation. When I play-tested Part 1 of the game I was very relieved indeed to find that I did not need a brown paper bag handy... And I hope to get a look at Part 2 one day - even if I have to buy it to do so!!! (hint, Ladies of St.B's).

However, the precedent is set and that aforementioned macro-reality takes another step closer to my threshold from which I so desperately wish to keep it.

What next, I wonder? "The Moors Murders - The Adventure", perchance? Yeuch! I really would take up knitting instead.

Please, let's be realistic about fantasy and keep reality out of it. Please!

INFOCOM UPDATE

We are pleased to be able to report that Activision's temporary inability to import Infocom's titles from the USA (see MD No 20) has subsided. The Customs Officers' work-to-rule is now over, and shipments are arriving regularly into the UK. Our own backlog of outstanding orders has fallen from 176 down to 5. We thank all Club Members who ordered from us for their patience and understanding in this matter.

The "unseen eyes" convey a sense of danger, and I would not necessarily assume that they belong to the animals mentioned in the text description. Some natives could be hiding nearby, either ready to pounce on me if I stay too long in the location, or waiting for me to bring back a particular item in order to barter, or to show my friendly intentions towards them. I would still try to GO THROUGH VEGETATION, just in case...

The thick creepers are very interesting, and I would CLIMB CREEPERS to see if they lead anywhere. I would bear in mind that an axe or knife would enable me to CUT CREEPERS in order to obtain a useful rope. Here, the word "thick" implies that the creepers could bear the weight of my body, or that the resulting rope would be a strong and sturdy one.

Finally, I would not trust what the description infers. The path petering out to the South could be misleading. Indeed, as I type GO SOUTH, I could very well receive the message: "As you try to proceed to the South, you discover a well-hidden, but extremely narrow exit between two tall trees".

A favourite "trick" of mine is to find out which words are recognised by the programme. This may be considered as "cheating", and I would agree with this bar one proviso: I find nothing more irritating in an adventure than to KNOW what to do, but not be able to do it because the programme will not recognise what I type. I think that it is the main sign of a bad adventure. True enough, I do not generally expect all my input-commands to be recognised instantly but, after trying a few obvious permutations, I do expect to be able to solve a puzzle if I know the general answer to it!

So, if frustration rightly overcomes you in such a situation, or if you are new to adventuring and would like to know what the programme accepts, here is what to do:

The vocabulary can be divided into VERBS and NOUNS. Let us suppose that you are walking on a Path, and you suddenly find a coin at your feet. Type GET COIN. If the programme replies with "OK", or "Done", etc..., you know that BOTH the words "get" and "coin" are recognised. Now, type XXXX COIN, and note the subsequent message very carefully. You already know that "coin" is recognised but, obviously, XXXX (which is meaningless), will not be accepted. Let us assume that you get the message "I don't know what you mean". Now try RUB COIN. If you get the same message, then the odds are that the verb "rub" is not recognised by the programme. If you were to get the message "You can't do that", then it would be fair to assume that "rub" is recognised, and that you might have to "rub" something later on in the adventure. Similarly, the message "You can't do that, yet", implies that you have typed a correct input-command, but that you are trying to perform this action when certain conditions are not satisfied (too early, wrong location, etc...).

To be Continued in MDs Nos 25-26.

As soon as the first set of Black Riders is destroyed, carry on travelling Eastwards. On the Stone Bridge, you will find Strider waiting for you. There is a second set of Black Riders just to the East of this location, so get three Jewels back from him, and make sure that they are distributed among you and your friends in the same way as before.

Strider will not follow you this time, so you must SAY TO STRIDER "GO EAST". You may have to repeat this input-command until Strider complies. Incidentally, make sure that the backpacks (yours and those of your companions) are open before you proceed East - You will not be able to open them in Part 2!

After you go East, you will meet a second set of Black Riders. Deal with them in the same manner as before. You now have completed Part 1.

Part 2: You start in a location described as Trollshaws. The Broad Highway is to the South of this starting location, but do not travel on it as yet, since Black Riders are still lurking on the Road. Naturally, you will wish to greet Glorfindel. To the NorthEast, you will find a Shaggy Pony. This is a very important item, and you should spend some time in its location until one of your companions takes pity on the "poor thing"! (the Pony will eventually carry some food for you, so it is important to have it following you). Go East to reach the Edge of a Clearing, in the middle of which stands a Stone Stroll (this is a remnant of THE HOBBIT, and nothing can be done with it!). Go West, then South into a Musty Cave where you will find a Mithril Shirt (as you will learn from reading the novel, Mithril is a very tough and resilient material. Wearing the Mithril Shirt provides protection during fights).

So, having found the Shirt and the Pony, it is now time to proceed to Rivendell. As you will soon discover, a set of Black Riders are waiting for you on the East-West Road, so how can you deal with them since you do not have any Jewels left? The answer lies with the Stallion. To control the Stallion you will need to RIDE STALLION, then SAY TO STALLION "GO (direction)". So, from the original starting location, ride South onto the Road. As soon as the Black Riders appear, keep on riding East. Do not worry about your companions who are thus left behind. The Riders are only interested in the Ring that you are carrying, and they will not harm your friends. As you cross the Ford, the Riders are closing in behind you, but keep your head and ride East once more. When you reach the East bank of the Ford, the Black Riders will be swept away by the River.

You should now fetch your friends, but make sure that you GET OFF STALLION, first. Then go back Westwards until you find them (where you left them). You should WAIT a few times until they tell you that they are now ready to follow you. From here onwards, the journey to Rivendell is an uneventful one. Go East across the Ford, and through a Beautiful Valley until you eventually reach Elrond's Courtyard.

To be Continued in MDs Nos 25-26.

I thought this time I'd let you know of some of the activity in the USA on the Multi-User Adventure front. The fact that there must be about a dozen games in the UK, and that the USA has a far larger number of people with modems, would imply that there's maybe fifty or more such games over there. You could be forgiven, therefore, for wondering why none of them have been launched in Britain.

