

1991/1992 GOLDEN CHALICE AWARDS

GOLDEN CHALICE *** Best Overall Game ***
 KNIGHTMARE (Mindscape)

GOLDEN AMULET Best 16-bit Adventure Game
 THE SECRET OF MONKEY ISLAND (US Gold/Lucasfilm)

GOLDEN SHIELD Best 8-bit Adventure Game
 THE AXE OF KOLT (FSF Adventures)

GOLDEN SWORD Best Role-playing Game
 EYE OF THE BEHOLDER (US Gold/SSI)

GOLDEN ORB Best Simulation Game
 RAILROAD TYCOON (Microprose)

GOLDEN TALISMAN Best Strategy Game
 MIDWINTER II (Microprose/Rainbird)

GOLDEN CROWN Best Utility
 THE ADVENTURE GAME TOOLKIT (Softworks)

SOFTWARE COMPANY OF THE YEAR: MICROPROSE

1992/1993 GOLDEN CHALICE AWARDS

GOLDEN CHALICE *** Best Overall Game ***
 ULTIMA UNDERWORLD (Mindscape/Origin)

GOLDEN AMULET Best 16-bit Adventure Game
 MONKEY ISLAND II: LECHUCK'S REVENGE (US Gold)

GOLDEN SHIELD Best 8-bit Adventure Game
 THE TAXMAN COMETH (WoW Software/Zenobi)

GOLDEN SWORD Best Role-playing Game
 EYE OF THE BEHOLDER II (US Gold/SSI)

GOLDEN ORB Best Simulation Game
 A-TRAIN (Ocean/Maxis)

GOLDEN TALISMAN Best Strategy Game
 CIVILIZATION (Microprose)

SOFTWARE COMPANY OF THE YEAR: US GOLD

USEFUL ADDRESSES

ACCOLADE EUROPE LTD: Bowling House, Point Pleasant, Wandsworth,
London SW18 1PE Tel: 081 877 0880

ADVENTURE PROBE: 52 Burford Rd, Liverpool L16 6AQ

ADVENTURE SOFT (UK) LTD: P.O. Box 786, Sutton Coldfield, West
Midlands B75 7SL Tel: 021 352 0847

THE ADVENTURE WORKSHOP: 36 Grasmere Rd, Royton, Oldam,
Lancashire OL2 6SR

BORPHEE COMPUTERS: 64 County Road, Ormskirk, Lancashire L39 1QH

COMPASS SOFTWARE: 111 Mill Rd, Cobholm Island, Gt Yarmouth,
Norfolk NR31 0BB

CORE DESIGN LTD: Tradewinds House, 69/71a Ashbourne Road,
Derby DE22 3JS Tel: 0332 297797

DOMARK SOFTWARE LTD: Ferry House, 51-57 Lacy Rd, Putney,
London SW15 1PR Tel: 081 780 2224

ELECTRONIC ARTS: 90 Heron Drive, Langley, Berkshire SL3 8XP
Tel: 0753 549442

EMPIRE SOFTWARE: 4/6 The Stannetts, Laindon North Trade Centre,
Basildon, Essex SS15 6DJ Tel: 0268 541212

FROM BEYOND: 36 Globe Place, Norwich, Norfolk NR2 2SQ

FSF ADVENTURES: 40 Harvey Gardens, Charlton, London SE7 8AJ
Tel: 081 858 1532

GREMLIN GRAPHICS SOFTWARE LTD: Carver House, 2-4 Carver Street,
Sheffield, S1 4FS Tel: 0742 753423

THE GUILD: 760 Tyburn Road, Erdington, Birmingham B24 9NX

ICE (INTERNATIONAL COMPUTER ENTERTAINMENT): Bridge House,
Merrywalks, Stroud, Gloucestershire GL5 1QA Tel: 0453 756993

INFOGRAMS: 18a Old Town, Clapham, London SW4 0LB
Tel: 071 738 8199

KEN BOND ADVENTURES: 17 Adel Park Gardens, Adel, Leeds LS16 8BN

LEVEL 9 COMPUTING: P.O. Box No 39, Weston-Super-Mare,
Avon BS24 9UR Tel: 0703 338 969

