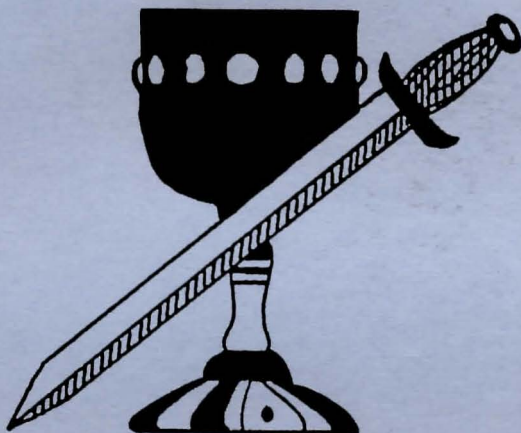


The Adventurers Club Ltd.

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MEMBER'S DOSSIERS Nos 27 & 28 - DECEMBER 1987/JANUARY 1988

REVIEWS:

RIGEL'S REVENGE

MANDRAGORE

DRAGON'S TOOTH

NOT A PENNY MORE, NOT A PENNY LESS

ARTICLES BY:

FERGUS MCNEILL

GNOME RANGER

PLUNDERED HEARTS

THE CRYSTAL CAVERN

SHARPE'S DEEDS

RICHARD BARTLE

HUGH WALKER

NORD & BERT

DAVY JONES LOCKER

THE CROWN OF RAMHOTEP

THE ENERGEM ENIGMA

TASS TIMES IN TONETOWN

KEITH CAMPBELL

LATEST NEWS ON THE ADVENTURING SCENE

BASIC ADVENTURING

DISCOUNTED SOFTWARE

AND MUCH MORE!!!

Help-Line Details

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 on the day of receipt of your letter. 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)

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

Creative Adventurers!

You may have written your own adventures, either by yourself, or with the help of one of the adventure-writing utilities which are now available for a growing variety of micros. We offer a number of services which may be of assistance to you:

*** PLAY-TESTING:** For a nominal fee of £5.00 per game (effective as from 1.01.88), we shall assess and play-test any adventure that you have written. You will receive a comprehensive report, incorporating our detailed opinion of your game(s), together with our suggestions and comments.

*** MARKETING:** We can arrange for the VERY best adventures to be published nationally through a leading software company. Alternatively, we can share with you our vast experience on how to deal with software companies, how to get your game(s) reviewed in the national press, and many more services...

*** REVIEW:** We shall be pleased to review the adventures which you have written, and which you wish to make available to the general public. Appropriate details of release will also be published by us.

Please ONLY send us adventure games of a high standard (not rejects from the software companies!). Please specify for which micro(s) they will run, and do enclose a map, a listing (if you can), and a step-by-step solution to the game(s).

Dear Fellow Adventurer,

Welcome to MDs Nos 27-28!

The Club has a new President, so turn to page 7 to find out who he is! Owing to a corrupted diskette, we are unable to bring you in this issue our "Game of the Month", "Zork II", and "Hints 'N' Tips" features. Rest assured, however, that they will reappear from MDs Nos 29-30 onwards! To compensate, we have crammed this Dossier with extra adventure reviews (14 in total).

Other 'goodies' include a very special offer on brand-new Atari St's (page 46), a Tolkien Competition (page 22), and a reduction on back issues of MDs (pages 35 and 46).

Also, do not miss our new series on "Adventure Quest" (page 20), the announcement of the winner of the 1987 MATC (page 7), details of our new SIG (page 9), and how you can contribute to the Club by writing reviews (page 24).

Columnists:

- * Fergus McNeill (page 11) recounts a memorable evening among adventurers,
- * Keith Campbell (page 17) tells of another true adventuring story stranger than fiction,
- * Hugh Walker (page 23) announces the "HTW New Year's Honours Awards",
- * Richard Bartle (page 27) examines the main differences between SUAs and MUAs,
- * "Under the Cloak..." (page 29) declares open war on bugs.

Reviews:

- "Gnome Ranger" (page 9), "Nord & Bert" (page 10),
- "Dragon's Tooth" (page 10), "Davy Jones Locker" (page 13),
- "Rigel's Revenge" (page 15), "The Crown of Ramhotep" (page 15),
- "The Energem Enigma" (page 16), "Murder on the Mississippi" (page 16),
- "Plundered Hearts" (page 19), "Not a Penny More" (page 21),
- "Sharpe's Deeds" (page 21), "The Crystal Cavern" (page 22),
- "Tass Times in Tonetown" (page 32), "Mandragore" (page 32).

A big thank you to all the Adventurers who were able to come to the 2nd National Computer Adventurers' Convention. The event was very well attended. Keen eyes will have spotted Pete and Mike Austin, Fergus McNeill, Richard Bartle, Peter Killworth, Peter Gerrard, Tom Gilberts, and the many other 'personalities' who helped to give this event the success that it so deserves.

Finally, do not forget to let us have your votes for our yearly "Golden Chalice Awards" (page 7). There is a kitty of £100.00 to be won in a small competition where we only ask you to predict the Top 3 adventures of 1987 (as opposed to the Top 5 in previous years).

Happy Adventuring!

MEMBERS' SCROLLS

* 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 await to hear from you!

* STAR LETTER *

Dear ACL
PLUNDERED HEARTS will probably cause quite a bit of discussion about sexism in adventures. Although the idea of a game "of interest to a female audience" (or male for that matter) is intrinsically sexist, I don't believe PLUNDERED HEARTS to be patronising to women. Amy Briggs has merely chosen the romantic novel as a framework for her excellent game, much as WITNESS uses the Raymond Chandler like P.I. as its framework. She has not simply produced a Mills & Boon clone and expected women adventurers to play it just for that reason. What obviously is sexist is Infocom's marketing of the game which implies that a romantic "hook" is all that you need to produce an adventure which will appeal to women. No doubt there will be some lively discussion among ACL Members on these points!

Gavin McGarvie, Warlingham.

Dear ACL,
I wholeheartedly agree with Hugh's comments (see MDs Nos 25-26) on so-called "adventurers" collecting solutions and then passing them off as their own. I think that "pirating" solutions for profit is nearly as bad as pirating adventures in the first place.

Neil Shipman, Coalpit Heath.

Dear ACL,
I once again find myself in total agreement with Hugh Walker (see MDs Nos 25-26) in connection this time with the publication of total solutions. I find myself unable to resist dipping into these for the odd clue to solve my latest problem, and from there I am always tempted to keep the clue book open. It quite spoils the game in retrospect, and some time ago I cancelled my subscription to one mag for this reason and burned all the back copies. In the same vein, the issue of clue lists with the games is to be deplored, and THE PAWN, GUILD OF THIEVES and ACHETON by Topologika fall into this category. I would rather have no clues at all, using the odd query to yourselves in emergency.

Barry Hoole, Shepparton (Australia).

Dear ACL,
For Aage Christoffersen: In CASTLE OF TERROR, kill the Count with the spear, and he will turn into a vampire bat. You can then break the spear to make a stake and kill him.

Hazel Miller, Manor Park, London.

Dear ACL,

As a new Member, may I thank you for restoring my belief in my normality. As an adventurer of advanced years, I have endured a lot of ridicule from my family about my solitary and furtive habit. Joining the Club has made me realise there is nothing shameful about locking myself away for hours on end and talking (cursing mostly) at a screen and an obstinate computer.

In MDs No 21/22, Barry Hoole wanted to know the advantage of the legless horse in THE PAWN. Simple! It can carry far more than you.

Michael Miller, Northampton.

Dear ACL,

I was interested to read Pete Austin's comments about the hints page that Level 9 produce (see MDs Nos 25-26). It is by far the best kind of hint-sheet I have seen (although I am by no means an expert) - I was debating for a long time before I sent off for my first hint-sheet, thinking it would spoil the game by telling me what to do before I'd really tried my own ideas, but the way it's laid out is excellent and doesn't give away the solution if you read too far. I do think it would be a good idea to write the clues in code though, because one of my faults is that I tend to read very quickly, and as such find it very difficult to read one clue in isolation without glimpsing other clues by mistake. Perhaps they could print both!

Anne Godley, Brighton.

Dear ACL,

Am I allowed to lend my adventure tapes/discs to my friends? If so, I hope I am allowed to make copies lest the originals become damaged. Gary Power's point about costs (see MDs Nos 23-24) certainly has a bearing on my adventure playing, since I am not able to spend all that I would wish on Adventure playing. As Gary says, "If you can't borrow or copy then you don't play". What must become of the adventures I have where the companies I purchased them from have now ceased trading? Must they languish in some dark Dungeon for eternity, or shall I copy them so that others may enjoy the fun I had. Perhaps someone should set up a bank of old now defunct adventures.

David Swain, Oxford.

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 five Laws have been permanently inscribed on the Scroll, for posterity.

* Law No 6: "There are two ways to solve a puzzle - the way you try, and the correct way".

(Prize of £10.00 awarded to Josep M. Oriol Marti)

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.

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 (with a coefficient factor from 1 to 3). Credits will be given on EVERY complete adventure game received, and will be awarded on the following basis:

- The COMPLETE solution to 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 commands, etc...).
- Difficulty of the game.

We shall keep a running total of all Credits given to Members, and the current Top 5 will be published in every issue. 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 to 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 18.12.87
=====

- 1st Prize: Mr A. Phillips, London.....227 Credits
- 2nd Prize: Mr J. Barnsley, Stafford.....224 Credits
- 3rd Prize: Mrs L. Abercrombie, Doncaster.....146 Credits
- 4th Prize: Mrs J. Rowe, Launceston.....131 Credits
- 5th Prize: Mr N. Shipman, Coalpit Heath.....117 Credits

This competition closes on 15.04.88. (Entries received after this date will qualify for our next competition).

* IMPORTANT: The Top 5 winners will be announced in MDs Nos 31-32. 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 - November/December 1987)

- No 1 (-) JINXTER (Rainbird Software/Magnetic Scrolls)
- No 2 (6) GUILD OF THIEVES (Rainbird Software/Magnetic Scrolls)
- No 3 (1) GNOME RANGER (Level 9 Computing)
- No 4 (9) KNIGHT ORC (Rainbird Software/Level 9 Computing)
- No 5 (8) RIGEL'S REVENGE (Mastertronic)

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

ACL Presidential Election (Results)

During the course of the election, nominee Peter Austin informed us that, for various personal reasons, he wished to drop out of the contest. We are thus pleased to announce the final results:

- CAMPBELL, Keith...: 353 votes
- GERRARD, Mike.....: 337 votes

Our congratulations go to Keith Campbell, for becoming the first president-elect of ACL, and to Mike Gerrard for being a very close runner-up. We also thank both candidates (who did not ask to be nominated in the first instance!), and all the Members who bothered to cast their vote.

1987 GOLDEN CHALICE AWARDS

As is now usual at this time of the year, Members are invited to vote for our "1987 Golden Chalice Awards". These awards will be presented to the best adventures of 1987, and your votes are essential to ensure that your favourite adventures of the year obtain fame and recognition.

The "Golden Chalice Awards" are widely recognised as being the most important and the most prestigious in the adventuring world, since they are currently the only awards which derive exclusively from the votes of hundreds of dedicated adventurers. The result of the Awards is normally printed in several national computer magazines, so make sure that your cast your votes. Your opinion does matter!

Please contact us by letter or by telephone to let us have a list of your Top 3 adventures, in order of preference. To qualify, these adventures must have been released between November 1986 and December 1987 (both months inclusive).

In addition, please let us have a second list of the Top 3 adventures which, IN YOUR OPINION, will be placed 1st, 2nd, and 3rd (this may be different from your own personal selections). There is a prize of £100.00 to be divided equally among those Members who correctly predict the final results.

Please note that all votes must be received by us on 20.02.87 at the latest. The results of the Awards will be published in MDs Nos 29-30.

1986/1987 MATC (Results)
=====

Our congratulations go to:

Mr Anthony M. Gordon
1987 Master Adventurer

Mr Gordon is awarded a Special Scroll of Merit, and the 6th prize for his score of 95.56%. Other winners have been notified individually.

"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 most interesting, irritating, or witty bugs, together with the senders' name. Happy hunting!

* BOOK OF THE DEAD - The Commodore 64 version contains a number of fatal bugs (eg. the Rope at the Bottom of the Cliff) which prevent the adventure from being completed. C.R.L have informed us that a corrected version will NOT be released, and we have consequently withdrawn this version from our software pages. Both other versions are fine (ACL Editorial Team).

* JACK THE RIPPER - The Commodore 64 version contains a buglet in Part 1, whereby EXAMINE DOLLS (on the Mantelpiece) does not reveal the Scottish Doll, French Doll, and Baby Doll that it should. A fatal bug has crept into Part 3 of the Spectrum version whereby the game crashes when one goes East from the Crossroads. C.R.L have confirmed to us that both these versions are being corrected (MIKE ASPLAND from Ashford).

* BORDER ZONE - The SAVE feature on the Commodore version does not work. Activision have informed us that Infocom are presently reprogramming this version (HUGH T. WALKER from Burpham).

* JINXTER - Early Atari ST versions contain a fatal bug whereby going South in the Pub (as implied in the location description) crashes the game. Rainbird are aware of the problem, and have rectified it. (JEAN-PIERRE MAUROUX from Wembley).