Well, the reason's pretty simple, there aren't any MUAs in the USA! Well, that's probably a little harsh, I know of about six of them but none are commercial, and most aren't finished. The biggest project is one called SMAUG, being developed at Rutgers University. It has, however, been in the process of "being developed" for at least five years, and it's not as if they'll actually let you play it. The UK's growing number of MUAs can therefore be attributed directly to the influence of MUD; people played it, liked it, and thought they'd write a MUA of their own. Few Americans have played it, and that's why there are no MUAs to speak of over there. I'm not claiming that MUD is necessarily any better than other MUAs, by the way, merely that the effect of having a free game lying around since 1979 has given UK players ideas which US ones would have to think up from first principles.

That said, there is something close to a MUA, a game called ISLAND OF KESMAI. There are two ways you can design a computerised fantasy game, the "Adventure" way and the "D&D" way. MUD and the UK games take the former approach, IOK takes the latter. It's sort of an adventure, in the same way that VALHALLA, say, is, but it's not a real one. Let me explain.

For a start, it's graphics-orientated. These are rather lousy graphics because their quality is constrained by having to be sent down telephone lines at 300 baud to arbitrary types of terminal. Here's an example screen:

```

-----      [ ]                A Keasdea
-----A      -                C Sheriff
-----      [ ]
              C > [ ]

```

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[ ] [ ] [ ] [ ] [ ]

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A bit of a mess, yes. The [] is a wall, ~ is water, - is a door, and > is me (facing east). The two letters represent other players (or mobiles) in the vicinity. The scene comes with a little text to describe it, and this reads: "You are standing in the main plaza. To the east you see a building that appears to be a small gymnasium." No, I didn't have BRIEF set! For most places, you don't get a description at all!

You see everything in a small (30') radius about you. You can communicate with anything in that area just by giving your message in quotes. Mobiles have a very limited ability to understand you. .../...

This is because you need to be able to buy things from some of them in the shops in the town that forms the surface of the island.

The game is characterised by a phenomenal amount of complexity. There's a special program to generate characters, based on their sex and race. From what you get, you have to decide on a class. It's just like rolling for a character in D&D - even the attributes are the same!

There are rules about everything. How to gain experience by training (in specific weapons, mind you), how to buy things, cast spells (you get a spell-book and have to remember a meaningless "chant"), and co-operate with other players (there are "good manners" you should follow). There are different values for weapons against specific types of armour, sackfuls of esoteric magical items with obscure abilities, at least 50 spells (each with their own min. level, cost to buy, experience for casting them and energy lost in so doing). There are classes of gems, dazzlingly complex combat tables, and an alignment-scoring mechanism to ensure you can't use lawful weapons if you do a lot of murdering. The game plays like a very, very complicated version of ROGUE.

I was quite pleased when I first heard about it, because it confirmed me in my belief that I should resist all attempts to D&Dise MUD! Over the years I get many ideas put to me time after time, and which I deliberately don't put in MUD. Primary among these are "lots more rooms", "money" and "no resets". IOK has a surface level about 80 by 80 squares (they call them "hexes"!), and four underground levels about 40 by 40. That's over 12000 locations altogether. However, since you play in roughly a 7 by 7 "room" at a time, these awesome figures aren't really worth much. The size of the world actually "feels" quite small.

They also have problems with money. Players can take it with them when they quit, you see (as well as any objects they have with them - there's only one "Mjolnir" weapon, and if someone got it 3 days ago, hard luck!). With a never-ending supply of money, inflation occurs. Once-expensive weapons at fixed prices are soon much easier to buy because there's more cash. Training sessions (another black hole into which to sink your lolly) convert money into experience points, which means that these, too, are devalued. Since money can buy objects and experience, the three are intertwined. Every time the game resets or some new player comes in to spend their start-up cash, money becomes worth less. The only way to break the circle is to have people actually killed so that money/objects/experience are removed permanently. Even that is not done in IOK - there's a RAISE DEAD spell...

The game gets played out fairly soon, so there are limited resets after a while. Mjolnir comes back into play after about 5 dragon-deaths. The game has times of day (it was sunrise when I started), and these progress as real time does. All very nice stuff,
.../...

but unless you invest a lot of real money learning how to play, it'll be lost on you. You'll just wander around with no idea of what you're supposed to do (unless you buy the 150+ page handbook and spend a few days reading it).

IOK lacks two things necessary to be classified as an adventure: puzzles and a goal. There are lots of intricate tables of figures governing the game, which the experienced players knew by heart, but no real "what do I do with this?" or "how can I do this to this?" puzzles. The only incentive to play is to get your name in the list of the top ten players - and if you think you can do that when some of these guys have been playing for a couple of years already, well you'd better have a Van Gogh to sell to finance yourself!

IOK is a MUG (G for Game), but I wouldn't say it was a MUA (A for Adventure). Still, it's the best the yanks can offer at the moment. I can see how such games can evolve very easily from a yearning to computerise D&D, and that many people will like the "detail" it uses to hide its paucity of puzzles. However, I'm glad the UK has gone in the direction of MUAs instead; you actually need BRAINS to play these!

ESCAPE FROM KHOSHIMA from Atlantis Software.
Available for the Amstrad CPCs (£1.99).

* **The Jabberwock's Review:** No pixies and fairies here - you have to escape from a Japanese POW camp in the dense Burmese jungle (more about the jungle later!). On a technical level the adventure is fine - good standard verb/noun response, and pleasant graphics which can be toggled on and off. Judging by the complexity of the puzzles, it is intended to be a novice/introductory adventure. However, its fatal flaw, which makes it totally unsuitable for a beginner, is that the jungle surrounding the compound is an almost impenetrable maze. An adventurer with enough experience and tenacity to map it will probably find the puzzles too easy; anybody else will probably give up in sheer frustration.

PSR: 6/20. Recommended to mapping fans only.

THE CRYSTAL OF CHANTIE from Pelagon Software.
Available for the Spectrum 48 (£2.99).

* **The Scourge's Review:** The evil Count Vulgar has stolen the eponymous crystal and only you can recover it to restore the barren icy wastes of Senavie to its former idyllic glory (and probably save the world etc.)... so much for originality! After a promising start this game deteriorates to demonstrate the programmer's inadequate grasp of the PAW's parsing potential: occasionally more than 2 words are demanded but elsewhere any attempt at 'full-sentence' input is rejected even if the first two words are the Verb-Noun required.