MICROPROSE LTD: Unit 1, Hampton Road Industrial Estate, Tetbury,
Gloucestershire GL8 8LD Tel: 0666 504326

MINDSCAPE INTERNATIONAL: Priority House, Charles Avenue, Burgess Hill, West Sussex RH15 9PQ
Tel: 0444 246 333

MIRAGE TECHNOLOGIES (MULTIMEDIA) LTD: PO Box 202, Congleton, Cheshire CW12 4YR
Tel: 0260 299909

OCEAN SOFTWARE LTD: 2 Castle Street, Castlefield, Manchester M3 4LZ
Tel: 061 832 6633

PSYGNOSIS LTD: South Harrington Building, Sefton St, Liverpool L3 4BQ
Tel: 051 709 5755

RED HERRING: 504 Ben Jonson House, Barbican, London EC2Y 8DL
Tel: 071 256 8427

RIVER SOFTWARE: 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL
Tel: 0304 840319

SIERRA ON-LINE: Unit 2, Technology Centre, Station Rd, Theale, Reading, Berkshire RG7 4AA
Tel: 0734 303322

STRATEGIC PLUS SOFTWARE: 28 D & E The Courtyard, High Street, Hampton Hill, Middlesex TW12 1PD
Tel: 081 977 8088

SPECIAL RESERVE: PO. Box 847, Harlow CM21 9PH
Tel: 0279 600204

SYNTAX: 9 Warwick Rd, Sidcup, Kent DA14 6JL
Tel: 081 302 6598

TARTAN SOFTWARE: 61 Baillie Norrie Crescent, Montrose, Angus, Scotland DD10 9DT
Tel: 0674 74259

TOPOLOGIKA: P.O.Box No 39, Stilton, Peterborough, Cambridgeshire PE7 3RL
Tel: 0733 244 682

UBI SOFT (UK) LTD: Finchley House, 707 High Road, North Finchley London N12 0BT
Tel: 081 343 9055

US GOLD LTD: Units 2/3, Holford Way, Holford, Birmingham B6 7AX
Tel: 021 625 3366

VIRGIN GAMES: 338a Ladbroke Grove, London W10 5AH
Tel: 081 960 2255

THE WIZARD'S GUILD LTD: Drachen Fells, 2 Mayfair Avenue, Pitsea, Basildon, Essex SS13 1QG
Tel: 0268 728889

Wow SOFTWARE: 78 Radipole Lane, Weymouth, Dorset DT4 9RS
Tel: 0305 784155

ZENOBI SOFTWARE: 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX

MAY 1993

* Wow SOFTWARE have released four new games:

A MIDSUMMER DAY'S DREAM is a two part text adventure by Peter Clark. On a warm sunny day, you take a walk in the peaceful countryside and, arriving at the edge of a wood, you rest for a while on a grassy bank. Your eyes begin to close, then ... Available for Amstrad CPC 464 or 6128 on disk only (£5.00).

HELP Inc., a graphic adventure by Jason Davis, takes you into the world of an inter-galactic agent in his quest to rid the cosmos of menace and all things nasty, equipped with, amongst other things, the unique Help Inc. Electronic Thingy. Available for Amstrad CPC series on tape (£2.00) or disk (£4.00).

A DAY IN THE LIFE OF A TUPPERWARE SALESMAN is the latest offering from Simon Avery. This two-part text and graphic adventure features Horace Hugglethwaite, a travelling salesman who wants more than just tupperware to fill his remaining years and so he sets off to seek lost treasure deep in the Greystone hills. The adventure is sold together with a free game GRIMWOLD'S BIG ADVENTURE for Amstrad CPC series on tape (£3.00) and disk (£5.00).

The sequel to Steve Clay's award winning game THE TAXMAN COMETH reviewed on page U-31, TAX RETURNS sends you off on more tax-collecting exploits, with a whole new set of dubious debtors to track down. Available for Amstrad CPC series and PCW (PAW version) on disk only (£4.00) or (GAC version) CPC tape only (£2.00). Also available together with THE TAXMAN COMETH on disk only (£5.00). Spectrum versions of both games can be obtained from Zenobi Software on tape (£2.49) and +3 disk (£3.49).