* RIGEL'S REVENGE - Early Amstrad CPC versions have a fatal bug in Part 2, whereby the player cannot leave the first location. Mastertronics have confirmed to us that a new master was produced, and that subsequent production copies are O.K. (ACL Editorial Team).

* VILLAGE OF THE LOST SOULS - BBC. If you go SouthWest from the crossroads while wearing the boots, you can pass straight through the doors of the gatehouse without unsealing and opening them (NEIL SHIPMAN from Coalpit Heath).

* JOURNEY TO THE CENTRE OF EDDY SMITH'S HEAD - Spectrum version. Having obtained the Spade, go to the Cemetery to dig. A message will then appear to say that hands drag you down... Press 'R' for Redescribe, and the screen will go blank with [Integer out of range] printed (TERENCE HOLLANDS from London).

* THE CURSE OF THE SEVEN FACES - Spectrum version. Here are a few suggestions of words to be typed into this fine adventure for unusual responses: BASIC, RUN, TONY BRIDGE, VER and finally, ALAN (CRAIG DAVIES from Hambleton).

New Release: GNOME RANGER.

Available from Level 9 Computing for a variety of micros (see page 39 for details of prices and availabilities).

* Sam's Review: With the aid of a teleport scroll, Ingrid the gnome's exasperated family banish her to the wilderness. Your task? Simply to lead her home again.

GNOME RANGER is a three part graphical adventure from Level 9. In each part Ingrid must complete some task before she (and you) can move on. Part one involves releasing an area of the land from the clutches of an evil witch. Next you must practise some alchemy, ultimately using it to repair a withered tea bush. The final part sees Ingrid gathering gems in order to persuade a particularly obnoxious gate to let her pass.

Unfortunately all three parts suffer from a general lack of polish, giving the game a slightly amateurish feel. There are a few bugs and quirks and while these do not spoil the game, a little more effort playtesting GNOME RANGER would have probably ironed them out.

Probably the game's most impressive feature is your ability to interact with the other creatures which inhabit the land. Once you have recruited a creature (usually by helping it in some way) you are at liberty to issue it commands such as GO TO THE HILL. PICK THE THISTLE THEN FIND ME AND GIVE IT TO ME. The creature will then wander off and if possible carry out its objective leaving you free to do something else. This is not just a gimmick though, to complete a lot of the excellent puzzles in this game you will need the assistance of other characters.

The parser can handle high level commands such as FIND <noun> and GO TO <noun> but seems to fall down occasionally on seemingly simple requests often due to lack of vocabulary.

Atmospherically the game varies. Key locations are well described with often very humorous prose. The "linking" locations, however, are very brief, most including just one line of description and the visible exits. I think Level 9 intends you to ignore these using the GO TO command for movement. The (Atari) ST graphics are digitised and while being very pretty don't really add a lot to the game.

In conclusion, I found GNOME RANGER an enjoyable and amusing game. The humour and likeable characters give it the air of a classic fairy tale which makes a change from the more usual "if it moves, kill it" style of a lot of adventures.

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

* GETTING STARTED: To get into the shop simply 42-15-2-174. Having trouble picking an item from the shop's stock? The only object needed from there is the 206.

STOP PRESS: ACL have just established a SIG on the "Fox's Den" Bulletin Board. The number to ring (modem only) is 0689-27085 (local rate from London). Baud rates: V22 ONLY between 13.00 and 17.00. V21 and V23 outside these hours. The SIG has been established by courtesy of Barry Freeman (Sysop).

#10
NORD & BERT COULDN'T MAKE HEAD OR TAIL OF IT by Activision/Infocom.
Available on disk for a variety of micros (see page 41 for details).

* **Sam's Review:** In the normally quiet town of Punster there have been some very strange goings-on recently. It seems that the kind of trickery normally confined to language is starting to have an effect on everyday life. In some cases, actions that were once simple to perform now require the use of old, time-worn phrases; in others, objects and even citizens have been transformed into strange mutations of their previous selves. Something must be done, and you've volunteered to do it!

NORD & BERT is a collection of eight short stories each of which is based on puzzles related to various forms of wordplay, such as clichés, spoonerisms and idioms. Each story can be played independently of the others and in any order, although the last one can only be attempted after completing the first seven. NORD & BERT probably shouldn't be classed as an adventure in the usual sense of the word as many of the features usually associated with an adventure game are absent here. There is no need to make a map, for example. All the locations available to you are displayed in a status line at the top of the screen - to move to your chosen location you merely type its name. There is very little manipulation of objects, most puzzles being solved by spotting a description or situation to which wordplay can be applied. For example, if you were to see a molehill in a location description, typing MAKE MOUNTAIN OUT OF MOLEHILL would be sufficient to solve that puzzle. Included in the game is a set of on-line hints which give a complete solution. This is helpful as some of the use of language suffers from being peculiar to American English or simply too obscure.

If the idea of this kind of verbal jumping-through-hoops appeals to you, you should find NORD & BERT highly enjoyable, but if you buy it expecting a conventional adventure game you will probably be disappointed.

ATMOSPHERE: 10/20 - VOCABULARY: 12/20 - GRAPHICS: N/A
PSR: 9/20.

DRAGON'S TOOTH from Incentive Software.
Available with THE ALIEN FROM OUTER SPACE for the BBC B (£7.95).

* **The Scribe's Review:** An evil sorcerer has created a dragon and cursed the land. An elf from your village slays the dragon but is himself killed - and the sorcerer still has its tooth which is the force for the curse. You must find the tooth and take it to a friendly wizard so that he can destroy it.

Although there are 60+ locations nearly one third of these make up a maze and only 3 have graphics! Descriptions are brief and the adventure abounds with illogicalities and bugs. Incentive must have released this as an example of how not to write an adventure using the GAC - or, perhaps, how not to write one at all. Better than having blank tape on the flip side of THE ALIEN - but only just!

ATMOSPHERE: 5/20 - VOCABULARY: 7/20 - GRAPHICS: 3/20
PSR: 3/20.

"Wan Leettle Waffur-Then Meent..."

#11

It was a dark and stormy night! Suddenly, a shot rang out, a door slammed, a pirate ship appeared on the horizon! Meanwhile, on a small and inconsequential stand, somewhere in the hustle and bustle of the 1987 PCW Show, Keith Campbell towered over Fergus McNeill (that's me) and prepared to speak.

Silence fell!

Not many people tower over me, but as Keith does, I decided to hear him out.

"I was thinking," he intoned from somewhere reasonably high above, "of getting all the adventure-type people together..."

"Yes?!" I remarked.

"Yes," he confirmed,

"Perhaps we could all go out of an evening, have dinner, take in a movie, see who can order the most staggeringly improbable beverage at one of the local taverns..."

Within seconds, everyone had agreed to come.

As the show closed that evening, a large and unsavoury bunch of fellows had gathered. The merry throng comprised: Keith Campbell (C+VG), Dave and Janet Lebling (Infocom), Tim Gilberts (Gilsoft), Pete, Mike and Nick Austin and John Jones-Steel (Level 9), somebody whose name escapes me (Magnetic Scrolls), Priscilla Langridge and Marian Scarlett (St Bride's), a small and unobtrusive man from a Danish magazine whose name I would have remembered had I not lost his card, Anna Popkess, The Jester and myself (Delta 4/Abstract Concepts), and several other people too worthy for my humble mentions (yes, I've forgotten their names as well - sorry, whoever you were). At the tremendous risk of disappointing us all, that Pawn-o-graphic princess, Anita Sinclair decided not to join us.

Arriving by car, foot and spontaneous combustion, most of us managed a successful rendez-vous at a small waterhole, not an ICBM's throw from Olympia. A kitty was started for some obscure reason, and pretty soon the entire hostelry was alive with the sound of slurred speech and tinkling glasses, probably the liveliest evening the pub had seen since the removal of prohibition (or last year's PCW show). A fair amount was drunk by all except the Jester, who missed out on at least one round due to his valiant but futile negotiations with the Neanderthal cigarette machine in the corner which refused to believe that the £1 and 50p pieces were indeed valid coins of the realm.

Several photographic disasters into the evening, Keith grumpily announced that the sardine-tin effect was not really what the young people of today wanted, and hit upon the idea of going outside for a nice big 'family shot'. Everyone trooped out into the cool and streetlit evening, assumed the position (albeit a rather scrum-like one) and, one by one, braver members of the party took turns at dashing out into the road with a camera, shouting "CHEESE!", and narrowly avoiding being run over by articulated lorries (don't try this at home, kiddies!)

.../...

After various obscene jokes had been told to get everyone smiling, the film finally ran out and, pausing only long enough for another few rounds, our merry cavalcade launched out into the night in a spirited attempt to discover the whereabouts of the fabled 'Bistro Bonita' ("where," Keith whispered to me confidentially, "Bonita himself serves you!").

As we walked, I discussed the various merits of Italian cuisine (fast and slow varieties) with the Leblings. "In America, when you want a pizza," Dave explained, "you never," he continued, "go to a chain-store, like Pizza Hut or Pizzaland or whatever it is you have over here." "Oh." I said, letting him know by my tone of voice that I was an avid visitor of Pizza Hut restaurants, and very interested in anywhere that was better. "You just go to a local pizza place." he explained kindly, "In the States, all pizza places have a wide range of toppings and allow you to design your own selection..." Thus convinced of American superiority on the Pizza front, we discovered Bonita's Bistro, cunningly fashioned out of grimy stonework to look like an Italian restaurant on the Earl's Court Road. And no wonder, because it was!

We ventured inside, and thanks to the loss of 1 or 2 people along the way, managed to fit into a long, warmly lit room at the back of the establishment, which was almost completely occupied by a long banquet-style table. After some moments of high-level talks, seating was discovered for everyone and Bonita (with henchpersons in tow) broke out the emergency supply of menus and began hurling them about the table.

The Jester disgusted several people by ordering a great deal of chips with his Cannelloni, but this was quickly overlooked as the wine-selecting began. Several Fiat-style dishes, a remarkable amount of wine and 3 bottles of mineral water were ordered, and we all sat back while Bonita sent out for extra staff.

Adventurous small-talk ensued, and several people wandered off to locate the conveniences. Cigarette smoke drifted lazily in the red light above the table. At about this point, I decided it was time to let the small, furry animal out of the bag and make my major announcement. Yes, it's true! I am lucky enough to be engaged to the beautiful Anna Popkess of Abstract Concepts. The wedding will be some time next year and, unless you know us personally, you're probably not invited. Getting back to our story, this announcement was greeted by a loud "Congratulations!" from most of the table, and Keith, being the intrepid journalist he is, instantly demanded a C+VG exclusive on the news and took several candid photos.

Without warning, the food arrived! In several stages!

Minutes later, the empties were piling up and reinforcements were sent for. A small war broke out over custody of the chips, but everything soon settled down. We were lucky enough to be sitting opposite John Jones-Steel and we were privileged to hear all the gory details of his 'operation', including the particularly nasty bit where an orderly (who was obviously a bit inexperienced in such matters) shaved the wrong regions entirely. Despite such appalling circumstances, we soldiered on and completed our repast.

A mid-binge dispute between Infocom and Magnetic Scrolls almost got out of hand as Mrs Lebling attempted to play 'The Star-Spangled Banner' by blowing across the top of an empty wine bottle. The Magnetic Scrolls person complained bitterly that this was "lowering the tone" and bandied such phrases as "not really suitable" with alarming frequency. Always stirrers of trouble, The Jester and colleagues started an under-the-table bottle-passing conspiracy so that, when the enraged Maggot Rolls rep forcibly removed the bottle from Mrs Lebling, she was ready with plenty more empties to mount a further assault!

And then it was over. The sweet trolley came along, the traditional anthem of "but I only had the soup" was sung as the kitty was counted and bolstered repeatedly until it resembled the bill. What was left over (quite a bit, as I recall) was donated to charity, and we all wandered off into the night feeling quite good and very full. Luckily, our hotel was just around the corner.

Chronicled by ACL roving reporter Fergus McNeill.

NB. It should be noted that a lot of wine was ordered on the evening in question. Fergus McNeill would like to apologise to everyone whose names he forgot and also wishes to point out that a great deal of this account is wildly inaccurate (as they say) or just plain made-up. But that was more or less how it happened...

DAVY JONES LOCKER from River Adventures (with another adventure).
 Available for the Spectrum 48 and Commodore 64 (£2.50 each).

* The Scourge's Review: DAVY JONES LOCKER recounts the strange circumstances which overtook the survivors of LIFEBOAT (River Adventures) before their eventual rescue... as well as explaining another mysterious 'natural' phenomenon.

This not-entirely-serious adventure presents no mean challenge and would be quite tough without availing oneself of the coded hints which are offered by HELP... but even if you take all the aid on offer, there is plenty for you to find out for yourself in this game which flows along so nicely.

The humour is provided both by the surreal situations in which you are immersed and by the excruciating one-liners which serve to raise the mood (... ahem... if not the tone!).

Another winning combination of River Adventures + PAW. Buy it!

ATMOSPHERE: 17/20 - VOCABULARY: 15/20 - GRAPHICS: N/A
 PSR: 16/20.