As a crude play-test prototype it shows that it could be quite good with just a bit more careful effort; unfortunately, Pelagon seem to think that it is finished! (It does have some pretty graphics!).
ATMOSPHERE: 3/20 - VOCABULARY: 8/20 - GRAPHICS: 10/20
PSR: Bargepole-job.

* ERRATUM: We wrongly stated in MDs Nos 21-22 that dialing the specific telephone number gave the password to the invisible barrier. In fact, it gives the password to the Adamanthium barrier. Our thanks to Joan Pancott for pointing out this error.

So, what is to be given to the Jester? Well, there are two clues in the game which lead you towards the right object. The first one, near the beginning, is when you used the input command 37-211. Do you remember the message? (122-80-172-10-18-234). The second one is the common name for the 136-131, which is also known as 86-234. Thus, since a Jester may be considered a 86, the 131 is what you have to give him!

You may now go West, into an Adventure Developing Area. There does not seem to be anything in that room, and everybody appears to be ignoring you! So what are you to do? (Hint: 102. Solution: 43-1-215. i.e. 57-153!). As you do so, you are rewarded with your seventh piece of machine which can be transported back to the house.

And, yes, the adventure is now over! You will be rewarded with several screenfuls of explanations, which may help you to understand a few of the objects and locations that you have met and visited.

But, you are still one item of treasure short! You only found and transported eleven treasures (10 points each), whereas the maximum achievable score is 120. Is there a final, hidden treasure somewhere? (207!). The final treasure is the 181-68 which you had to surrender in order to obtain the 71 to get out of the 196. So, can you get this back? (207!). What are you to do, then? This is a very clever puzzle, brilliant in its simplicity: You will have noticed that the adventure 91 when you have discovered the 168 piece of Mordon's machine. So, if you were to plan your strategy to ensure that the piece of machine found 218-1-196 is the 168 one that you transport, then the adventure will be 247 without the need for you to 52 the 181-68!

UNDER THE CLOAK...

Many people have asked me if I was surprised that THE PAWN only obtained an 'Honorary Mention' in the Club "Golden Chalice Awards". This adventure, they point out, walked away with virtually all the major awards in the computer magazines, so how come it did not repeat the feat with ACL Members? Well, they are two main reasons:
1) THE PAWN was only originally available on disk-format and, since only 20% of adventure players own disk drives, THE PAWN can hardly be voted 'best adventure' by a minority of players!
2) In the magazines' awards, anybody could vote for the "Best Adventure of the Year". When it came to filling in that section, arcade-players tended to remember THE PAWN, which was extensively covered by the reviewers and thus was the first name which sprang to their minds.

From the Clearing, go East then NorthWest to reach a Woodland Clearing. North takes you to a Neat Garden, and you will naturally wish to 30-242. Inside the Cottage is a 159, and this is a most important object indeed. Examining it reveals a little 90 on the side. 30-90 shows a very important message. Examine it carefully, and try to make sense out of it. Stuck? (Hint: 39-1-111-185-14-5-180). Still no idea? (Solution: 30-20-221!). They give you a magic word: 202. You may think that there is nothing else to be obtained in the Cottage, but this is not so! (Hint: 45-23-9! Solution: 31-259). 46-259 is not recommended inside the Cottage, so how about experimenting with the 159? The two obvious commands are 34-159 and 55-202, but neither of them appear to be very healthy for you! The safest way is to experiment outside the Cottage, so return to the Neat Garden. You will soon realise that, whilst 34-159 does not produce any tangible results, 55-102 soon sends you hovering in mid-air! In fact, you have just discovered one of two take-off locations in the game, but this particular course of action is to be used only at the very end of the adventure.

It is time to progress, so return to the Dusty Road by going South, SouthEast, then SouthWest. West takes you to the Castle Front. The Drawbridge is up, and you will have to find a way of lowering it. Travel around the Castle by going North, West, South, East and North, collecting a 226 and an 74 on the way. Make sure that you do not stray from this route since, otherwise, you will end up in the Woodland maze. You will have noticed a Well behind the Castle, and this warrants further exploration. At the bottom of it, you will find a rare 68, but you should note the 148-14-127 which will become very useful later on. The dark, damp passage leading off to the North looks ominous and, as you will discover if you try to go in that direction, you will need some 41. Instead, return to the Front of the Castle, not forgetting to pick up the 68 for an increased score of 13/250.

To enter the Castle, you could SWIM, but the 165 is the key word in the text description. You should now 50-74, and bingo! Going West takes you on the outside of a great iron Portcullis which cannot be raised from this side. Read the message for a taste of things to come, then go 190. North, then Down, and you have reached the NorthEast corner of the Courtyard. Until you obtain a source of light, you'd better ignore all the dark places, so do not go down into this dark hole as yet! There is lot to explore, so let us be methodical about it. South, then SouthEast takes you to the Equipment Room where you find a means of lowering/raising the Portcullis (60-251). Do this, then leave through the Western Exit. IN leads into the Kitchen; collect the 270, then explore Upwards. In the Store Room, pick up the 165, but ignore the Boxes of Food which are red-herrings. There is another Wheel here, but ignore it for the time being - bear in mind, though, that this room is located 13 the Dining Room. Return to the Kitchen, then go Down to the Wine Cellar. You will find a bottle which, upon examination, reveals that it contains a viscous, heat-resistant liquid.

To be Continued in MDs Nos 25-26.

The item which you need to burn is the 250. So, the sequence of input-commands is as follows: 72-250-19-105, CLIMB IN BASKET, 41-87, then 41-250-22-87. As the Cloth Bag inflates, a small Label will drop out (READ LABEL will give you some basic hot-air Balloon navigation!). So, what is to be done next? It will take time for the Cloth Bag to fill up, so 44.