* ON-LINE have released their modem flight simulator AIR WARRIOR as a stand-alone game. The game features aircraft from the bi-planes of WW1 to jets of the Korean War. Available for PC, SVGA version (£40.00), standard PC version, Amiga, Atari ST and Apple Mac (£35.00).

* BEAU JOLLY have released a set of compilations as follows; For Atari ST: JIMMY WHITE'S WHIRLWIND SNOOKER (reviewed on page U-29), LURE OF THE TEMPTRESS (reviewed on page D-154), and SHUTTLE For Amiga: JIMMY WHITE'S WHIRLWIND SNOOKER, LURE OF THE TEMPTRESS, and DUNE (reviewed on page D-136). Each compilation £35.99. For PC: SHUTTLE, LURE OF THE TEMPTRESS, and DUNE (£39.99).

* DIGITAL INTEGRATION will be releasing their flight sim TORNADO for PC at the end of May (£44.99). An Amiga version will follow in July (£34.99) and the Atari ST version in August (£34.99).

* ICE have released ABANDONED PLACES II, in which an evil force Pendugmalhe is all set to rule the world and only you can stop him, with a sword called Kuhalk. A dungeon-based RPG with over 32 levels, patrolled by various horrors. Available now for Amiga (£35.99), with a PC version to follow in late summer.

* MICROPROSE have released their much awaited horror-style Role-playing Game THE LEGACY, in which you have inherited a haunted house. Available for PC (£44.99), with an Amiga version to follow at the end of the year.

CIVILIZATION (reviewed on page D-124) has now been released at last for Atari ST (£34.99).

The Amiga version of A.T.A.C (reviewed on page D-198) will be available in June (£39.99).

The Amiga and Atari ST versions of THE ANCIENT ART OF WAR IN THE SKIES should now be available in May (£34.99).

PIRATES GOLD, a sequel to the game PIRATES, will be available for PC in June or July. Further details to follow.

FIELDS OF GLORY, a strategy action Napoleonic wargame, will also be available in June. Price to follow.

The bomber simulation B-17 FLYING FORTRESS has now been released for Amiga (£34.99).

Another flight sim, DOGFIGHT, has just been released for PC (£44.99), with an Amiga version to follow possibly in August.

* DREAM WORLD ADVENTURES have released their second game DEATH OR GLORY, which continues the story of DRAGON SLAYER. This is a two part adventure for Spectrum and is available on tape and Plus D disk (£2.50), or Spectrum +3 disk if you supply your own blank disk (£2.00).

This adventure is reviewed on page D-194 and can be obtained from Dream World Adventures, 10 Medhurst Crescent, Gravesend, Kent DA12 4HL. Please make cheques payable to M. Freemantle.

* MIRAGE are releasing a chess-style game RAGNAROK at the end of May. It will be available for PC (£39.99), Amiga and Atari ST (£34.99).

* DOMARK will be releasing a FLIGHT SIMULATOR TOOLKIT, possibly in October for PC, Amiga and Atari ST. Further details to follow.

* ZENOBI SOFTWARE have released two more new Spectrum games, both are available on tape (£2.49) and disk (£3.49).

CELTIC CARNAGE is the fourth in the Phoenix series of adventures, this time set over 2000 years ago in the Celtic Emerald Isle.

PCW (Personal Computer Whirled) is by Gareth Pitchford, author of MICROFAIR MADNESS (reviewed on page U-19), and is set in yet another computer fair.

ZENOBI have also just put together five new compilation disks for the Atari ST (£5.99). Each one comprises four adventures, reviews of most of them can be found on the pages indicated after each title, as follows:

COCKROACH'S CHOICEST CUTS:

VOLUME ONE comprises three of Jack Lockerby's adventures THE ENCHANTED COTTAGE (MD 37/38), THE DOMES OF SHA (D-6), and THE ELLISNORE DIAMOND (D-96), plus a graphic adventure SOULDRINKER.