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 in one issue only, so please let us know if you want them to be re-included in subsequent Dossiers. This service is FREE to all Members. (Please note that we are not responsible nor liable for any consequence arising from this service).

* Jean-Pierre Mauroux, 2 Lorraine Court, Talbot Road, Wembley, Middlesex, would like to sell KNIGHT ORC for the ATARI ST (£15.00).

* Sharon Lowndes, Windermere, 54 Blackberry Lane, Four Marks, Alton, Hants, GU34 5DF, wishes to buy original adventure disks for the COMMODORE 64. She is a new disk-owner, and is interested in older adventure games. Please send a list of titles, with prices required.

* Mr G.M. Rooney, 14 Waldron Road, Harrow-on-the-Hill, Middlesex, HA1 3LN, tel: 01-423 5287, would like to swap ENCHANTER and HOLLYWOOD HIJINX on a one-to-one basis for WISHBRINGER, ZORK I, SORCERER, MOONMIST, INFIDEL, or HITCH-HIKERS GUIDE TO THE GALAXY. All titles mint originals for the AMSTRAD CPC/PCW.

* Mr D.P. Rumsey, 167 Eastbourne Road, Lower Willingdon, Nr. Eastbourne, Sussex, BN20 9NB, tel: 03212-2737, would like to sell THE PAWN, PLANETFALL, HEROES OF KARN, and JEWELS OF DARKNESS - all titles mint and originals at reduced prices for the AMSTRAD PCW8512 (CP/M versions).

* John Manuel, 18 Oakmont Drive, Cowplain, Portsmouth, PO8 8TH, tel: 0705-253667, would like to sell ZORK III (£10.00), ENCHANTER (£12.50), THE LURKING HORROR (£15.00), and STATIONFALL (£15.00). All titles for the ATARI 800 XL.

* Jack Lockerby, 44 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL, would like to sell THE PAWN for the SPECTRUM 128K (£8.00), and THE GRAPHIC ADVENTURE CREATOR for the COMMODORE 64 (disk version: £12.00).

* Peter Townsend, 3 Burlay Road, Longroyd Bridge, Huddersfield, Yorkshire, HD1 3NH, tel: 0484-543943, would like to buy, borrow, or swap THEY SAY THE WORLD WILL DIE IN FIRE AND ICE (by Electric Software around 1984). Please write, or ring after 6.00pm any day.

* Stig Axelson, Granliden 32, S-330 27 Hestra, Sweden, would like to get in touch with adventurers in Scandinavia.

RIGEL'S REVENGE from Mastertronics.

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

* Oberonides' Review: In this game, you play a 22nd century news reporter. The Federation have pacified almost all the universe, but small bands of rebels still exist. One such band is on the planet Rigel V, who claim to have a Doomsday machine. Your partner Elliot has infiltrated the Rebel forces, and you are going to meet him when an almighty explosion occurs. The game starts here.

This two-part adventure is quite an interesting one. Some neat, if rather unoriginal, puzzles will greet you, and hold your attention. The system is excellent for a budget game, with RAM SAVE/LOAD, a fair parser, and Infocom-style footnotes. Vocabulary is mostly quite good, with provisions for quite complex input, but you cannot use IT to refer back to an object - which is annoying. A clever feature is to use graphics to let you see some objects rather than describe them. For example, instead of saying "The stun-gun is empty", it shows you the gun with the power gauge reading Empty. This is a stylish but cheap adventure that will entertain, though not enthrall.

ATMOSPHERE: 11/20 - VOCABULARY: 14/20 - GRAPHICS: 14/20
PSR: 13/20.

* GETTING STARTED: If you are still in the dark in the first location, read the loading screen again (Solution: 44-259).

THE CROWN OF RAMHOTEP from Tartan Software.
Available with THE PROSPECTOR for the Spectrum 48 (£1.99).

* The Scourge's Review: THE CROWN OF RAMHOTEP is yet another gem from Gladys and Gerry Officer, released under the guidance of Tartan Software. Although my pre-release copy had a couple of bugs and was a little (unfairly) obscure in parts, I really enjoyed the way in which the game drew me on through its intricacies.

While your ultimate quest is the eponymous Crown, your first problem is that you arrive in Egypt without the funds needed to equip your expedition. You don't even have the price of a square meal and there is the (compulsory) 'hunger routine' to overcome... but the first bug is that you must not be in too much of a hurry to eat!

Once inside the Pyramid you are up against time limits set by your lamp-life and air supply... the RAM SAVE renders these challenges bearable. Towards the end there are a couple of things which you have to do which you are told that you cannot, unless you are in the right place(s). In spite of these and other blemishes, I had a few evenings of fun and frustration and, if (even) I enjoyed it... well, it must be good!

With THE PROSPECTOR on the reverse of the tape, what more can you ask?

ATMOSPHERE: 16/20 - VOCABULARY: 11/20 - GRAPHICS: 12/20
PSR: 14/20.

* GETTING STARTED: Do not 47 the 130.

New Release: THE ENERGEM ENIGMA.

Available from Precision Games for the Spectrum 48 (£4.99), and for the Commodore 64 (£5.99).

* The Scourge's Review: I thoroughly enjoyed THE EXTRICATOR in which you rescued the Professor and to which this game purports to be the sequel; thus I loaded it with eager anticipation.

Ahem! It seems that the Professor needs some energy emitting gems, found only on the planet Edam; but... the enemy are onto his project and the last agent failed to return. Having thus disposed of the Prof., as well as any vestige of a connection with THE EXTRICATOR, you set off in search of not only the 'energems' but also most of your equipment which your predecessor scattered over the face of Edam. You begin with only your oxygen bottles, five in all with 150 units of air per bottle. Oxygen use varies: Normal movement (etc) commands use 1 unit; WAIT uses 11 units, while the CHECK AIR command uses 2 units. This time limit was either grafted on at the end or was promptly forgotten about; thus, when you examine an empty tin, you are told 'It is full of air, what did you expect?', furthermore, when you inflate a beach ball there is no need to 'Remove Mask' etc... just BLOW BALL, using 1 unit of air!

Further examples of carelessness and puerile humour abound throughout this game which only the strategy of air-conservation raises from utter rubbish to the giddy heights of mediocrity.

ATMOSPHERE: 5/20 - VOCABULARY: 8/20 - GRAPHICS: 10/20
PSR: 7/20.

* GETTING STARTED: In the Forest, 30-205.

MURDER ON THE MISSISSIPPI from Activision.
Available on disk for the Commodore 64 (£14.99) and Apple II (£24.99).

* The Seeker's Review: You (as Sir Charles Foxworth) and your loyal companion Regis Phelps, are enjoying a pleasant cruise upon the Mississippi riverboat the "Delta Princess", when you stumble across a blood-soaked corpse in one of the cabins.

After identifying the body, you set about gathering clues and questioning suspects in an effort to find the murderer(ess) before docking at New Orleans in three days time.

This is an Arcade/Strategy/Adventure game controlled entirely with a joystick. The top half of the screen scrolls to show your surroundings, while the bottom half contains commands, instructions, and also any relevant text.

This is an enjoyable game which can have you tearing your hair out in frustration, as you try to gather enough evidence to accuse and apprehend the culprit.

The one sore point about the game is that movement can come to a sudden halt, as there are a few places you can guide Sir Charles into, but not out of. This is very annoying, as the only solution is to re-start the game from a saved position.

PSR: 14/20.

* KEITH CAMPBELL'S PAGES.

TRUTH IS STRANGER... THAN AN ADVENTURE

Long standing readers of Computer + Video Games may remember a feature about The Stranglers in the November 1984 issue. They were launching the cassette version of their new album, Aural Sculpture, with an adventure, Aural Quest on the back of the tape. Readers may be forgiven if they assumed that an exclusive interview had been arranged through official channels - but nothing could have been further from the truth! The whole thing came about through a remarkable series of coincidences!

Writing a large adventure column during evenings and weekends, not to mention replying to Helpline letters, takes a lot of time. So when my oldest son, Bruce, got rid of his wreck of a car, and the computer 'car dating' agency came up with a slightly better wreck, my heart sank when I heard the address was in Seaford, a town some 18 miles away. I knew I was going to get a sudden request for a lift - and I was coming up to a deadline!

After a bit of nagging, I decided I would get no peace and quiet anyway, so I laid down the law: "I must be back by 9 o'clock - I've a lot to do." So off we set.

I knew Seaford quite well, having lived there for a couple of years some time earlier, and we soon found the address. The car was a Capri, and rust is very difficult to detect under street lighting! However, after a look around and a short ride in it, Bruce decided to buy it. He could not obtain cash until the Friday, but the vendor was quite happy: "I've got the week off from my milk round, so I'll be in working on my computer - call anytime."

Naturally my ears pricked up at the word 'computer', and I enquired what he used it for. "Well, it's a Spectrum, and we write games for it."

"Games, eh? Do you ever read C+VG?" I asked.

"Not always - it's too expensive for us to advertise in," he explained, leading us into the house to sort out the paperwork.

Advertise? I was intrigued. Who are 'we'? "What do you advertise, when you are advertising?" I continued, determined to get to the bottom of this. "Well, we have a Spectrum Toolkit utility on the market, and we're just getting near to the end of writing a game," he answered, dragging out a log book for the Capri.

By now, he was beginning to wonder why I should be so interested - after all, it's not every second-hand car purchaser that takes an interest in computer games! "Are you into computer games, then?" he asked, and I explained I 'wrote a bit' in C+VG. By now he was into car transaction with my son, and discovered his name was Campbell. Suddenly the penny dropped, so did the paperwork, and he fled upstairs, calling "Follow me, have I got something to show you!"

In a spare room was Paul, slaving away over a Spectrum writing - yes, an Adventure! It was to be called Dreamworld, involving the player in a series of dreams. "No!" I protested, "There's already an adventure called Dreamworld on the market!" "Never heard of one". He looked decidedly doubtful, until I told him that I wrote it, and it was sold by Molimerx.

So I had a preview of the game, and by now my son was beginning to get impatient. "Come on Dad - I thought you said you wanted to be back by 9," he complained. "I'm supposed to be meeting my girl friend at quarter past!"

Eventually we left, with a promise of a pre-release copy of the game, which was later renamed The Sandman Cometh. The car vendor was Mike Turner, who later came to write some program listings for C+VG under his Star Dreams label.

Mike was a great Pimania fan, and related to me how he and his co-programmers had travelled to the site of a chalk horse the previous year, but this year was SURE he had the right venue. We both agreed on the date, but Mike wouldn't divulge his suspected location.

A couple of months later, Mike rang me in a state of excitement. It turned out he was a friend of Stranglers' keyboard player Dave Greenfield, having been to school with him (Varndean School in Brighton, coincidentally the same school as myself) and had been best man at his wedding. Dave was coming to stay at his place for a few days, direct from Belgium with some recordings of his latest album Aural Sculpture. On the back of the cassette version an adventure, Aural Quest, written by Mike, was to be included. Was I interested?

Thus it was that I got to meet Dave, an enthusiastic adventure player, and came away with an exclusive interview to go with the review of the game.

Some months later, my wife arranged to meet a long lost friend from some fifteen years back, in the town, for a spot of shopping and lunch. We hadn't long returned to the area, and it had taken some time to track her down.

Over lunch they chatted about old times, and then there was some mention that I wrote for a computer magazine. Her friend's teenage daughter said "My uncle does, too!" "What magazine?" asked my wife, but the girl could not remember, although she was sure she would recognise it if she saw it in a shop. "OK," said my wife, "we'll go to Smiths, and I'll point out my husband's magazine, and you can point out your uncle's!"

They searched the shelves, but neither could find the magazines they were looking for. Shortly afterwards, they parted company, my wife thinking that it was an unusual coincidence that both magazines should have been sold out at the same time!

Suddenly, she worked it out! It was the SAME magazine, and the uncle was none other than Mike Turner!

The following July, I duly rang Mike on the 23rd to see if he had claimed Pimania's Golden Sundial - as he was sure he would. "Nah! The flipping car broke down before we got furthermore than a couple of miles down the road. By the time I'd manage to contact a friend with a car, who was willing to give us a lift, it was too late. Still, never mind - next year!"

The next year the prize was claimed - not by Mike, but by a couple of ladies from Yorkshire. And the correct location was... less than a couple of miles from Mike's house! He wouldn't even have needed the car to get there! In fact, I reckon that probably no other Pimaniac or adventure enthusiast lived nearer to the spot than himself!

New Release: PLUNDERED HEARTS.

Available on disk only from Activision/Infocom for a variety of micros (see page 41 for details).

* Sam's Review: When Jean Lafond, governor of West Indian isle St. Sinistra, informs you that your elderly father is ailing you set sail at once from seventeenth century England to care for him, little expecting the breathtaking train of events that follow...

PLUNDERED HEARTS is Amy Briggs' first adventure for Infocom. She has written the game very much in the style of a romantic novel, for example the lead male is a dashing pirate captain with the wind-tousled chestnut hair, sea-blue eyes etc. typical of the genre.