As the Balloon slowly rises, you must find a suitable place to LAND. The text description will tell you when it is safe to do so. LAND (on a Narrow Ledge), then GET OUT OF BASKET. There are two useful objects on the Ledge:

The first one is a 113, which is a treasure (leave this for the time being).

The second one is a 152, and its use should be immediately apparent! As you should realise, as soon as you climb out of the Basket, the Balloon will not 44 for you, and will continue to 93! The next step must therefore be to 56-262-6-152 in order to 189 the Balloon safely.

Go South into a Library where you will find a number of Books. Yes, there is a treasure in this location, but it is not immediately obvious how to find it! So what should you do with the Books? The obvious first command is to 25-(colour)-239, followed by 30-(colour)-239. Since they are written in Zorkish, you will then wish to 217-(colour)-239. Still no treasure? (Hint: It is 15 a Book! Solution: 35-(colour)-239). Yes, but which one? (the 155 one).

Take the 204 for an increased score of 155/400, then return to the Ledge. Pick up the 113 (score: 175/400), then CLIMB IN BASKET. Not going anywhere? (do not forget to 201-262 beforehand!). So, time to go back to the Bottom of the Volcano (138-77! There is 107 to explore 166).

44 a few more times. Ignore the Small Ledge to the East, but as soon as you reach the Wide Ledge, 206. Repeat the anchoring procedure, then go South into a Dusty Room. The Box in here begs to be opened, but 35-222 soon tells you exactly where you stand. In case you are wondering, yes there is a treasure inside the Box. Since you cannot 35 it, you will wish to BREAK it, HIT it, etc... but all to 157-228. So, what should you do? You have to become a 118! If you followed the advice given in the last Dossier, and experimented with the 195 (41-195-22-87), you will have discovered that the 195 is in fact some powerful 184. The main problem is that, as soon as you 41-195, it 269! You will therefore need to find some kind of 140. There is one conveniently lying on the ground, somewhere else in the game, but you probably did not realise what it was. This is the 123, which can be found to the 163 from the Carousel Room.

Logic dictates that the 123 must be 199 first, so you will need to 72-123-19-195. Then, where should you place the 199? You could leave it lying on the ground, but the correct step is to 72-123-19-79, as all expert safe-crackers should know!

To be Continued in MDs Nos 25-26.

"A Life In The Day Of The Delta 4 Corporation."
By Fergus McNeill (who ought to know better).

Producing adventure games always conjured up (to me) pictures of thickly carpeted rooms, containing thickly sweated programmers with coke bottle bottom spectacles. Sitting back in an arm chair, a programmer would perspire for hours, pushing his hands through his hair, gnawing nervously at a pencil, and shaking violently before frantically bashing the keyboard, and collapsing with a shriek of "GENIUS!", having written the word "The".

Not so, are Delta 4 Software. Not at all!

High above Southampton city centre, in a small, cosy design studio, four of us work together. Colin and I handle Delta 4 business while Anna and Baldrick (the office hamster) run Abstract Concepts (our serious label). A typical day starts early as Delta 4 journey from Swanmore to Southampton on the 7.25 bus (yes, that's Am, folks!).

There is usually a token presence at the office by about 9am.

We work through the day (and evening as well, sometimes).

Game design is a very casual affair. Our office is fully equipped with TV, video, CD, a professional synthesiser, the odd sofa.. oh, and some computers. So, in the midst of all this, we sit around and argue. One new idea for a problem will probably be debated to death, bearing no resemblance to its original form by the time it appears in a game.

Delta 4's humorous side is taking a short rest at the moment. After the mixed reviews that THE BIG SLEAZE got ("...this game is far too subtle for me. I can't criticise it for being rude, so I'll slag it off for not being funny." - A. Reviewer), we're leaving parody alone until the end of the year. All efforts are currently being channelled into Abstract Concepts first 2 games (to be released at the PCW show).

We have, at last, got ourselves a decent system which can handle roving NCPs, GET ALL EXCEPT THE HUGE DRAGON, digitised graphics, icons, and runs on most machines, from Spectrum to Amiga (with graphics on everything!) so we'll hopefully be doing a Magnetic Scrolls on the 48k Spectrum. Well, almost.

We're experimenting at the moment with incidental music to go with the new adventures. Not squeaky, tinny bleeps, but proper sampled sounds. Vangelis with your location descriptions? What do other Members think of this? Let me know!

More than anything, we want to make adventures enjoyable to play. If you have any gripes with current games, or features you'd like to see introduced, don't keep them to yourself!

Anyway, we hope that what we're doing will be a giant tip-toe forward for adventure-kind. See you at the PCW show!

HINTS 'N' TIPS

* DUNGEON ADVENTURE: At the beginning, you must carry the 130 to reflect the Sleep Spell at the Eastern end of the road.

* TEMPLE OF TERROR: To get past the Serpent Guard, 73-219-4-85.

* FRANKENSTEIN: Stuck in a Tree and jumping to your death in a ravine? (88-6-98).

BACK ISSUES OF MEMBER'S DOSSIERS

We believe that your Member's Dossiers (MDs) will build up to form an invaluable work of reference, which you will be able to consult time after time. Since MD No 1 was published in April 1985, many topics have been covered:

- * Reviews of 154 adventures,
- * Complete solutions to 21 adventures,
- * In-depth series of popular adventures,
- * Interviews, Guest Writers, Useful Addresses, Hints 'n' Tips,
- * Basic Adventuring, Charts, Golden Chalice Awards, etc...

PLEASE REFER TO YOUR INDEX FOR FULL SPECIFIC DETAILS.

Back issues of Member's Dossiers are available as follows:

Price: UK.....: £1.50 per Dossier
 Europe (Air Mail).....: £2.30 per Dossier
 Europe (Surface Mail).....: £1.90 per Dossier
 Rest of the World (Air Mail): £3.40 per Dossier

MDs Nos 5-6, MDs Nos 11-12, MDs Nos 17-18 & MDs Nos 21-22 are Double Issues, and count as TWO DOSSIERS EACH.

* SAVE MONEY!!! Order between 6 and 11 Dossiers, and deduct 15% from your total. Order between 12 and 17 Dossiers, and deduct 20% from your total.