VOLUME TWO again comprises three adventures from the River stable, HAMMER OF GRIMMOLD (D-32), DAVY JONES LOCKER (MD27/28), LIFEBOAT (U-3), and END-DAY 2240 a crime solving adventure by D.Blower.

VOLUME THREE features two River adventures THE MUTANT (D-57) and THE DARK TOWER (D-115). Also on this disk are THE JADE STONE (MD 31/32) by Linda Wright and THE MAGIC SHOP (D-98) which is a mouse-driven graphic adventure.

VOLUME FOUR contains NEW ARRIVAL (U-18), BORDER WARFARE, TREASURE ISLAND (D-84) from River Software and the classic DR JEKYLL AND MR HYDE (MD 35/36, U-16).

VOLUME FIVE comprises THE ADVENTURER by S & D Gray, THE DARKEST ROAD (D-164) by Clive Wilson, and two more of Jack Lockerby's River adventures INTO THE MYSTIC (D-73) AND THE MINES OF LITHIAD (D-143).

A very large selection of public domain titles for the Amiga and Atari ST are available now from ZENOBI at £1.49 per disk. They include arcade games and utilities as well as adventures, so please send to ZENOBI SOFTWARE if you would like a full list.

* INFOGRAMS will be releasing SHADOW OF THE COMET early in May. Based on the same technique as ETERNAM, this is an adventure game in which you take on the role of John T. Carter. You have discovered that an evil cult is performing strange ceremonies in order to communicate with malevolent Gods, who await their opportunity to return to Earth where they had reigned thousands of years ago.

The adventure will be available for PC only (£44.99), and will be reviewed in our next issue.

* US GOLD/SSI have released a Role-playing Game construction kit for creating your own AD&D style games. The utility, called UNLIMITED ADVENTURES is available for PC. Price and further details to follow.

SPACEWARD HO! from NEW WORLD is a new space strategy game. Players start out as a new space-faring race with fairly low technology and income with which to build ships, explore and colonise planets, your ultimate aim being to conquer the galaxy! You can play against up to 20 computer opponents on one machine, or any combination of computer and human players over a network. Available now for PC (£44.99).

DELPHINE SOFTWARE's latest interactive arcade adventure FLASHBACK will be released in mid May. Research scientist Conrad B. Hart has been kidnapped and his memory erased, but he has managed to escape to crash land on a bizarre jungle planet. Fighting his amnesia and surrounded by hostile creatures, he begins to explore ... Available in May for PC (£30.99) and later for Amiga.

D-DAY detailed on page C-87 should be available now for PC (£35.99), Amiga and Atari ST (£29.99) by the time you read this.

DARK SUN from SSI, detailed on page C-88, will be released in June for PC. A MAC version will follow. Prices to be announced.

EYE OF THE BEHOLDER III: ASSAULT ON MYTH DRANNOR also detailed on page C-88 will be released in May for PC (£39.99) and CD ROM.

VEIL OF DARKNESS is a new Role-playing game with a Dracula-type gothic horror theme. It is available now for PC (£35.99).

REALMS OF ARKANIA - BLADE OF DESTINY is the first title from ATTIC SOFTWARE based on Germany's most successful role-playing series DAS SCHWAZE AUGE. The game takes place in the medieval world of Arkania, where myths come true and magic actually works. The Orcs, a tribe from the north, are waging war, and you must lead your party to find a sword, the Blade Of Destiny, to fight and kill the Orc chief thus ending the war. Unfortunately the blade's location is shown on a map which has been divided into nine pieces and so things aren't as simple as they would seem. Available in May for PC (£44.99) and Amiga (£37.99).

The Amiga version of WIZARDRY VII will not now be released before September.

The Amiga version of CLOUDS OF XEEN will probably be abandoned, as it has proved too big for the standard machine (it requires more than 2 meg). There will be an Apple Mac version however, details to follow.

* New releases on the KIXX budget label are as follows, all being available on Atari ST, Amiga and PC at the prices stated:
M1 TANK PLATOON (£14.99), F19 STEALTH FIGHTER (£16.99), PIRATES (£12.99), MANIAC MANSION (£12.99) and OPERATION STEALTH (£14.99).