However don't be fooled by Infocom's marketing of this game, this is definitely not your typical "romance on the high seas" story. Instead Amy Briggs has created a clever pastiche of the Mills & Boon type novel with the heroine constantly getting the hot-headed and somewhat inept pirate captain out of sticky situations. When was the last time you read a Barbara Cartland story in which the female protagonist dispatches a crocodile?

The adventure is extremely well structured with the player being led skilfully through the action which starts slowly and builds up to a very dramatic and satisfactory conclusion. Along the way there are, of course, various puzzles to solve. These are on the whole easier than usual for Infocom, and expert adventurers may find that they finish the game after only several hours of play.

As is normal for Infocom, the game's vocabulary and parser are good with suitable responses to most reasonable actions.

All in all PLUNDERED HEARTS is a highly enjoyable game, very well written and with a strong plot. If you are an experienced adventurer you may find the game a little too easy but otherwise this adventure is well worth playing.

ATMOSPHERE: 17/20 - VOCABULARY: 15/20 - GRAPHICS: N/A
PSR: 16/20.

* GETTING STARTED: Need a disguise onboard the pirate ship? (Go 237 from the 78-105, 54 the 261, and 33-15 the 153 you find here).

ADVENTURE QUEST (Part 1)

You start the adventure beside the familiar, small brick-building where your exploits in COLOSSAL ADVENTURE began. Enter it (6). All the objects found within are 75, and will have to be 132. Nothing can be done, however, with the 203. Simply note its presence. Go out, then South until you reach the Iron Grate. Can this be opened? (218). Go South once more. How to get the Orchid? (Hint: 32-167. Solution: 21-228 first). Return to the Grate, then East to find an 192. Go Upwards, round the Pinnacle, until a Wizard hands you a 70. 46 it for some VERY important clues as to the purpose and goal of your Quest. There is also a 121 lying on the ground. Take it then 21 it to see what happens! Well, you should not die of hunger in this game, since the supply of 162 from it is endless. Soon, a pack of wolves will stalk you. These are pests which must be dealt with immediately. To do so, simply 52-167 (do not leave it behind you!). Return to the Grate, then go West. A small maze of forest lies on that side of the road. To negotiate it, go 241 twice. When you reach the 225, go 245 (without 197 anything) to collect the 135. To go back to the Road, simply retrace your steps. Find the Unicorn (237 from where you found the Onion), then try to go 237. How to deal with the Unicorn? (Hint: 56 it 167. Solution: 56-136). Carry on Northwards, and collect the 150 (which you can WAVE), and the 116 (which you can PLAY). Return to the Building. To the North, lies a trackless Desert which you will have to negotiate. It is a maze of 6 locations, and it also contains a nasty monster. As is to be expected in a Desert, carrying a 190 (80, naturally) is essential. From the South Edge of the Desert, go North twice, deep in the Desert. Go East twice, to reach a black Pillar. Nothing can be done here, but note the white Dot half-way up it (the significance of these Dots will become clearer later on in the adventure). As you travel in the Desert, you will suddenly hear "sand sliding softly in the distance". If you are not careful, the sound will come closer and closer, and a Worm will appear and swallow you. Can you defeat the Worm? (218). Can you avoid the Worm? (217. The key to this puzzle is understanding that it 193 when you do. If you 48-17 (type 125, for instance) the Worm will go 4. You are thus able to control its movements, and guarantee your eventual survival. From the Pillar, go West twice (at this stage, going South will take you back to the edge of the Desert). To cross the Desert, though, you will now need to go West, then North (when very thirsty, simply 36-270). From the location in the Desert above the Canyon, carry on Eastwards until you reach the Pyramid guarded by the Sphinx. Ignore it for the time being, and go East then North to a Wadi. This is a good place to drop your possessions. You will have to cross the Desert once more to ferry your remaining possessions but, since your Bottle is now empty, try to find the Oasis which was mentioned earlier on (the directions are West, West, then South). Problems with the Djinn? (You 144 get 208 it for the time being). Thus, make sure that you do not waste any moves when you cross the Desert again. Avoiding the Worm, bring across the remainder of the items that you found, in several trips if necessary (water is always available, Down in the Building at the start).

To Be Continued in MDs Nos 29-30.

New Release: NOT A PENNY MORE, NOT A PENNY LESS. Available from Domark Ltd. for the Atari ST (disk: £19.95), and for the Commodore 64 (tape: £14.95 - disk: £16.95).

* Sam's Review: You have been swindled by notorious international crook Harvey Metcalfe. Discovering that the police are unable to help, you and the other three victims decide to get the money back by whatever means are necessary.

This adventure is based on Jeffrey Archer's bestselling novel of the same name, a copy of which is included in the box and must be read to make any progress in the game.

Domark Ltd. have packed this adventure with 'features' such as digitised speech and graphics (not BBC) but unfortunately this is not enough to disguise just how bad the game itself is. Descriptions of locations and events are completely without atmosphere, and the graphics in no way compensate for this. The speech, although fairly interesting to start with, quickly becomes irritating as yet again the game pauses for a voice to read something that can already be seen in the text. It is, however, possible to turn off both speech and graphics.

The parser is one of the unfriendliest I've ever seen. It suffers from a very limited vocabulary and requires exact phrasing of the sentences it does understand, leading to endless frustration. For example, directions all have to be typed in full, short forms such as NE are not allowed. To make matters worse the frequent "I don't understand" type complaints are unhelpful and often sarcastic.

It looks as if Domark are relying on people to buy this game because of the various gimmicks and association with Jeffrey Archer rather than on its own (lack of) merits.

Definitely not recommended.

ATMOSPHERE: 2/20 - VOCABULARY: 5/20 - GRAPHICS: 9/20
PSR: 2/20.

* GETTING STARTED: 38 the 261 in your 181, and 46 the 164 found 19.

SHARPE'S DEEDS from Incentive Software.
Available together with BLACK FOUNTAIN for the Amstrad CPCs (£7.95).

* Oberonides' Review: This game places you in the pleasant situation of being about to inherit the huge estate of your late great-uncle, Ferdinand Sharpe. However, to receive the inheritance, you must perform certain tasks as stipulated in Sharpe's will.

This is a competent adventure with quite a large playing area. There are several characters to talk to, and many objects to manipulate. I found myself quite engrossed, and spent most of an evening trying to unlock its secrets. My major criticism is that I succeeded rather quickly, as the game is very easy with problems being restricted to EXAMINING objects and working out what to give to whom. All in all a nice adventure which I would recommend for the novice, but which hardened explorers will find a cinch.

ATMOSPHERE: 14/20 - VOCABULARY: 13/20 - GRAPHICS: 9/20
PSR: 14/20.

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 other fellow Adventurers helping you!

In this issue, we should like to thank particularly Antony Norris, Hazel Miller, and Anthony Gordon for their most useful contributions.

* Has any Member completed PLAY IT AGAIN SAM, INSPECTOR FLUNKETT, and/or THE MYSTERY OF ARKHAM MANOR? If so, a full solution to each game for the ACL database would be very much appreciated!

* Nick Marks cannot find the Emerald to get into the Mansion in WIZARDS CROWN.

* William Davidson cannot pick up the Mask in THE GOLDEN MASK (from Compass Software). How does one defeat the Medusa which guards it?

New Release: THE CRYSTAL CAVERN.

Available from Handasoft for the Spectrum 48 (£1.99).

* The Scourge's Review: THE CRYSTAL CAVERN is a magical quest which may be to rescue Merlin from the enchantment of Nimue... or, on the other hand, possibly it isn't.

The game is written with The Quill, Illustrator and Patch, sporting superb graphics, a RAMSAVE and a glorious absence of bugs.

The game logic is excellent and the intelligence of the author is obvious and I bet that he is a wizard at cryptic crosswords... you are hereby warned! All the information which you require is in the game somewhere... all you need to do is to sort out where and when to use it.

My only quibble is that the author thinks that putting on a Radiation Suit is sufficient to cure an already received lethal dose of radiation... er... wrong!!

ATMOSPHERE: 17/20. VOCABULARY: 12/20. GRAPHICS: 16/20
PSR: 14/20.

* GETTING STARTED: To get light (20-"195", then 58-243, etc...).

TOLKIEN COMPETITION
=====

Melbourne House have kindly given us 20 J.R.R. Tolkien coffee mugs, to be offered as prizes in a small competition.

To receive your FREE mug, simply answer the following questions:

- 1) What do the initials J.R.R. stand for?
- 2) At which University did Tolkien teach?
- 3) In which year was "The Hobbit" originally published?

All entries to reach us by 20.02.88. Only 20 correct entries (to be drawn out of a hat if over 20 correct ones are received) will be considered. Good luck!

It is traditional about now to pause awhile on the wondrous releases of the past year, but as far as the Spectrum is concerned the dearth of games worthy of such consideration offers little room to sit down, let alone dwell! 1987 will go down in the annals of Adventuredom as a non-vintage year in which the small outfits showed the hype-merchants how it should be done.

The HTW New Year's Honours Awards go to:

1. SMART EGG SOFTWARE - for "SERF'S TALE" and "RIGEL'S REVENGE"; the latter suffers an attack of unplayability in Part 2 of the Amstrad version, but this is limited to the first production run and POKEs are available to cure the ailment... at £1.99 you could risk a gamble on being lucky. CBM users should not be alarmed by the antics of the loading screens and Spectrum users may be reassured that their version has been passed as fit for consumption by the "HTW-team-of-dedicated-playtester". Whilst I own to some interference in the game's development, I deny any responsibility for the Net! To save wear on the Helpline, I will reveal that there is no way out of this and that none of the useful objects visible from the net are obtainable. Members who haven't a clue what I am writing about should stop reading and go out and buy the game... NOW!!

2. RIVER ADVENTURES - for a whole host of delights, including "THE CHALLENGE", "THE CUP" (etc.) and for masterly use of Gilsoft's "THE PAW" utility. Special commendation is also due for Jack Lockerby's willingness to accept the existence of bugs and to rectify them immediately (probably rewriting half the game in the process!).

3. TARTAN SOFTWARE - for recognising the talents of Gladys and Gerry Officer. Contrary to what certain "popular" magazines say, it was they and not Tom Frost who wrote "PRINCE OF TYNDAL", "CASTLE EERIE", "PROSPECTOR" and "CROWN OF RAMHOTEP". However, Tom is no mean weaver of dreams in his own right, as Games 1 to 5 of "6-in-1" exemplify. Recently, I was very excited indeed with Tom's new interactive-game-system in a prototype of "DOUBLE AGENT" where you control two characters consecutively (or one at a time, while the other WAITS). The split screen displays each of the pair's location and responses, side by side. Much of the game involves getting the pair to work together to achieve their common goal. Here the interactive possibilities hinted at by the Templedog routine in "TERRORS OF TRANTOSS" have come to fruition, although Tom was unaware of that Ariolasoft game and was, in fact, inspired to create his system by the series of articles which Alan Davies wrote in ZXMonthly. For a long time I hated interaction, until Alan persuaded me that there were more meaningful possibilities than Gandalf pinching your sword. I believe that Tom Frost has fulfilled Alan Davis's ideals. The game is now finished and, no doubt, ACL will be able to supply it, but is also available from Tartan at £3.95 (Spectrum). There is a prize for the shortest solution (by end of June '88) and you also get an intriguing bit of fun called "ESCAPE" which takes place within one room (plus an alcove).

I mustn't leave the realms of 8-bit micros without mentioning Smart Egg's new budget publishing enterprise called POWER PLAY; their first releases are reworkings of "HRH"/"CUDDLES" and "HARVESTING MOON"/"FAERIE", to be followed soon by "SERF'S TALE"/"THE GUEST". The latter is a new game with a Dracula theme. However, none of these are original to Smart Egg and it is more examples of their own creativity that I would like to see.

Now it is time to reveal how I fared with my newly acquired ST. Firstly, I haven't spent as much time with it as I would have liked because of the number of Spectrum games that I have been asked to review, playtest or assess. However, I have finished a couple of older Infocom's and while they were pretty good, they weren't as 'perfect' as I had been led to expect. Ah well, illusions are fragile things.

The real bonus has been the ST's access to Level 9's "Chaos" game system in full. I have finished Part 1 of Knight Orc and I think that the "High Level Commands" are excellent for the relief they offer from the drudgery of plodding from one side of the map to the other, but I do like to make maps and I feel that they would be best implemented as added features in a fully mappable game.

Being now sold on the ideal of 'real interaction', the ability to make disparate characters work together is the stuff of dreams to me. "Gnome Ranger" contains many examples of this and I think it is wonderful! While it is true that a small number of copies were released with an incomplete description of one object, this has since been rectified and Level 9 have a proven policy of replacement-within-1-month of purchase for faulty software. I think that the last Dossier's criticisms were niggardly and entirely missed the point of the depth and complexity of a game which dares to be different!

Another point on which I must agree to differ with "The Management" is about the comments on "PLUNDERED HEARTS"; just because the female sorority have been willing to tolerate the male-domination of the roles they have had to adopt, should we 'mere-males' squeal when the shoe is on the other foot? Which is more chauvinistic, the objection raised in MDs Nos 25/26 or Infocom's game design?

..... er Happy New Year.

REVIEWERS WANTED...

Do you want fame and fortune? (Well, fame at least...).