* SAVE EVEN MORE MONEY!!! Order 18 Dossiers or more, and deduct 25% from your total. For instance, the COMPLETE COLLECTION (MDs Nos 1 to 22) will cost: £24.75 for U.K. Members, £31.35 for Europe (Surface Mail), etc...

ACL REVIEWING TEAM

THE JABBERWOCK.....: Lindsey le Doux Patton.
 THE JESTER.....: (Prefers to remain anonymous)
 THE KEEPER OF THE SCROLL: ACL Editorial Team.
 THE LAMPLIGHTER.....: Barbara Clarke.
 OBERONIDES.....: Roderick Dunlop.
 PATHFINDER.....: Kirk Thomson.
 THE SCOURGE.....: Hugh Walker.
 THE SCRIBE.....: Neil Shipman.
 THE SEEKER.....: Ken Morgan.

Publication Dates
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- * MDs Nos 25-26: Second week of November 1987
- * The Elf's Diary (1): First week of December 1987
- * MDs Nos 27-28: Second week of January 1988

IN THE CAULDRON...

* Rainbird Software are presently working on the IBM PC version of THE PAWN (disk: price to be announced).

Disk versions of GUILD OF THIEVES for the Amstrad CPC 6128 (£19.95), Atari 800 (£19.95), and IBM PC (£24.95), are scheduled to be released over the next few weeks.

IBM PC versions of JEWELS OF DARKNESS and of SILICON DREAMS are now available at £19.95 each (disk only).

The following versions of KNIGHT ORC are scheduled to be released over the next two months: IBM PC (disk: £19.95), Apple MacIntosh (disk: £19.95), Amstrad PCWs (disk: £19.95), Amstrad CPCs (disk: £19.95 - tape: £14.95), Apple 2 (disk: £19.95), Commodore 64 (disk or tape: £14.95 each), Spectrum 48/128 (tape: £14.95), Atari 800 (disk or tape: £14.95 each), and MSX (£14.95).

* Infocom's next adventure will be NORD AND BERT COULDN'T MAKE HEAD OR TAIL OF IT, written by Jeff O'Neill (author of BALLYHOO). This title will be in fact eight short stories, based around word games and spoonerisms. No mapping will be required (the player's position and possible moves will be listed at the top of the screen), and the programme will include built-in hints. Available in October 1987 for the IBM PCs, Apple II series, MacIntosh, Atari ST, and Amiga (£29.99 each), as well as for the Commodore 64/128 (£24.99).

* Interceptor Software have bought the rights to the "Automata" label. None of the previous Automata titles will be re-released, but Interceptor will use this label to release a range of budget-priced adventures later in the year.

* Following the Amstrad CPCs success of DUNGEONS, AMETHYSTS, ALCHEMISTS 'N' EVERYTHING, Atlantis Software are converting this adventure for the Spectrum 48 and Commodore 64. Both versions (£1.99 each) will be available in October 1987.

* Eighth Day have just released A HARVESTING MOON for the Spectrum 48 (£3.99) in their new "Grafix!" series. As with EARTHSHOCK (first title of the series), the package includes an 8-page leaflet giving the detailed background of the adventure.

Eighth Day's next adventure will be RONNIE GOES TO HOLLYWOOD, a spoof adventure based on U.S President Ronald Reagan (Spectrum 48 - price to be announced).

* River Adventures have released their second compilation tape which includes WITCH HUNT and THE CUP (Spectrum 48 - £2.50). All the titles featured in these compilations have been rewritten using Gilsoft's PAW.

* Melbourne House have withdrawn CLASSIC ADVENTURE from their catalogue.

* Perry Williams, 12 Godesdone Road, Cambridge, CB5 8HR, has released BESTIARY for the Amstrad CPCs (mail-order only: £1.50 including p&p). An Amstrad PCW version with extended text is available from Advantage, 33 Malyns Close, Chinnor, Oxfordshire, OX9 4EW (£8.95).

* The Power House have released CUSTERD'S QUEST (Mark II) for the Spectrum 48 (£1.99). This new version has been rewritten using Gilsoft's "Press" and, according to author Craig Davies, contains a number of improvements.

* ACL Member Craig Davies, who wrote MURDER HUNT and CUSTERD'S QUEST, has adopted the name "Moonchild Software" under which his new adventures will be written. Projects in the pipe-line include SLACK BLADDER and QUEST FOR THE HOLY SOMETHING, both spoof adventures.

* Abstract Concepts' first two adventures are scheduled to be released within the next two months:

- ENCHANTRESS, written by Fergus McNeill, will be published by C.R.L.
- MINDFIGHTER, written by Anna Popkess, will be published by Activision. The package will include the book MINDFIGHTER, also written by Anna Popkess.

Both adventures have been written using Delta 4's new adventure-writing system.

Delta 4 Software have reduced the price of QUEST FOR THE HOLY JOYSTICK from £4.95 to £3.95 (Spectrum 48).

* Gilsoft will release a CP/M version of PAW just before Christmas. Other versions scheduled are, in order of intended release: IBM PCs, Atari ST, Amstrad CPCs, and Commodore 64.

* The Spectrum version of Infogrames' MURDER ON THE ATLANTIC (£12.95) will be released in September.

Infogrames' planned forthcoming releases are L'AFFAIRE, PASSENGERS ON THE WIND II, and SALZBURG (a role-playing game for the Commodore 64 and IBM PCs - disk only - prices to be announced).

* CRL have just released BOOK OF THE DEAD for the Spectrum 48, Commodore 64, and Amstrad CPCs (£8.95 each). Disk versions for the Commodore 64 and Amstrad CPCs are also available (£14.95 each). BOOK OF THE DEAD, written by Essential Myth, has the player in the role of Kteth - an Egyptian godling. Kteth's father murdered Osiris, the chief of all Gods, and Kteth is made to carry the guilt and is banished from Heaven. To re-enter his former kingdom, Kteth must find the Book of the Dead, which gives him the secret of how to do so, whilst avoiding the wrath of the Gods on his journey back.

* STOP PRESS: Level 9 are due to release two new titles in time for the PCW Show. We have specifically asked Peter Austin to write about these in his column, so please refer to page 5 for full details.