* FSF ADVENTURES are preparing to release their latest text adventure THE DARK GLADIATOR by new author Peter Council. In your hunt to discover the truth behind the three apparent suicides in a remote area, you find that the answer behind the deaths goes back two thousand years
Available in early May for Spectrum 128k only, tape or Plus D disk (£1.99) or Spectrum +3 disk (£2.99).

* IMPRESSIONS will be releasing AIRFORCE COMMANDER before the end of May. it will be available for PC (£34.99) and Amiga (£29.99).

Also due at the end of May will be WHEN TWO WORLDS WAR, an inter-planetary wargame set in 2121. It will be released for PC (£39.99), with Amiga and Atari ST versions to follow.

THE BLUE AND THE GREY is a wargame featuring battles and campaigns from the American Civil War. It will be released in September for PC (£34.99), Amiga and Atari ST (£29.99).

IMPRESSIONS are also due to release a much improved version of RULES OF ENGAGEMENT which was originally released by ELECTRONIC ARTS. RULES OF ENGAGEMENT 2 is a real time space strategy and fleet management game and it will be available for PC in May (£39.99), with Amiga and Atari ST versions to follow.

* Ken Bond's text adventure THE TEST, which was already available for Spectrum and Amstrad machines, has now been released for PC, Amiga and Atari ST. The story is set in modern times, where you have applied to join an elite fighting force and you begin the adventure by being dropped by parachute into unknown territory ... The new 16-bit versions have been greatly enlarged and enhanced, with many new puzzles.
Original Amstrad CPC or PCW versions are available from Ken Bond (£3.00). The Spectrum 128k tape version is available from The Guild, at a discount price to our members (see page W-6) (£3.00), disk version (£5.00).
PC (3.5"), Amiga and Atari ST versions (£3.00) are available from Bob Adams, 81 Uplands, Welwyn Garden City, Herts AL8 7EH.

* MINDSCAPE will not now be releasing CAPTIVE 2 until September, for PC and Amiga. There will be no Atari ST version.

On their CLASSIC budget range, they have released LEGEND, KNIGHTMARE, and MOONSTONE all for PC, Amiga and Atari ST (£14.99).

* The 1993 ADVENTURERS' CONVENTION is all set to take place at the Royal Angus Thistle Hotel in Birmingham on Saturday October 23rd. More details will be included in the next pack, but if you require further details before then please contact Vicky Jackson, 18 Merton Hall Rd, Wimbledon, London SW19 3PZ. Tel: 081 715 5524

* DAZE will be releasing a new POPULOUS type of strategy game called GENESIA from the French company MICROIDS. You play a political leader in control of a small land, which you must run as successfully as possible. The aim is to expand your territory and population. Further details to follow.

Also in the pipeline from DAZE/SILMARILS is ISHAR II. More details and prices to follow.

CRYSTALS OF ARBOREA is now available as a budget release on the GWP (Games Worth Playing) label for PC, Amiga and Atari ST (£9.99).

* VIRGIN will be releasing REACH FOR THE SKIES, the World War II flight simulator by the beginning of May for PC (£35.99), Amiga and Atari ST (£30.99).

The Amiga version of DUNE II (reviewed on page D-201) will now probably be released in June (£30.99).

VIRGIN/REVOLUTION are planning to release a new adventure in the Autumn. BENEATH A STEEL SKY is set in a futuristic cyberpunk world, and uses the Virtual Theatre adventure game system that first appeared in LURE OF THE TEMPTRESS. It will be available for PC (£35.99) and Amiga (£30.00).

* SOFTWORKS have produced an AGT MASTER'S EDITION for text adventure writers. Key new features include larger games, customizable default messages with changing colours, larger vocabulary, optional graphic illustrations using PCX formatted pictures for display on CGA, EGA or VGA screens, optional fonts and font editor, optional music and sound effects, optional user-definable "look and feel" interface including a menu-driven player input option, "pop-up" hints option, and total backward compatibility with all previous versions of AGT. Available for PC, with an Amiga version to follow, from Softworks, 43064 Via Moraga, Mission San Jose, CA 94539.