We are currently looking for two Members interested in reviewing adventures for the Club Dossiers. If you own a SPECTRUM micro, and are interested in contributing to the Dossiers, then please contact us either in writing, or by telephone during office hours.

(By Henry Mueller)

Each adventure has its own puzzles and "trade-marks". There are, however, a number of objects and situations which regularly crop up in adventures.

When you enter a 'dark location', a source of light is generally needed, although the command FEEL (FEEL AROUND, FEEL <direction>) may occasionally prove to be useful. In most adventures, you will die if you move in the dark, although it may be a good idea to try and move around to see what happens (eg. in the cave west from the beach in "Emerald Isle").

Sources of light come in a variety of shapes and forms, but the most commonly available ones are Lamps and Torches. If of a modern type, these may require a Battery, so you may need to OPEN LAMP/TORCH, then INSERT BATTERY. The older types may need a source of fuel, so hunt around for some Oil, and perhaps also a Wick. A spark is often needed to ignite your Lamp and, if a Tinderbox does not conveniently lie around, a Flint may well achieve this purpose (STRIKE FLINT - on a hard or metallic object). Your Lamp may also be broken, and the command FIX/REPAIR LAMP has helped me quite a lot in the past.

Do not overlook a dry piece of Timber or Driftwood which can be lit from a fire. If everything fails, try some "alternative thinking": Is there a magic spell which would enable you to glow in the dark? Can a glow-worm be picked up to provide a small, but adequate, source of light?

Some adventures can have some very obnoxious commands with regard to lighting Lamps. If the command LIGHT LAMP does not work, try alternatives such as LAMP ON, ON LAMP, TURN LAMP ON, TURN ON LAMP, SWITCH ON LAMP, and the likes.

As a general rule, if you think that you know the solution to a problem, persevere with your input commands. Naturally, a "good" adventure should recognise a wide range of input-commands to solve a particular puzzle but, sadly, this is often not the case.

To take another situation, let us assume that you are carrying a mouldy Blanket and a rusty Helmet. You are quietly walking along a twisting underground tunnel, minding your own business, when, suddenly, a raging fire prevents you from going forward. Obvious first commands will be EXTINGUISH FIRE or PUT OUT FIRE (always remember to use input-commands of more than two words! An increasing number of adventures now require you to do so). The odds are, though, that you will need to be more specific in your actions. You recall that there was a River outside, and water is often used to extinguish fires. Whilst your Helmet may offer your head some protection, it is also a handy container to carry water. Thus, at the River, try to GET WATER, FILL HELMET (WITH WATER).

To be Continued in MDs Nos 29-30

LORD OF THE RINGS (Part 12)

You have now reached a Corridor where a thick stone Slab prevents further progress to the East. There are also a number of animal Heads which you will need to 45, although with different results for each one! There are five Heads, and 221 the 128 or the 141 have disastrous consequences, as a shower of spears falls down on you (and will kill any member of your party whose stamina is too low). The correct input-command is to 45-266, which will 38 the slab (45-226 123 it). Proceed East twice to reach a Lofty Corridor. North of this location is a ruined Guard-Room where Pippin will pick up a stone and throw it in an adjacent well. Carry on East, into yet another Lofty Corridor. Ignore the exit to the East which would take you back to the Bare Room, at the beginning of the maze. Instead, go Up to reach the North end of a Huge Passage. Explore Southwards to reach a Large Hall. To the West, you will find a Statue of a noble dwarf with a carved inscription on it. Going East from the Large Hall will take you to the brink of a Cavernous Hall where an army of Orcs will kill one member of your party (at random). This location should therefore be avoided, since the exit to the NorthEast only leads to a Great Fissure, which is a dead-end. Return to the North end of the Huge Passage, and go East through the huge stone door. You have now reached a Large Square Room, where several things will happen. The exit is to the East through a small stone door. Gandalf, however, will NOT let you go East at this stage of the game. There are two objects in this location, a battered Book and a Block. Both items should be examined. Soon, you will hear some noise, and you should make sure to 39-174. It is still impossible for you to travel Eastwards, and an Orc Warband and an Orc Chieftain will enter the room... A fight cannot be avoided, and it is therefore essential that you and your companions be at full strength. Timing is critical, and the sequence of events should be as follows: 30-147, 30-87, then 61 until the 214 and the 113 come in. 35-160-10-91, and everybody will join in the fighting. The 214 will die, and a member of your party will kill the 113. Once this is done, you may now go 239 to reach a Flight of Stairs. In that location, Gandalf will abandon you, with these words: "Flee! Go right and down. Swords are of no use here. Maybe my powers can hold them back". Follow his advice, and go East then Down through a set of Bare Rooms. Go Down, then South and, as intimidated, 61 (for 90). Without him, not only will you not be able to see in the dark, but your companions will not follow you. These Bare Rooms form another small maze and, once 90 has rejoined you, proceed Down and South into a Square Room. Down twice more through a Huge Staircase will lead you to the NorthWest end of a Huge Hall. Proceed East into the Huge Hall. To the South is a ferocious Balrog beside a Great Fissure. To the East is the Foot of a Narrow Bridge. Ignore the South location but, as you reach the Bridge, the Balrog will jump over the Fissure! Carry East onto the Bridge where several things will happen at once. Do not panic, and simply 61 for 90 to deal with the 200. A very valiant sacrifice, vividly described, but the exit is near. Travel East twice, and you have now reached Moria's Threshold.

To Be Continued in MDs Nos 29-30.

It's no longer any great secret how to write Multi-User Adventures, if indeed it ever was. I still get maybe one letter every six months asking for guidelines on the subject, and know of at least two instances where a system has been written by groups of schoolkids as 0-level computing projects! So the mechanics of the game are not difficult to write. Whether the games are any fun to play or not is, of course, something else!

The basics of MUAs are the same as for any normal adventure game, but they impose more constraints on the game author and fewer on the player. For example, the games have to be open-format rather than directed - you can't have the whole game based on a series of closely-interacting puzzles which lead you gradually through rooms in a pre-defined partial order. Small areas like that are OK, eg. getting to the druid's treasure chamber in MUD, but they have to be linked in some fashion so as to enable the players to change to another puzzle if the original one has already been done. This usually implies a large set of freely-connected rooms through which the players can roam at will.

A corollary is that MUAs cannot easily be made quest-orientated. The goal can't be eg. "to retrieve the lost oracle of Thridd from the wormholes of Nagkha" because once someone has done that it stops the game from being solved again in the near future, and stops the player wanting to continue any more. Further, if it was a single-quest game, then it would be difficult to stop players from telling each other the complete "solution" on-line, which they tend to do with even the most minor puzzles..!

So the MUA has to be written in such a way as to have goals, yes, but be open-ended. MUD's use of wizzes (ie. wizards/witches) is now the standard way of doing this, but there are other, alternative approaches that are being (or have been) developed which have different ways to address the problem. It will be interesting to see how these fare after being in use for some time.

MUA-authors also have to include a set of new interactive-style commands, and ensure that use of these doesn't destroy their carefully-constructed world. Many of these commands (GIVE, STEAL, TELL, SHOUT) are already creeping into SUAs to interact with game-generated characters, but even these have to be catered for more in a MUA (eg. what if someone tries to steal a boat you are actually using? Or gives you a bar of gold which makes your total weight enough to break the ice you're standing on?).

It can be seen, therefore, that the main danger is not what players do to the game, but what they do to each other! Spells are particularly hazardous in this respect; SUMMON, for example, makes you drop everything you're carrying because otherwise you might be summoned to an area carrying a "forbidden" object, eg. to MUD's swamp carrying a lit brand. DEAFEN and BLIND impose severe restrictions on

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how rooms and objects are described, and how the effects of actions are described. It's a real pain as an author having to check every time whether or not to cut out chunks of atmospheric text describing howling winds over desolate moors if the observer is deaf...

In SUAs, there are four core commands: TRANSFER, QUIT, KILL and LOOK (you might also add HELP, and there may be commands which change objects' properties, but these aren't strictly necessary). These are general categorisations - SAVE is a form of QUIT, for example. TRANSFER is almost always written separately as GET, DROP, and the various movement commands; in fact, I'm convinced that many writers haven't even contemplated that these commands do basically the same thing, and that consequently they treat objects, rooms, containers and players as unrelated entities with different internal representations in the program (which makes it hard to write general commands that work on all object types, eg MUD's SUPERDROP for wizzes).

MUAs have extra standard-issue TRANSFERS (STEAL, DROP, SUMMON) plus extensions to the LOOK type of command (WHO, WHERE, SNOOP). They also have a completely new COMMUNICATION primitive. Originally, this was just used for TELL, SAY, SHOUT and WRITE, but it also includes WISH and the "special effects" commands like PROOF, ACT, ILLUSION, EMOTION. There are some COMMUNICATION type commands which might rely on counting players engaged in the same task (eg. via ASSIST) but these are few and far between; most just convey player-generated information to other players.

Now the interesting thing here is that the COMMUNICATION category of commands is the only major difference between what SUAs have, and what MUAs have, that is in favour of MUAs. MUAs impose restrictions on the game author (and therefore on the game) in many other areas, as I mentioned earlier in this article. SUAs can do all that MUAs can, but MUAs can't cope with all SUA concepts. The only exception is free-form COMMUNICATION.

The astonishing thing is, communication doesn't DO anything to the game world. If you communicate, the environment is not changed in any way. Objects don't move or change properties, descriptions don't alter, rooms are connected in the same way as before. All that has changed is the recipient of the message, the player who reads what you communicated. You have slightly influenced their perception of you, and of whatever you included in the message.

This seemingly innocuous command, though, more than makes up for the constraints imposed by having a multi-user environment. It adds variety, spice, excitement, power, and FUN! That's why even otherwise badly-written MUAs can be enjoyed if they have a half-decent communication system, it's why people will continue to write MUAs in the future, and, most important of all, why people will still want to play them.

I think that it is high time that Software Companies stopped considering their customers as play-testers for their adventures... In past months, how many adventures have you bought which contained some bugs, of one kind or another? As far as I am concerned, the answer is 'FAR TOO MANY'.

A bug is a programming feature which should not exist in the first instance. Bug is a generic term, and I normally tend to make the following distinctions:

1) FATAL BUGS: These are bugs which prevent the player from completing the adventure. The game may either crash when the player enters a certain location, or a vital object may be missing. Releases of games containing fatal bugs are totally unacceptable.

2) SERIOUS BUGS: These are bugs which seriously affect the game-playing of an adventure but where (albeit with inside knowledge and effort) the player can still complete the game. For example, picking up a Key whilst wearing a Coat may crash the game, but not wearing the Coat "cures" the problem. The player is thus given an alternative (more than likely achieved through sheer luck and experimenting, or by reading about it somewhere).

3) BUGS: This is a general term which encompasses most bugs. More often than not, these bugs are irritating, but do not greatly affect the game-play. For instance, a player may roll a carpet and find an amulet. Roll the carpet again, and hey presto, here is another amulet (ad infinitum...).

4) BUGLETS and QUIRKS: These are small bugs which have little effect on the adventure itself. Occasionally, they may even raise a smile as the player can find some most unusual responses to his/her input-commands.

Most Software Companies naturally cringe at the mention of the word 'bug'. Public airing and advertising of bugs can affect sales of games, and it is on this front that we, the ultimate consumers, can influence events.

Adventures containing fatal bugs contravene the Sale of Goods and Services Act. Obviously, such adventures are neither of "merchantable quality", nor "fit for the purpose intended". Under the Law, you are entitled to your money back from the party who SOLD you the goods (and NOT from the manufacturer or publisher). The Law is less clear about adventures containing serious bugs, as it could be argued that these games CAN be completed after all.

In the next issue, I will recommend several courses of action that you can take in order to increase the pressure on Software Companies which release bugged adventures (it is important to differentiate between Software Companies who "care" about bugs, and who are prepared to go to great lengths to remedy things; and those who remain aloof and ignore their responsibilities).

#30

KAYLETH (Part 2)

You soon discover that a Knob is on the side of the Chair, so the obvious command is to 59-155 (to discover some 85). Examining them reveals that they are of alkali origin. Should you sit in the Chair? (218, but 29 it all the same. QSAVE your position first, though!). Go South to the Cartridge Room. There is something to discover in this room (30-223). Also, EXAMINE SHEET which acts as a Mirror. The fact that your data slot is empty is quite important. Also, note the colour of your eyes (presently ebony). Your next move is to OPEN CANISTER. Fortunately, you are in a position to solve this puzzle (Hint: 248. Solution: 38-248 (it is 264), then 57-248-15-215. Make sure that you 25-85 in order to 103 your 139). You now possess Dexta, Serta, and Masta. As examining them reveals, these are miniature program cartridges. Experiment with them by typing 63 <name> (the opposite action is 41). You will notice that, not only does the colour of your eyes change with each cartridge (type 125 to check), but you can be programmed for different actions:

- DEXTA: Plasma firing destroyer droid (RED eyes)
- SERTA: Service droid (BLUE eyes)
- MASTA: Overseer droid (YELLOW eyes)

Obviously, each cartridge enables you to be programmed to perform specific actions, and this will become quite handy later on in the adventure.