We are pleased to offer you a comprehensive selection of adventure titles. Please note, however, that discounts are not available on already competitively priced software.

Title/Software Company	Computer	RRP	Our Price
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* DELTA 4/C.R.L.			
- The Boggit	SP48,C64,AM	7.95	7.15
- Robin of Sherlock	SP48	5.00	4.50
- Robin of Sherlock	AM	7.95	7.15
- Bored of the Rings	SP48	5.00	4.50
- Bored of the Rings	C64	7.95	7.15
- Quest/ Holy Joystick	SP48	3.95	3.55
- Return of the Joystick	SP48	4.95	4.45
* C.R.L.			
- Book of the Dead	SP48,C64,AM	8.95	8.05
- Book of the Dead	Amd,C64d	14.95	13.45
- Frankenstein	C64	8.95	8.05
- Murder off Miami	SP48,C64,AM	7.95	7.15
- Dracula	SP48,C64,AM	9.95	8.95
- Buggy	SP48,C64,AM	7.95	7.15
- The Very Big Cave Adventure	SP48,C64,AM	7.95	7.15
	PCWd	14.95	13.45
	C64d	12.95	11.65
- Castle Blackstar	PCWd	14.95	13.35
- The Pilgrim	C64	7.95	7.15
- The Causes of Chaos	C64	8.95	8.05
- Genesis Adventure System	AM	9.95	8.95
- Smuggler's Cove	AM	5.95	5.35
* THE POWER HOUSE			
- Custerd's Quest (Mk I)	SP48	1.99	1.50
- Custerd's Quest (Mk II)	SP48	1.99	1.99
- How To Get the Most Out Of Your Computer	SP48	9.95	8.95
* PIRANHA SOFTWARE			
- The Big Sleaze	SP48,C64,AM	9.95	8.95
- The Colour of Magic	SP48,C64,AM	9.95	8.95
* MANDARIN ADVENTURES			
- Time of the End	SP48,C64	2.95	2.65
* PRECISION GAMES			
- The Extricator	SP48	2.99	2.69
* TYNESOFT			
- Savage Island (Pts 1 & 2)	SP48,C16,C64,BBC/EL	7.95	7.15

Title/Software Company	Computer	RRP	Our Price
* ADVENTURE SOFT/US GOLD			
- Seas of Blood	SP48,C64,AM	9.95	8.95
- Spider-Man	SP48,C64,BBC,EL,C16,AT	2.99	2.69
- The Hulk	SP48,C64,BBC,EL,C16,AT	2.99	2.69

- Scott Adams' Scoops (Vol No 1) (includes Pirate Island, Voodoo Castle, Strange Odyssey & Buckaroo Bonzai)	SP48,C64,AT	9.99	8.99
	BBC,EL,C16	9.99	8.99

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- 3- Secret Mission
- 4- Voodoo Castle
- 5- The Count
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- 8- Pyramid of Doom
- 9- Ghost Town
- 10- Savage Island Part 1
- 11- Savage Island Part 2
- 12- Golden Voyage
- 13- The Sorcerer of Claymorgue Castle
- 14- Return to Pirate Island

Scott Adams Adventures:

Nos 1 to 13:	BBC,EL	7.95	6.99
Nos 1 to 4:	AT	7.95	6.99
Nos 1,3 & 13:	SP48	9.95	8.95
Nos 1 to 4 & No 13:	C64	9.95	8.95
Nos 2,3,4 & 13:	C64d	13.95	12.49
No 13:	C16	7.95	6.99
Nos 1 to 4 & Nos 7 to 13:	DR	7.95	6.99
Nos 2 to 6 & No 13:	ATd	17.95	15.99

Mysterious Adventures:

Nos 1 to 10 available for: SP48,C64,AT,DR,BBC,EL:		7.95	6.99
Nos 2,5,6 & 10 available for: C16:		7.95	6.99

*** CLUB SPECIAL: BUY ANY 2 SCOTT ADAMS ADVENTURES OR ANY 2 MYSTERIOUS ADVENTURES FOR THE PRICE OF 1 !!! (Any 2 adventures - EITHER 2 Scott Adams OR 2 Mysterious - must be for the same micro).**

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| (3) Dungeon Adventure | (9) The Worm in Paradise |
| (4) Lords of Time | (10) The Price of Magik |
| (5) Snowball | (11) Erik the Viking |
| (6) Return to Eden | |

Nos 1 to 10: AM,BBC,AT(48K. #64K needed for Nos 9 & 10), MSX(64K)
 Nos 1 to 11: C64,SP48
 Nos 1 to 6: BBCd (8271 dfs ONLY),C64d

	RRP	Our Price
- Adventures Nos 1 to 11 (except Nos 7 & 8)	9.95	8.95
- Adventures Nos 7 & 8	6.95	6.25
- Disk versions (where available)	11.95	11.35

*** RAINBIRD SOFTWARE**

- Jewels of Darkness	SP48/128,C64	14.95	13.45
(includes Colossal Adventure, Adventure Quest & Dungeon Adventure)	AT800,AM,MSX C64d,AT800d APd,AMD,PCWd,Std	14.95 14.95 19.95	13.45 13.45 17.95
	AGd,MACd,IBMd	19.95	17.95
- Silicon Dreams	SP48/128,C64	14.95	13.45
(includes Snowball, Return to Eden & The Worm in Paradise)	AT800,AM,MSX C64d,AT800d	14.95 14.95	13.45 13.45
	IBMd,AMD,PCWd,AGd	19.95	17.95
	APd,Std,MACd	19.95	17.95
	SP128/+2	14.95	13.45
- The Pawn	C64d,APd,AMD(6128),ATd	19.95	17.95
	Std,AGd,MACd,PCWd	24.95	22.45
- Guild of Thieves	Std,AGd,PCWd,MACd	24.95	22.45
	C64d,APd	19.95	17.95
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- Souls of Darkon	SP48,C64,AM	2.99	2.69
- Cloak of Death	AT	2.99	2.69
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- Starforce 7	BBC/EL	2.99	2.69
- Journey to the Centre of the Earth	MSX	2.99	2.69