* RIVER SOFTWARE have converted two more of their titles to Commodore 64. THE ESCAPING HABIT and THE MINES OF LITHIAD are now available on tape or disk (£2.50) and at a discounted price to our members (£2.25). See page W-4 for ordering details.

* THE ADVENTURE WORKSHOP (for address see page A-13) have released their first adventure for the PC, THE DARKEST ROAD by Clive Wilson (reviewed on page D-164)
Available on 3.5" or 5.25" disk (£5.00).

* ADVENTURESOF, the adventure writing team behind ELVIRA and WAXWORKS, are working on their next adventure SIMON THE SORCERER for release later in the year. Using a point and click interface, you must help Simon on his journey through a magical land, full of fearsome creatures including dragons, giants, trolls, werefrogs, swampings and two-headed shopkeepers!
Available in September for PC (£39.99) and Amiga (£34.99), including an enhanced A1200 version.

* SIERRA/DYNAMIX will be releasing the fantasy Role-playing Game BETRAYAL AT KRONDOR at the end of May. Based on the Riftwar Saga by Raymond E. Feist, the player will follow an epic story through nine chapters, each containing many quests of varying complexity. The characters and creatures are realistic and detailed, and the vast 3D landscape includes swamps, dark forests, snowy mountains, sewers, dungeons, caverns and towns. Over 150 objects and treasures are needed to complete the adventure and there are more than sixty spells.
Available for PC (386SX, VGA) (£44.99).

As well as their famous graphic adventures, SIERRA also produce an educational DISCOVERY SERIES of games for children. These currently include the problem solving quests THE CASTLE OF DR BRAIN and THE ISLAND OF DR BRAIN (Age 12 and up): ECOQUEST (reviewed on page U-25) and ECOQUEST II - The Lost Secret Of The Rainforest (Age 10 and up): MIXED UP MOTHER GOOSE (Age 3 and up): QUARKY AND QUAYSOO'S TURBO SCIENCE (Age 9 and up).

Latest releases are TWISTY HISTORY, MIXED UP FAIRY TALES, and ALPHABET BLOCKS.
All these products are available for PC (VGA) (£34.99).

* ELECTRONIC ARTS have released ULTIMA VII PART TWO: SERPENT ISLE from ORIGIN. It is available for PC (£39.99).

The space trading game PRIVATEER, also from ORIGIN, will not be released until the end of the Autumn, for PC (£44.99).

The flight simulator STRIKE COMMANDER will be available for PC 386 shortly (£44.99).

* GREMLIN have released HERO QUEST on their GBH budget label for PC (£11.99) with the Amiga version to follow.

DAEMONGATE will not now be released.

* THE FOUR SYMBOLS from BORPHEE COMPUTERS, reviewed on page D-137, has now been released for PC and Atari ST (1 meg) (£5.00).

* CORE DESIGN will be releasing a new Role-playing Game DARKMERE in July. It will be available for PC, Amiga and Atari ST. Full details and prices to follow.

* ACCOLADE/LEGEND have released a spoof adventure ERIC THE UNREADY in which you play a less-than-able knight in shining armour, who must rescue a princess from the evil clutches of the queen, her wicked stepmother. LEGEND'S unique and complex control system enables you to choose whether to type text commands, select from a list of words using the mouse, or point and click onto objects in a picture window.
Available for PC (£34.99).

ACCOLADE are now the official UK distributors for the TSUNAMI MEDIA GROUP who created the best-selling Ringworld series.

RINGWORLD: REVENGE OF THE PATRIACH is an interactive science fiction graphic adventure in which you must find the solution to a plot by Kzinti Assassins, an insane patriach, designed to throw all of Known Space into chaos.
Available at the end of May for PC (£39.99) and on CD ROM in the summer.

Another TSUNAMI title, a space adventure PROTOSTAR: WAR ON THE FRONTIER will be released in June for PC (£39.99) and on CD ROM in the summer.

* STRATEGIC PLUS SOFTWARE are no longer going to stock Amiga titles. From now on they will only have PC products.