Go West in a Corridor, then Down. You are now in an Azap Chamber. EXAMINE CHAMBER to reveal a Keypad, and EXAMINE this as well to see how it works. As you may have gathered, the Azap chambers are a sophisticated teletransportation system. The instructions clearly state that a three-letter code must be entered, so you will have to be on the look-out for these. Return to the Corridor (Up).

A closed service aperture is in front of you, and 30-117 reveals a blue eye. OPEN APERTURE is the correct command, but it does not appear to work (Hint: Which 73 is the 234? Solution: 63-173, first).

You are now on the Outer Hull of the cruiser Kromar. 30-117 to discover the letters "A.C. ROO" inscribed on the outside. As you probably surmised, "A.C" stands for "Azap Code", and you have discovered your first set - well done! Go Up (or Down), to reach the bridge service aperture. Here too, 30-117 enables you to discover another Azap Code.

OPEN APERTURE to enter the bridge. The iris door is tempting but, since droids cannot open it, you will have to find an alternative way around it. EXAMINE CONTROLS for an interesting clue, including your third Azap Code (ELY). Should you press the Button? (217, but 8 as an 212 - thus, 63-89 first). So, your old self was Yurek! What happened to him, you wonder?

Down leads you to an Azap Chamber. Since you have so far discovered three sets of codes, a little exploration is now in order!

To Be Continued in MDs Nos 29-30.

The 254 provides a vital clue. Read its description carefully. The second dark location was up the Stairs from the North Tower Entrance. Return there, and light your Lamp to discover that this location was in fact the Black Room. Go Up once more to reach the Mirror Room, where you will find a 180. EXAMINE MIRROR, and everything seems to be normal. Now, examine the 180. What can the closed eye and the letter 'D' mean? (Hint: 25-188. Solution: Now, 30-98!). Aha! A very convenient use for the 188, although the meaning of the letter 'D' has still to be fathomed... Retrace your steps Down since this room appears to be a dead-end. A suitable warning from the Mosaic advises you to leave the 180 behind. Should you heed the advice? (217! Try to go 246 to see what happens...). Accordingly, 50 the 180 for the time being.

It is now time to explore the underground locations. You have discovered three exits leading down, so let us go down the hole in the Stables, first. Since this is a basic exploration, make sure that you FREEZE your game position. You are now in a Steep Passage, with two exits. Go Down to the Rockfall where you will find a 72 embedded in a 211. 20-72 does not achieve much, although 30-72 provides a useful clue. Leave the 72 for the time being, and go Up then SouthEast to investigate the second exit. In the New Cave, you now meet several dwarves which, fortunately, mind their own business. Have you noticed however that, upon your arrival, a dwarf picked up a glittering object then disappeared from sight? Obviously your presence frightened them... If only you could be 257! But you can, or at least you know how to! (180). And the 171-231 obviously stands for 119! Oh well, this is something to experiment with later on. East leads to a Workface without anything of interest, so proceed to the SouthWest. The Pool in the Cove looks inviting, and perhaps you should 43? Never mind! Travel to the SouthEast to reach the Mariner's Room. The Boat in that location looks most interesting. Perhaps it can be used to sail across the Pool in the Cove! 20-109 does not seem to work, so can anything be done with the Boat? (218. This is just a 184-250 which 67 be 157). SouthEast once more will take you to the M Doorway. Since you are just exploring, do not try to enter it yet (to the North). Instead, retrace your steps to the Cove, and go East (or Up). In this Narrow Tunnel, READ the message carved on the Trap Door. Hmmm... Just notice, however, that a strong wind is blowing down. The location description implies that you can go Down, but this does not seem to work. Go Up instead (twice), to emerge in the NorthEast end of the Courtyard. You have now linked the two underground entrances. Now is the time to do some real exploring! UNFREEZE your position, then head to the bottom of the Well. North leads into a Damp Passage. Go East to a Crevice Cave. Can anything be done in that location? (217! Hint: 101. Solution: 21 a useless 82 and see what happens!). East leads to a Dead End, so retrace your steps to the Damp passage. North takes you outside an Iron Door, but this should not be any problem provided you are carrying the 95 (27-177). North twice, and you have reached a Damp Passage Fork.

To Be Continued in MDs Nos 29-30.

#32

TASS TIMES IN TONETOWN from Activision.
Available on disk for the Commodore 64 (£14.99), PCs (£19.99), and for the Apple II, Apple Macintosh, Amiga & Atari ST (£24.99 each).

* The Jester's Review: Well, here we go, hurtling into the alternate reality of a pizza-inspired nightmare (not something I generally suffer from but then, I don't like pizza!)
You begin the game in Gramps cabin, somewhere isolated in an area of trees. You, and faithful Spot (the dog!) must search the cabin and discover what happened to Gramps. Once the truth is found, you and Spot find your way to Tonetown and, well, it all gets a bit bizarre! Tonetown is a pretty radical place, and "Alternate Reality" describes it rather well!

The game plays very nicely, with icons and text-input supported. There are special icons for movements, GET, DROP, etc... and by moving a pointer around the graphics you can refer to objects displayed in the picture. The graphics themselves are very pleasant, with good use of animation adding to the atmosphere. The parser isn't monstrously advanced, but performs adequately. Sound effects are a nice touch to complement a very good game.

All in all, this game is very enjoyable and very pretty. If you can stand graphics with your text, have a look at TASS TIMES.

PSR: 14/20.

* GETTING STARTED: Can't seem to unlock any doors? 40-3 in the 186, perhaps in a 149?

MANDRAGORE from Infogrames.
Available for the Spectrum 48, Commodore 64 (tape and disk), Amstrad CPCs (tape and disk), and MSXs (all at £14.95).

* Oberonides' Review: This complex role-playing game sets you in the land of Mandragore. You form a team of 4 with which you must solve the mysteries of the 9 Chateaux in the land, and thus confront and depose the evil tyrant Yarod-Nor.

Reading the novelette which accompanies the game sets you in the mood, with gratuitous violence, silly names and a shaky plot being the order of the day. You may choose to control the 4 characters of this story, or create your own. The game relies almost totally on graphics, as there is only one line for text, and they are pretty poor blocky characters on a bland background. If, however, you can live with awful graphics, very limited text response and awkward command entry (e.g. '2 gi l 4' which means "Character 2 gives his object No. 1 to character 4" - difficult at first but simple with use), not a bad game is revealed, with a massive playing area. Villages sell food, weapons and transport, and allow you to sell your wares. Each of the 9 chateaux contains a puzzle which you must solve to finish the game - this, I imagine, would take quite a long time.

All in all, a good idea that has been let down by poor implementation.

PSR: 13/20.

* Rainbird have released JINXTER, the third adventure written by Magnetic Scrolls (after THE PAWN and GUILD OF THIEVES). JINXTER is presently available for the Atari ST, Amiga, and PCs (disk: £24.95 each), and for the Commodore 64 (disk: £19.95). Other disk-based versions are to follow.

The following new versions of KNIGHT ORC are now available: PCs, Apple II, Apple Macintosh, Amstrad PCWs, and Amstrad CPC6128 (disk: £19.95 each), as well as Amstrad CPCs (£14.95).

The Spectrum +3 version of THE PAWN is currently available (disk: £15.95). Versions for GUILD OF THIEVES and JINXTER are in the pipe-line (disk: £15.95 each).

* Firebird have released DARK SCEPTRE for the Spectrum 48 (£7.95). This strategy-adventure was written by Mike Singleton (LORDS OF MIDNIGHT and DOOMSDARK'S REVENGE), and contains over 64 characters to control and 4,000 locations.

Firebird have withdrawn SEABASE DELTA from their catalogue.

* Activision have "delisted" a very large number of Infocom adventures. Please refer to the comprehensive table on page 41 for full details of availability. We strongly recommend that items classified under the 'S' category be ordered as soon as possible since, once they have gone, these adventures will no longer be available.

Infocom titles for the Apple II and for the Apple Macintosh are not available any more in the U.K.

Infocom have now released BEYOND ZORK at the reduced price of £24.99 for 16-bit micros, and £19.99 for 8-bit micros (see MDs Nos 25-26 for synopsis).

Infocom have just released BORDER ZONE, a 3-part mystery thriller. BORDER ZONE features a headstrong American spy, an easy-going businessman, and a ruthless KGB agent. All three characters become entangled in the assassination of a diplomat, and the player sees the story from a different viewpoint in each of the three chapters of the adventure. Written by Marc Blank, co-author of ZORK and author of DEADLINE, BORDER ZONE is played in 'real-time' which ticks on regardless of commands.

Infocom's next titles will be LANE MASTODON VS. THE BLUBBERMEN (a comic spoof of 1930's pulp science fiction, written by Steve Meretzky), A PIT OF A THOUSAND SCREAMS (written by Amy Briggs), and ZORKQUEST: ASSAULT ON EGRETH CASTLE (written by Elizabeth Langosy). To be released simultaneously in April 1988, these are the first three titles in the new INFOCOMICS series, which will include animated graphics, sound-effects, and multi-characters.

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- * Precision Games have released the Commodore 64 versions of THE EXTRICATOR (£3.99), and of THE ENERGEM ENIGMA (£5.99).
- * Level 9 Computing have now released the Apple II version (£9.95), and the Apple Macintosh version (disk: £14.95) of GNOME RANGER.
- * Bug-Byte have withdrawn STARFORCE 7 from their catalogue.
- * Domark have released the Commodore 64 version of NOT A PENNY MORE, NOT A PENNY LESS (tape: £14.95 - disk: £16.95).
- * The releases of the four Interceptor Micros' adventures under the Automata label (see page 36 of MDs Nos 25-26) will now take place at the beginning of February 1988.
- * Gilsoft have now released the Spectrum +3 version of the PROFESSIONAL ADVENTURE WRITER (PAW) (disk: £27.95).
- # The next version of PAW will be the CP/M version, scheduled for release at the end of January 1988 (disk: £27.95). This version will cater for the Amstrad CPC and PCW range, as well as for micros handling CP/M emulators.
- * Mastertronics have released VENOM for the Spectrum 48 and Commodore 64 (£1.99 each), and GISBURN'S CASTLE for the BBC/ELECTRON (£1.99).
- * Mirrorsoft have moved to new premises: Athene House, 66-73 Shoe Lane, London EC4P 4AB, tel: 01-377 4837.
- * Hewson have taken over the back catalogue to the Gargoyle range of computer games. TIR NA NOG, DUN DARACH, and HEAVY ON THE MAGICK will be released during Spring 1988 under the "Rack It" label for the Spectrum 48 (£1.99 each). A disk compilation for the Spectrum +3 is also planned (price to be announced).
- * Summit Software, P.O. Box 25, Portadown, Craigavon, BT63 5UT, tel: 0762-42510, have released ALPS (Adventure Language Programming System) for the BBC B/B+/Master 128 (tape: £27.95 - disk: £28.95). ALPS is a ROM based utility which includes 16K Eprom, a text editor, text compression, and many other features.
- * Robico Software have released their version of VILLAGE OF THE LOST SOULS for the BBC B/B+/Master (tape: £9.95 - disk: £12.95), and for the Electron, Amstrad CPCs & Atari (£9.95).
- * Colisoft, 9 Northmoor Road, Oxford, OX2 6UW, have released PROGRAMMER'S REVENGE, a text adventure interspersed with full-screen graphics, for the BBC B (£5.95).
- * Electronic Arts have now released the Atari ST version of BARD'S TALE I (disk: £24.95).

- * C.R.L.'s next adventure will be WOLFMAN (written by Rod Pike, author of FRANKENSTEIN and DRACULA). WOLFMAN will be available in February 1988 for the Spectrum 48 and Commodore 64 (an Amstrad CPC version is not expected).
 - # C.R.L have released the Commodore 64 version of JACK THE RIPPER (tape: £9.95 - disk: £14.95).
 - # C.R.L are supporting the Spectrum +3, and have released disk versions of THE BOGGIT, DRACULA, BOOK OF THE DEAD, and JACK THE RIPPER (£14.95 each).
 - * Mosaic Publishing Ltd. have moved to new premises: Gorley Firs, South Gorley, Hants, SP6 2PS, tel: 0425-57077. Members will be pleased to learn that we have negotiated dealer terms with them, and are thus in a position to include two of Mosaic's earlier adventures in our pages of software (see page 45 for details).
 - * Tartan Software have just released DOUBLE AGENT for the Spectrum 48 (£3.95) (see Hugh T. Walker's Pages for details). A prize of £50.00 will be awarded to the player submitting the shortest solution (to be received by Tartan Software by 30.06.88).
 - * Having just re-released some "golden oldies" (see page 45 for details), Topologika is soon to release RETURN TO DOOM for the BBC B/Master, PCs, Amstrad CPCs and PCWs, as well as for the Spectrum +3 (prices to be announced). RETURN TO DOOM is the sequel to COUNTDOWN TO DOOM, and was also written by the same author, Peter Killworth.
 - # Topologika are soon to release the Spectrum +3 versions of ACHETON, COUNTDOWN TO DOOM, PHILOSOPHER'S QUEST, and KINGDOM OF HAMIL (disk: £9.95 each).
 - * Incentive Software are set to release in March 1988 the ST ADVENTURE CREATOR (STAC) (provisional price: £29.95 - disk). STAC will feature a built-in picture editor (16 colours), a LINK facility for multi-disk adventures, on-screen score, and many other facilities. STAC takes under 100K of memory, and leaves around 300K free on a basic Atari 520ST.
 - * Handasoft, 25 Ingleton Road, Mossley Hill, Liverpool, have released THE CRYSTAL CAVERN for the Spectrum 48 (£1.99).
- *****
 BACK ISSUES OF MEMBER'S DOSSIERS
 =====
- As from 1.02.88, back issues of Member's Dossiers have been considerably reduced (see page 36 for details). Now is the time to complete your collection, and to build up an invaluable work of reference!