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- Castle Blackstar	SP48,MSX,BBC,C64,AM	6.95	6.25
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*** CENTRAL COMPUTING**

- The Mystery of the Lost Sheep	BBC,C64	4.00	3.60
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*** ARGUS**

- The Detective	C64	8.95	8.05
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#40 Title/Software Company	Computer	RRP	Our Price
* ATLANTIS SOFTWARE			
- Moron	SP48	1.99	1.99
- Mafia Contract	SP48	1.99	1.99
- Mafia Contract II	SP48	1.99	1.99
- Return to Ithaca	SP48	1.99	1.99
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- Velnor's Lair	C64	2.99	2.79
- Escape from Khoshima	AM	1.99	1.99
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 - Temple of Terror
 - Masters of the Universe
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	BBC/EL	7.99	7.19
	C64d,BBCd	14.99	13.49

- Fantastic Four (Pt 1)	SP48	9.95	8.95
- Fantastic Four (Pt 1)	C64d,ATd	13.95	12.55
- Fantastic Four (Pt 1)	BBC,EL	7.95	7.15
- Rebel Planet	SP48,AM,C64	9.95	8.95
- Rebel Planet	C64d,AMd	14.95	13.45
- Rebel Planet	BBC,EL	7.95	7.15
- Asylum	C64	9.95	8.95
- Escape from Traam	AT	7.95	7.15
- Earthquake San Francisco	AT	7.95	7.15
- Stone Sisyphus	ATd	17.95	16.15

* INFOGRAMES			
- Mandragore	SP48,C64,MSX,AM	14.95	13.45
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- The Vera Cruz Affair	SP48,C64	8.95	8.05
- The Vera Cruz Affair	AM,MSX	9.95	8.95
- The Vera Cruz Affair	C64d,AMd	14.95	13.45
- The Inheritance	SP48,MSX,C64,AM	9.95	8.95
- The Inheritance	C64d,AMd	14.95	13.45
- The Sidney Affair	SP48,C64	8.95	8.05
- The Sidney Affair	AM	9.95	8.95
- The Sidney Affair	C64d,AMd	14.95	13.45
- Murders on the Atlantic	AM,C64,MSX	14.95	13.45
- Murders on the Atlantic	AMd,C64d	19.95	17.95
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- Passengers on the Wind	C64,AM	12.95	11.65
- Passengers on the Wind	C64d,AMd	14.95	13.45

Title/Software Company	Computer	RRP	Our Price	#41
* ACTIVISION				
- Mindshadow	SP48	7.99	7.20	
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- Borrowed Time	C64d	14.99	13.49	
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- " " " " " "	AP2d,MACd,AGd,STd	24.99	22.49	
- Murder on the Mississippi	C64d	14.99	13.49	
- " " " " " "	AP2d	24.99	22.49	
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- Planetfall	Starcross	Suspended		
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	c) Token of Ghall		
AM:	a) The Experience		
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-	Mutant	SP48	1.75	1.75
-	Davy Jones Locker & The Challenge	SP48	2.50	2.50
-	Witch Hunt & The Cup	SP48	2.50	2.50
* COWEN SOFTWARE				
-	Colossal Cave	DR	6.00	5.40
* ARIOLASOFT				
-	Terrors of Trantoss	SP48	8.95	8.05
-	Lapis Philosophorum	ATd,C64d	14.95	13.45
* OCEAN SOFTWARE				
-	Hunchback	AM,C64	8.95	8.05
-	Hunchback	SP48	7.95	7.15
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-	Lord of the Rings	C64d,BBCd,IBMd	19.95	17.95
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-	Dodgy Geezers	SP48	7.95	7.15
-	Dodgy Geezers	C64,BBC/EL,AM	8.95	8.05
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-	Se-Kaa of Assiah	C64,SP48	1.99	1.99
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		SP48md/128md/+2md	27.95	25.15
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-	The Quill	BBCd	22.95	20.65
-	The Quill	QL	22.95	20.65
-	The Illustrator	AM,SP48,C64	3.99	3.99
-	The Quill & The Illustrator	AM,SP48,C64	5.99	5.99
-	The Quill & The Illustrator	C64d,AMd	19.95	17.95
-	The Patch	SP48	3.99	3.59
-	The Press	SP48	6.95	6.25
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-	The Hollow	SP48,AM	3.99	3.59
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-	Diamond Trail	SP48	1.99	1.99

* COMPUTER CODES: AG (Commodore Amiga) * AM (Amstrad CPC series) * AP (Apple II series) * AT (All Atari except Atari ST) * BBC (BBC Model B) * Cl6 (Commodore 16) * C64 (Commodore 64) * Cl28 (Commodore 128) * CP/M (CP/M operating system) * DR (Dragon 32/64) * EL (Electron) * IBM (IBM PCs) * MA (BBC Master series) * MAC (Apple MacIntosh series) * MSX (MSX Micros) * PCW (Amstrad PCW series) * QL (Sinclair QL) * SP48 (Spectrum 48) * SP128 (Spectrum 128) * SP+2 (Spectrum Plus 2) * ST (Atari ST series) * ZX81 (Sinclair ZX81).

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5 titles or more:	£1.00	£0.75	£2.00	£0.75

* The above-mentioned rates are PER TITLE.

- 124) (A). In which game will a Gardener open his Greenhouse if you give him a Pot Plant?
 125) (A). In which game would you find Satan's Footstool?
 126) (C). In which game(s) would drinking an Elixir enable you to jump across a crevasse?
 127) (B-D). In which game is "AN11649" particularly relevant?
 128) (B). In which game would you find a Fruit Bun, some Leeks, and an Apple Tart in a Kitchen?
 129) (C). In which game must you insert a cork in an orifice as your last input-command?
 130) (C). In which game would you get an Indian Pipe from a Vending machine?
 131) (C). In which game would you shoot a Zombie in a Morgue?
 132) (C). In which game is "38" & "33" the combination to a Safe?
 133) (C). In which game would you crack an Egg in order to release a small Bird?
 134) (C). In which game would you use a poisoned Jackdaw?
 135) (B). In which game would you find Malnor the Evil One?
 136) (C). In which game are Orcs frightened of Bears?
 137) (A). In which game is a small, black Cat a Greek Goddess in disguise?
 138) (B-D). In which game would you find Zheff's Palace?
 139) (B). In which game would you find the Village of Scarotin?
 140) (C). In which game would you obtain a Necklace from a Witch?
 141) (C). In which game would a Man with a Spade, wearing a Black Hat, invite you to join him?
 142) (C). In which game might a Computer get upset if you killed a Rat?
 143) (C). In which game would you find Courtney's Office?