POINT OF ATTACK is a specialist war game from HPS SIMULATIONS, featuring modern-day desert warfare. It is available from STRATEGIC PLUS SOFTWARE for PC (£44.99).

The US import version of the Role-playing Game CHALLENGE OF THE FIVE REALMS is available now for PC £39.99.

Also available now from STRATEGIC PLUS SOFTWARE is a US import from TSUNAMI, PROTOSTAR: WAR ON THE FRONTIER, a resource management game, with 3d perspective. Described as a space battle strategy Role-playing Game, it is available now for PC (£39.99).

* OCEAN are releasing the Amiga version of A-TRAIN (reviewed on page D-155) in early May (£34.99).

The A-TRAIN CONSTRUCTION SET add-on disk is available now for PC, Amiga and Apple MAC (£14.99).

AMAZON - GUARDIANS OF EDEN

FROM : US Gold/Access
CATEGORY: Adventure
VERSION : PC
FORMAT : Disk
PRICE : £45.99
REVIEWER: Iain Mackenzie

In AMAZON, you play Jason, a perfectly ordinary chap until....! Yes, you guessed it, his brother, Allen, was leading an expeditionary party to the Amazon jungle when it was attacked by forces unknown. This action spurs Jason into following Allen's footsteps, coming to his aid, solving the mystery of the radioactive jungle, getting the girl, and finally settling back down to his old suburban life and putting his feet up - until his brother goes and does something else silly, that is!

AMAZON is a send up of the great Saturday morning movie serials of the fifties, and in that respect, it succeeds. Unfortunately, in most others, it fails miserably. There are so many aspects of this game that are poorly thought out, that I am surprised it was released. Access must have chimpanzees to do their play testing!

In SVGA mode, the important objects are so small, that it is very easy to miss them. You have to be pixel perfect to pick up, or use them. In fact finding them is often a matter of luck. This is very annoying as, due to the completely linear gameplay, it is then necessary to sift your way through your old save games, backtrack to pick up the object, and then repeat large chunks of the game!

This is one of these "I know how to solve the problem, but communicating the solution to the program is another matter altogether" type situations. The interface is so poor, that your character has to be in precisely the right position at precisely the right time, and, more often than not, the mouse button is clicked on the wrong pixel, which means going through the tedious quit/load saved game procedure over and over again.

AMAZON has a built in Help facility. In a good adventure I would have felt cheated, but in this case, it was the only thing that kept me going to the end - I would not have had the patience otherwise. If you are stuck in the game, simply click on the Help button for different levels of assistance with your problem.

It is a great shame about AMAZON, because the graphics, speech and sound effects are sometimes stunning, BUT WHERE IS THE GAMEPLAY? Add to this the fact that US Gold are charging £46 for the privilege of a few hours entertainment(?), and you have a package that cannot be recommended under any circumstances.

ATMOSPHERE : 15/20
VOCABULARY : N/A
PSR : 10/20

GRAPHICS : 19/20
PUZZLES : 10/20
STAR RATING: ?

DEATH OR GLORY

FROM : Dream World Adventures
CATEGORY: Adventure
VERSION : Spectrum 48/128
FORMAT : Tape or disk
PRICE : £2.50 (tape, Plus D disk), £2.00 (send your own +3 disk)
REMARKS : See page C-90 for mail order address
REVIEWER: Sue Roseblade

It's encouraging to see that, despite the shrinking Spectrum market, there are still new authors who are prepared to contribute to the range of excellent home-grown text adventures. Martin Freemantle is one such author and he has recently produced this, his second game, the sequel to DRAGON SLAYER (review page D-159).

The story continues from the point where DRAGON SLAYER ended, but there's no reason at all why it can't be played without ever having seen the first game. Having defeated the dragon, you are returning to your village with the prized Medallion of Immortality when you are mugged by some nasty goblins and left beneath the granite face of a mountain. A glimpse of the goblins vanishing through a secret opening in the mountain gives you a clue as to your initial goal.

The first part consists of lots of object collecting and fairly straightforward puzzle solving, which is pleasant enough, albeit rather uninspiring. Eventually you will have sorted out a means to get through the granite mountain face and beyond. From time to time throughout the adventure you are treated to little animated graphic sequences, which are quite effective if somewhat unusual.