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Price: U.K.....: £1.25 per Dossier
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ACL REVIEWING TEAM

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

Publication Dates
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* The Elf's Diary (No 2): Second week of February 1988
* MDs Nos 29-30: Second week of March 1988

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

Title/Software Company	Computer	RRP	Our Price
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- Jack the Ripper	SP48d	14.95	13.45
- Jack the Ripper	C64	9.95	8.95
- Jack the Ripper	C64d	14.95	13.45
- Book of the Dead	SP48,AM	8.95	8.05
- Book of the Dead	SP48d,AMd	14.95	13.45
- Dracula	SP48,C64,AM	9.95	8.95
- Frankenstein	SP48,C64,AM	8.95	8.05
- Frankenstein	C64d,AMd	14.95	13.45
- Murder off Miami	SP48,C64,AM	7.95	7.15
- Bugsy	SP48,C64,AM	7.95	7.15
- The Very Big Cave Adventure	SP48,C64,AM	7.95	7.15
- The Very Big Cave Adventure	PCWd	14.95	13.45
- The Very Big Cave Adventure	C64d	12.95	11.65
- Castle Blackstar	PCWd	14.95	13.45
- The Pilgrim	C64	7.95	7.15
- The Causes of Chaos	C64	8.95	8.05
* PIRANHA SOFTWARE			
- The Big Sleaze	SP48,C64,AM	9.95	8.95
- The Colour of Magic	SP48,C64,AM	9.95	8.95
* PRECISION GAMES			
- The Extricator	SP48	2.99	2.69
- The Extricator	C64	3.99	3.59
- The Energem Enigma	SP48	4.99	4.49
- The Energem Enigma	C64	5.99	5.39
* SPECTRUM ADVENTURER			
- Castle Thade Revisited	SP48	2.50	2.50
* CRUSADER COMPUTING			
- Prehistoric Adventure	SP48	9.95	4.99

#38

Title/Software Company	Computer	RRP	Our Price
* ADVENTURES/US GOLD			
- Seas of Blood	SP48,C64,AM	9.95	8.95
- Spider-Man	SP48,C64,C16,BBC,EL,AT	2.99	2.69
- The Hulk	SP48,C64,C16,BBC,EL,AT	2.99	2.69
- Scott Adams' Scoops (Vol No 1) (includes Pirate Island, Voodoo Castle, Strange Odyssey & Buckaroo Bonzai)	SP48,BBC,EL C64,C16,AT	9.99 9.99	8.99 8.99

SCOTT ADAMS ADVENTURES

- 1- Adventureland
- 2- Pirate Adventure
- 3- Secret Mission
- 4- Voodoo Castle
- 5- The Count
- 6- Strange Odyssey
- 7- Mysterious Fun House
- 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	7.15
Nos 1 to 4:	AT	7.95	7.15
Nos 1,3,10 & 13:	SP48	9.95	8.95
Nos 1 to 4 & Nos 10 & 13:	C64	9.95	8.95
Nos 2,3,4 & 13:	C64d	13.95	12.55
Nos 10 & 13:	C16	7.95	7.15
Nos 1 to 4 & Nos 7 to 13:	DR	7.95	7.15
Nos 2 to 6 & No 13:	ATd	17.95	16.15

Mysterious Adventures:

- Nos 1 to 10 available for: SP48,C64,AT,DR,BBC,EL:		7.95	7.15
- Nos 2,5,6 & 10 available for: C16:		7.95	7.15

* 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).

Title/Software Company

* LEVEL 9 COMPUTING

- | | |
|------------------------|--------------------------|
| (1) Colossal Adventure | (7) Emerald Isle |
| (2) Adventure Quest | (8) Red Moon |
| (3) Dungeon Adventure | (9) The Worm in Paradise |
| (4) Lords of Time | (10) The Price of Magik |
| (5) Snowball | (11) Gnome Ranger |
| (6) Return to Eden | (12) Erik the Viking |

Nos 1 to 11: AM,AT(48K. #64K needed for Nos 9, 10 & 11), MSX(64K)

Nos 2 to 10: BBC

Nos 1 to 12: SP48,C64

No 11: C64d,ATd,AGd,PCd,STd,AMd,PCWd,AP,MACd

	RRP	Our Price
- Adventures Nos 1 to 12 (except Nos 7 & 8)	9.95	8.95
- Adventures Nos 7 & 8	6.95	6.25
- Disk versions (C64d,ATd)	9.95	8.95
- Disk versions (other micros)	14.95	13.45

* RAINBIRD SOFTWARE

- Jewels of Darkness	SP48,C64	14.95	13.45
(includes Colossal Adventure, Adventure Quest & Dungeon Adventure)	AM,AT800,MSX C64d,AT800d APd,AMd,PCWd,STd	14.95 14.95 19.95	13.45 13.45 17.95
	AGd,MACd,PCd	19.95	17.95
- Silicon Dreams	SP48,C64	14.95	13.45
(includes Snowball, Return to Eden & The Worm in Paradise)	AM,AT800,MSX C64d,AT800d	14.95 14.95	13.45 13.45
	APd,AMd,PCWd,STd	19.95	17.95
	AGd,MACd,PCd	19.95	17.95
- Knight Orc	MACd,APd,PCd,STd,AGd,AMd,PCWd	19.95	17.95
	SP48,C64,C64d,AM,AT,ATd,MSX	14.95	13.45
- The Pawn	SP128	14.95	13.45
	SP128d	15.95	14.35
	C64d,AMd,APd,ATd	19.95	17.95
	PCd,STd,AGd,MACd,PCWd	24.95	22.45
- Guild of Thieves	C64d,AMd,ATd,APd	19.95	17.95
	PCd,STd,AGd,MACd,PCWd	24.95	22.45
- Jinxter	C64d	19.95	17.95
	PCd,STd,AGd	24.95	22.45

* CDS

- Castle Blackstar	SP48,C64,AM,BBC,MSX	6.95	6.35
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* CENTRAL COMPUTING

- The Mystery of the Lost Sheep	C64,BBC	4.00	3.60
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#40 Title/Software Company	Computer	RRP	Our Price
* ATLANTIS SOFTWARE			
- Moron, Mafia Contract, Mafia Contract II, Return to Ithaca, El Dorado, Temple Terror. (ANY ONE TITLE):	SP48	1.99	1.99
- Escape from Khoshima	AM	1.99	1.99
- Dungeons, Amethysts, etc...	AM	1.99	1.99
- Velnor's Lair	C64	2.99	2.69
* US GOLD/ADVENTURESOF			
- Masters of the Universe			
- Kayleth			
Price per title:	C64	9.99	8.99
	SP48	8.99	8.09
	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,C64,AM	9.95	8.95
- Rebel Planet	C64d,AMd	14.95	13.45
- Rebel Planet	BBC,EL	7.95	7.15
* INFOGRAMS			
- Mandragore	SP48,C64,C64d,AM,AMd,MSX	14.95	13.45
- 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 Vera Cruz Affair	PCd	19.95	17.95
- The Inheritance	SP48,C64,AM,MSX	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	C64,AM,MSX	14.95	13.45
- Murders on the Atlantic	C64d,AMd	19.95	17.95
- Passengers on the Wind	STd,PCd	24.95	22.45
- Passengers on the Wind	C64,AM	12.95	11.65
- Passengers on the Wind	C64d,AMd	14.95	13.45
- 3 Musketeers	C64	9.95	8.95
- 3 Musketeers	C64d	14.95	13.45
- Passengers on the Wind II	C64,AM	9.95	8.95
- Passengers on the Wind II	C64d,AMd	14.95	13.45
- Passengers on the Wind II	STd,PCd	19.95	17.95

* ACTIVISION/INFOCOM

	C64	C128	AT	AM/ PCW	PC	AG	ST
1) ZORK I.....[S3]	[S3]	[D]	[S3]	[D]	[D]	[D]	[D]
2) ZORK II.....[S3]	[S3]	[D]	[S3]	[D]	[S2]	[D]	[D]
3) ZORK III.....[S3]	[S3]	[D]	[S3]	[D]	[S2]	[D]	[D]
4) ENCHANTER.....[D]	[D]	[D]	[S3]	[D]	[S2]	[D]	[D]
5) SORCERER.....[D]	[D]	[D]	[S3]	[D]	[S2]	[D]	[D]
6) SPELLBREAKER.....[D]	[D]	[D]	[S3]	[D]	[S2]	[D]	[D]
7) DEADLINE.....[D]	[D]	[D]	[D]	[D]	[S2]	[D]	[D]
8) WITNESS.....[D]	[D]	[D]	[D]	[D]	[D]	[D]	[D]
9) SUSPECT.....[D]	[D]	[D]	[S3]	[D]	[S2]	[D]	[D]
10) CUT-THROATS.....[S3]	[S3]	[D]	[S3]	[D]	[S2]	[D]	[D]
11) INFIDEL.....[D]	[D]	[D]	[D]	[D]	[S2]	[D]	[D]
12) SEASTALKER.....[S3]	[S3]	[D]	[S3]	[D]	[D]	[D]	[D]
13) PLANETFALL.....[D]	[D]	[D]	[S3]	[D]	[D]	[S2]	[D]
14) STARCROSS.....[D]	[D]	[D]	[D]	[D]	[S2]	[D]	[D]
15) SUSPENDED.....[D]	[D]	[D]	[S3]	[D]	[D]	[D]	[D]
16) BALLYHOO.....[S3]	[S3]	[D]	[D]	[D]	[S2]	[D]	[D]
17) A MIND FOREVER VOYAGING.[N]	[S1]	[N]	[N]	[N]	[D]	[S1]	[D]
18) TRINITY.....[N]	[N]	[N]	[N]	[N]	[D]	[S1]	[D]
19) WISHBRINGER.....[S3]	[S3]	[D]	[S3]	[D]	[S2]	[D]	[D]
20) HITCH-HIKER'S GUIDE....[S3]	[S3]	[S3]	[A3]	[A2]	[A2]	[A2]	[A2]
21) LEATHER GODDESSES.....[D]	[D]	[S3]	[A3]	[A2]	[A2]	[A2]	[A2]
22) MOONMIST.....[S3]	[S3]	[D]	[S3]	[D]	[S2]	[D]	[D]
23) HOLLYWOOD HIJINK.....[S3]	[S3]	[D]	[A3]	[S2]	[A2]	[D]	[D]
24) STATIONFALL.....[S3]	[S3]	[S3]	[A3]	[A2]	[A2]	[A2]	[A2]
25) BUREAUCRACY.....[N]	[S1]	[N]	[N]	[N]	[A1]	[A1]	[A1]
26) THE LURKING HORROR.....[A3]	[A3]	[S3]	[A3]	[A2]	[A2]	[A2]	[A2]
27) NORD & BERT.....[A3]	[A3]	[D]	[A3]	[A2]	[A2]	[A2]	[A2]
28) PLUNDERED HEARTS.....[A3]	[A3]	[D]	[A3]	[A2]	[A2]	[A2]	[A2]
29) BEYOND ZORK.....[?]	[?]	[N]	[N]	[N]	[A3]	[A3]	[?]
30) BORDER ZONE.....[A4]	[A4]	[N]	[N]	[A3]	[?]	[?]	[?]

Explanation of Keys:

- A: Line continued. Item currently available in stock.
- D: Line discontinued. Item not available any more.
- S: Line discontinued, but item available in stock. ORDER URGENTLY!
- N: Line not available for this particular micro.
- ?: Item SHOULD become available for this particular micro.

Price structure:

- 1: £34.99 per title.
- 2: £29.99 per title.
- 3: £24.99 per title.
- 4: £19.99 per title.