SUPPLEMENTARY QUESTION: "I like adventuring because..."

* FULL DETAILS OF THE MATC RULES APPEAR IN MDS NOS 11-12 *

* REMEMBER! In order to win any prizes (including the first prize of £500.00), you only need to answer the questions which relate to your own micro!

MATC Coupons: In order that Members would not have to spoil their Dossiers by having to cut out the coupons, we decided not to print them. For the purpose of this competition, we shall "assume" that the Coupons have been printed, and we shall automatically check that Members who enter the MATC are entitled to do so.

We wish you the very best of luck.

Use in conjunction with the hints given in this Dossier.

- | | | |
|-------------|--------------|----------------------|
| 1) The | 46) Eat | 91) Stops |
| 2) Using | 47) Follow | 92) Top |
| 3) Off | 48) Close | 93) Rise |
| 4) At | 49) Buy | 94) Heights |
| 5) Each | 50) Shoot | 95) Tomes |
| 6) To | 51) Break | 96) Novel |
| 7) Between | 52) Give | 97) Bodies |
| 8) And | 53) Escape | 98) Floor |
| 9) You | 54) Remove | 99) Trowel |
| 10) Is | 55) Say | 100) Jerry Lee Lewis |
| 11) About | 56) Tie | 101) Elvis Presley |
| 12) Him | 57) Go | 102) Sulk |
| 13) Above | 58) Throw | 103) Box |
| 14) Of | 59) Point | 104) Shadows |
| 15) Inside | 60) Turn | 105) Receptacle |
| 16) On | 61) Slide | 106) Protection |
| 17) All | 62) Carry | 107) More |
| 18) Not | 63) Cast | 108) Don't |
| 19) In | 64) Climb | 109) Bottom |
| 20) Them | 65) Close | 110) Cloak |
| 21) Under | 66) Enter | 111) First |
| 22) With | 67) Wear | 112) Porter |
| 23) Around | 68) Coin | 113) Zorkmid |
| 24) Through | 69) Knock | 114) Adventurer |
| 25) Examine | 70) Pull | 115) Hook |
| 26) For | 71) Key | 116) Paper Wall |
| 27) Behind | 72) Insert | 117) Life |
| 28) Over | 73) Kick | 118) Safe-breaker |
| 29) Switch | 74) Arrow | 119) Button |
| 30) Read | 75) Crown | 120) Rocks |
| 31) Get | 76) British | 121) Match |
| 32) Drop | 77) Not | 122) All |
| 33) Push | 78) Press | 123) String |
| 34) Fly | 79) Hole | 124) Exit |
| 35) Open | 80) That | 125) Spade |
| 36) Lift | 81) Ursula | 126) Spell |
| 37) Answer | 82) Patient | 127) Oil |
| 38) Cut | 83) Pink | 128) Hint-Sheet! |
| 39) Use | 84) Cupboard | 129) Be |
| 40) Put | 85) Serpent | 130) Mirror |
| 41) Light | 86) Fool | 131) Pyrite |
| 42) Ask | 87) Match | 132) Cover |
| 43) Leave | 88) Jump | 133) White |
| 44) Wait | 89) Jug | 134) Wristband |
| 45) Look | 90) Plaque | 135) Something |

Use in conjunction with the hints given in this Dossier.

136) Iron	181) Cretan	226) Bow
137) Aerosoul	182) Down	227) Beer Bottle
138) Certainly	183) Cigarette	228) Avail
139) North	184) Explosive	229) Tree
140) Fuse	185) Letters	230) Root
141) Skeletons	186) Rat	231) Pentacle
142) Maybe	187) Pedestal	232) Floorboards
143) NorthEast	188) Alchemists	233) Dragon
144) Orb	189) Anchor	234) Gold
145) Grue	190) Up	235) Platinum
146) Wall	191) Lumps	236) Wooden
147) Ceiling	192) Eye	237) Shine
148) Pool	193) Specific	238) Down
149) Large	194) Ivy	239) Book
150) Tiny	195) Brick	240) Safe
151) Door	196) Catacombs	241) Letter Box
152) Hook	197) Benedicte	242) Note
153) East	198) Dead	243) Witch
154) Doors	199) Ignited	244) Chest
155) Purple	200) Rice	245) 3 Times
156) South	201) Untie	246) Kronos
157) No	202) Abracadabra	247) Over
158) Goat	203) Pouch	248) Sorcerer
159) Broomstick	204) Stamp	249) Cushions
160) Shirt	205) Dungeon	250) Newspaper
161) Lamp	206) Land	251) Wheel
162) Gloves	207) No	252) Square
163) SouthWest	208) Sceptre	253) Ballot Paper
164) Nozzle	209) Book	254) 5 Times
165) Rope	210) Zombie	255) Star
166) Upwards	211) Phone	256) Blue
167) West	212) Candle	257) Devil
168) Last	213) Top	258) Password
169) Trousers	214) String	259) Gingerbread
170) Niche	215) Room	260) Spices
171) Wants	216) Settee	261) Back Door
172) Glitter	217) Translate	262) Wire
173) Soldier	218) Inside	263) Rug
174) SouthEast	219) Sand	264) Pointy
175) Rose	220) Bottle	265) Stairs
176) Elixir	221) Backwards	266) Jar
177) Pot	222) Box	267) Whisky Bottle
178) NorthWest	223) Hat	268) Object
179) Earth	224) Out	269) Explodes
180) Word	225) Lava	270) Bag of Flour