(Example: A2 signifies an item currently in stock at £29.99)

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 ===== 20% for 2 or 3 titles ON DISKS
 25% for 4 titles or more ONLY)

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 (details will be sent with your first purchase)

#42				
Title/Software Company	Computer	RRP	Our Price	
* INFOCOM				
INVISICLUES: - Double Pack: Bureaucracy/Hollywood Hijinx Stationfall/The Lurking Horror				
- Single Pack: ANY other title				
Double Pack - RRP: £8.99. Our Price: £8.09				
Single Pack - RRP: £6.99. Our Price: £6.29				
* BUG-BYTE				
- Souls of Darkon	SP48,C64,AM	2.99	2.69	
- Cloak of Death	AT	2.99	2.69	
- Quest for Eternity	AT	2.99	2.69	
- Journey to the Centre of the Earth	MSX	2.99	2.69	
* DUCKWORTH COMPUTING				
- Egyptian Adventure	BBCd/MAd	14.95	13.45	
- The Odyssey	C64	9.95	8.95	
- Colossal Cave Adventure	C64,AM	7.95	7.15	
- Island Adventure	C64	7.95	7.15	
- Mountain Palace Adventure	C64,AM	7.95	7.15	
- Time Search	C64,AM	7.95	7.15	
- Castle Dracula	C64,AM,BBC	7.95	7.15	
- The Sword of Vhor	C64	7.95	7.15	
- The Adventurer's Notebook	(Book)	3.95	3.55	
* RIVER ADVENTURES				
# Spectrum 48 titles (all double packs):				
Tape 1: The Challenge & Davy Jones Locker				
Tape 2: Witch Hunt & The Cup				
Tape 3: The Hammer of Grimmold & Mutant				
Tape 4: Realm of Darkness & Matchmaker				
Tape 5: The Jade Necklace & Lifeboat				
# Commodore 64 titles (all double packs)				
Tape 1: The Hammer of Grimmold & Lifeboat				
Tape 2: Realm of Darkness & Mutant				
Tape 3: The Jade Necklace & Matchmaker				
Tape 4: Witch Hunt & The Cup				
(ANY ONE TAPE):		2.50	2.50	
* ARGUS				
- The Detective	C64	8.95	8.05	
* OCEAN SOFTWARE				
- Hunchback	C64,AM	8.95	8.05	
- Hunchback	SP48	7.95	7.15	
- Never Ending Story	SP48,C64,AM	9.95	8.95	
* WALRUS COMPUTING				
- Rogue Comet	SP48,C64	4.95	4.45	

				#43
Title/Software Company	Computer	RRP	Our Price	
* FIREBIRD				
- Dark Sceptre	SP48	7.95	7.15	
- Imagination	SP48,C64,AM	1.99	1.99	
- Seabase Delta	AM	1.99	1.99	
* SENTIENT SOFTWARE				
- Scoop!	SP48,C64	2.99	2.70	
* ARTIC COMPUTING				
- Planet of Death (C64), Ship of Doom (SP48), Espionage Island (C64). (ANY ONE TITLE):		1.99	1.99	
- The Assemblage (2 arcade games and 2 adventures, "Robin Hood" and "The Curse of the 7 Faces")	SP48	4.95	4.45	
* DOMARK				
- Not a Penny More	STd	19.95	17.95	
- Not a Penny More	C64	14.95	13.45	
- Not a Penny More	C64d	16.95	15.25	
* INTERCEPTOR/PLAYERS				
SP48,C64,AM: a) Heroes of Karn			b) Jewels of Babylon	
SP48,AM: a) Warlord			b) Forest at World's End	
			c) Message from Andromeda	
C64: a) Empire of Karn			b) Crystal of Karus	
AM: a) The Experience			b) Zacaron Mystery	
SP48: a) Shrewsbury Key			d) Matt Lucas	
			e) Journey to the Centre of Eddie Smith's Head	
# ALL the above-mentioned titles = RRP: £1.99. Our price: £1.99 (EACH)				
* MELBOURNE HOUSE				
- Shadows of Mordor	SP48	7.95	7.15	
- Shadows of Mordor	C64,AM	8.95	8.05	
- Shadows of Mordor	C64d	14.95	13.45	
- Lord of the Rings	SP48,C64,BBC	15.95	14.35	
- Lord of the Rings	C64d,BBCd,PCd	19.95	17.95	
- Lord of the Rings	AMd,PCWd	24.95	22.45	
- Dodgy Geezers	SP48	7.95	7.15	
- Dodgy Geezers	C64,AM	8.95	8.05	
- The Hobbit	SP48,C64,AM,BBC,MSX	9.95	8.95	
- The Hobbit	C64d,BBCd	17.95	16.15	
- The Hobbit	PCd,APd	29.95	26.95	
* CLASSIC QUESTS				
- Witch Hunt	C64d,PCd	14.95	13.45	
- Witch Hunt	AMd,PCWd	19.95	17.95	
- Witch Hunt	C64	12.95	11.65	

#44	Title/Software Company	Computer	RRP	Our Price
* 8TH DAY SOFTWARE				
-	4 Minutes to Midnight	SP48	2.50	2.50
-	4 Minutes to Midnight MkII	SP48	2.99	2.69
-	Cuddles	SP48	2.50	2.50
-	Quann Tulla	SP48	2.50	2.50
-	Ice Station Zero	SP48	2.50	2.50
-	In Search of Angels	SP48	2.50	2.50
-	Faerie	SP48	2.50	2.50
-	H.R.H.	SP48	2.99	2.69
-	Earthshock	SP48	3.99	3.59
-	A Harvesting Moon	SP48	3.99	3.59
-	Ronnie Goes to Hollywood	SP48	3.99	3.59
* GILSOFT				
-	The Professional Adventure Writer	SP48/128	22.95	20.65
		SP48md/128md	27.95	25.15
		SP128d	27.95	25.15
-	The Quill	SP48,C64,AM	3.99	3.99
-	The Quill	BBC/EL	16.95	15.25
-	The Quill	BBCd,QLmd	22.95	20.65
-	The Illustrator	SP48,C64,AM	3.99	3.99
-	The Quill & The Illustrator	SP48,C64,AM	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
-	Characters	SP48	3.99	3.59
-	The Hollow	SP48,AM	3.99	3.59
-	Madcap manor	SP48	3.99	3.59
* CENTRAL SOLUTIONS				
	Prelude, The Curse of Shaleth, Desperado, A Picture of Innocence, Countdown, Brian the Bold, Survival, Escape from Devil's Island, Murder.			
(ANY ONE TITLE):	SP48	0.99	0.99	
-	Mansion	AM(CPC464)	0.99	0.99
(MINIMUM ORDER OF 2 TITLES ON £0.99 ADVENTURES, PLEASE)				
* MASTERTRONICS				
SP48,C64,AM:	a) Rigel's Revenge			
SP48,C64:	a) Kobyashi Naru	b) Zzzz		
	c) Se-Kaa of Assiah	d) Venom		
SP48:	a) Holy Grail	b) Journey's End		
	c) Sinbad & the Golden Ship			
C64:	a) Treasure Island			
BBC/EL:	a) Gisburn's Castle			

ALL the above-mentioned titles = RRP: £1.99. Our price: £1.99 (EACH)

Title/Software Company	Computer	RRP	Our Price
* INCENTIVE SOFTWARE			
-	The Ket Trilogy (Mountains of Ket, Temple of Vran & The Final Mission)	SP48	12.95
-	The Ket Trilogy	DR,BBC	9.95
-	The Ket Trilogy	C64	7.95
-	The Ket Trilogy	BBCd(40-track)	11.95
-	Apache Gold	SP48,C64,AM	7.95
-	Winter Wonderland	SP48,C64,AM,BBC	7.95
-	Sharpes Deed/Black Fountain	AM	7.95
-	Top Secret/Mountains of Ket	AM	7.95
-	Nova/Haunted House	AM	7.95
-	The Alien/Dragon's Tooth	BBC	7.95
-	Zodiac/Secret of Life	C64	7.95
-	Karyssia	SP48	7.95
-	Graphic Adventure Creator	AMd	27.95
-	" " " " " " " " " " " "	SP48,C64,AM,BBC	22.95
* TARTAN SOFTWARE			
-	Double Agent	SP48	3.95
-	Six-In-One (6 adventures)	SP48	4.95
-	Prince of Tyndal	SP48	1.95
-	Shipwreck/Castle Eerie	SP48	2.95
-	Crown of Ramhotep/Prospector	SP48	2.95
* TOPOLOGIKA			
-	Countdown to Doom	PCd	17.50
-	Countdown to Doom	PCWd	14.95
-	Countdown to Doom	AMd,BBCd	9.95
-	Philosopher's Quest	PCd	17.50
-	Philosopher's Quest	PCWd	14.95
-	Philosopher's Quest	AMd,BBCd	9.95
-	Acheton	PCd	17.50
-	Acheton	PCWd	14.95
-	Acheton	AMd	9.95
-	Kingdom of Hamil	PCd	17.50
-	Kingdom of Hamil	PCWd	14.95
-	Kingdom of Hamil	AMd	9.95
* MOSAIC			
-	Twice Shy	SP48,C64,AM	9.95
-	The Snow Queen	SP48,C64,AM	9.95
* HANDASOFT			
-	The Crystal Cavern	SP48	1.99

(PLEASE SEE PAGE 46 FOR DETAILS OF COMPUTER CODES)

* 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) * MA (BBC Master series) *
 * MAC (Apple Macintosh) * MSX (MSX Micros) * PC (IBM PCs or
 compatibles) * PCW (Amstrad PCW series) * QL (Sinclair QL) *
 * SP48 (Spectrum 48) * SPL28 (Spectrum 128) * ST (Atari ST series) *

ALL GAMES ARE ON CASSETTE UNLESS d(dISK) OR md(MicroDrive) FOLLOWS THE
 COMPUTER CODE

* ALL PRICES ARE IN POUNDS STERLING *

* BBC owners ordering software titles on disk(s) are kindly requested
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(Please refer to the order-form for Terms and Conditions of supply)

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Please use in conjunction with the hints given in this Dossier.

1) A	46) Read	91) Sword
2) The	47) Eat	92) Ball
3) Around	48) Stay	93) Dagger
4) Away	49) Flee	94) Knife
5) Not	50) Leave	95) Keys
6) In	51) Bury	96) Plane
7) Out	52) Throw	97) Lantern
8) Only	53) Sell	98) Mirror
9) Without	54) Enter	99) Sheep
10) With	55) Trade	100) Nest
11) Except	56) Give	101) Crevice
12) All	57) Stick	102) Wand
13) But	58) Follow	103) Protect
14) Or	59) Turn	104) Troll
15) On	60) Pull	105) Quarters
16) Since	61) Wait	106) Pencil
17) Still	62) See	107) Eraser
18) However	63) Insert	108) Hobbit
19) Inside	64) Worm	109) Boat
20) Get	65) Paradise	110) Coracle
21) Drop	66) Fabled	111) Mermaid
22) Touch	67) Cannot	112) Barometer
23) Nail	68) Bird	113) Chieftain
24) Ask	69) Wild	114) Boss
25) Wear	70) Scroll	115) Hump
26) Shred	71) Scotland	116) Pipes
27) Unlock	72) Sword	117) Aperture
28) Kill	73) Colour	118) Hiding
29) Try	74) Chalk	119) Dwarf
30) Examine	75) Useless	120) Dragon
31) Cut	76) Easel	121) Stick
32) Use	77) Plant	122) Dice
33) Put	78) Captain's	123) Closes
34) Place	79) Empty	124) Doctor
35) Attack	80) Full	125) Inventory
36) Drink	81) Deck	126) Truffle
37) Order	82) Object	127) Hamster
38) Open	83) Bell	128) Pig
39) Close	84) Gate	129) Parrot
40) Look	85) Gloves	130) Chocolates
41) Remove	86) Ring	131) Cherry
42) Knock	87) Book	132) Taken
43) Swim	88) Leaf	133) Oak
44) Find	89) Masta	134) Penny
45) Push	90) Gandalf	135) Silver Ball

Please use in conjunction with the hints given in this Dossier.

136) Orchid	181) Room	226) Unicorn
137) Rose	182) Battle	227) Pony
138) Tulip	183) Tank	228) Table
139) Hands	184) Large	229) Chair
140) Feet	185) Little	230) Board
141) Lion	186) Kitchen	231) 'D'
142) Tiger	187) Cellar	232) Cigar
143) Zebra	188) Ring	233) Palm
144) Cannot	189) Rat	234) Eye
145) Dam	190) Bottle	235) Telescope
146) White	191) Garlic	236) Imagination
147) Block	192) Onion	237) North
148) Black	193) Moves	238) NorthEast
149) Jar	194) King	239) East
150) Medallion	195) Jack	240) SouthEast
151) Talisman	196) Queen	241) South
152) Amulet	197) Carrying	242) SouthWest
153) Clothes	198) Milk	243) West
154) Bed	199) Scarecrow	244) NorthWest
155) Knob	200) Balrog	245) Up
156) New	201) Umbrella	246) Down
157) Used	202) Slot	247) Glue
158) Troll	203) White Dot	248) Tape
159) Ogre	204) Pin	249) Set
160) Orcs	205) Leaves	250) Model
161) Acorn	206) Rock	251) Cow
162) Fruit	207) Ham	252) Tracks
163) Pattern	208) Past	253) Butter
164) Magazines	209) 3	254) Masterpiece
165) Stamp	210) 4	255) Doll
166) Duck	211) Stone	256) Hourglass
167) Something	212) Overseer	257) Invisible
168) Ireland	213) Guardian	258) Armour
169) Nod	214) Warband	259) Night-Sights
170) Blush	215) Canister	260) Falcon
171) Letter	216) Maybe	261) Cupboard
172) Opener	217) Yes	262) Ranging
173) Serta	218) No	263) Mud
174) Door	219) Deck	264) Sealed
175) Cork	220) Waiter	265) Whale
176) Wave	221) Pushing	266) Eagle
177) Door	222) Groan	267) Wine
178) Ship	223) Cabinets	268) Gateau
179) Smoke	224) Paper	269) Fork
180) Gold Ring	225) Tree	270) Water