Part Two is a much more entertaining affair. Starting in a snowfield, a helpful robin tells you about the rest of your quest. This is a good thing, because up until now you won't really know what you are supposed to be looking for - but when did that ever deter a true adventurer! The pace hots up considerably after you find your way through a dripping passage beneath a river, which leads you into a confusing bit of desert and the insides of a gigantic stone troll. Reviving the troll, by recovering his missing brain from those pesky goblins, you are brought finally to an ivory tower occupied by two witches. These hags are in possession of the dragon's tooth, which you must take in order to finish the game.

All in all, a much bigger and better adventure than DRAGON SLAYER, DEATH OR GLORY is well produced and has very few bad points. It may be worth noting that it's a good idea to search places twice, and repeat certain actions such as digging. Finishing the adventure you are left in an open-ended situation, ready for the third game in the series. Apparently it's coming soon - I look forward to it.

ATMOSPHERE: 14/20
VOCABULARY: 14/20
PSR : 15/20

GRAPHICS : N/A
PUZZLES : 14/20
STAR RATING: *

ULTIMA UNDERWORLD II: LABYRINTH OF WORLDS

FROM : Origin
CATEGORY: Role-playing game
VERSION : PC (Minimum 386, VGA, hard disk required)
FORMAT : Disk
PRICE : £39.99
REVIEWER: Cal Jones

This game follows on from ULTIMA VII rather than the first UNDERWORLD, and finds you in Lord British's castle celebrating the first anniversary of the defeat of the evil entity known as the Guardian. Unfortunately, the Guardian reappears to encase the castle in blackrock (a magical substance) leaving you trapped with your friends. Worse still, there is a traitor in the castle who will stop at nothing to aid the Guardian. There seems to be no way out until you discover a blackrock gem in the sewers beneath the castle which allows you to travel to eight different worlds in search of help.

I initially thought that UNDERWORLD II had less atmosphere than the original but the story develops well and soon had me hooked. Each of the eight worlds has its own character and challenges, and include ice caves, a Magicians' Academy, and the Ethereal Void. It is a non-linear game and allows you some freedom so that if you get stuck early on you can return to that section later.

No ULTIMA adventure would be complete without its characters and there are many familiar faces from previous adventures. Unfortunately they cannot accompany you but are there to provide you with training and contribute to the plot. Lord British, however, proves about as useful as chocolate dentures since he spends most of the game brooding in his room.

Like its predecessor, UNDERWORLD II is a first person adventure which features multi-directional scrolling. Unlike DUNGEON MASTER style games, you are not restricted to 90 degree turns but can go in any direction, look up or down, swim, climb stairs and so on. There have been no real technical breakthroughs since the original game, although the view screen is larger, the graphics sharper and the sound much improved. If anything, this game seems to run slower than the first, and was somewhat stodgy on my 20MHz 486SX.

I also discovered a large bug. Consequently I have awarded UNDERWORLD II two stars rather than three and, whilst it is every bit as good as the original, the first game represented a milestone in game design whilst this game merely emulates it. Nonetheless, if you have the hardware to do it justice it is undoubtedly a great product.

ATMOSPHERE : 18/20
PLAYABILITY: 17/20
PSR : 17/20

STRATEGY : 16/20
PUZZLES : 16/20
STAR RATING: **

ASHES OF EMPIRE

FROM : Mirage
CATEGORY: Strategy
VERSION : Commodore Amiga (1 meg), PC (VGA, hard disk)
FORMAT : Disk
PRICE : £34.99 (Commodore Amiga), £45.99 (PC)
REVIEWER: Hazel Miller on Amiga

Were you hooked on FLAMES OF FREEDOM? If the answer is yes, get ready for Mike Singleton's latest blockbuster ASHES OF EMPIRE, a socio-political game inspired by recent events in Russia and Yugoslavia. Your job, as Special Commissioner of the United Community, is to bring harmony and peace to the 5 republics of the CSR which is on the brink of nuclear war. The republics are made up of semi-autonomous provinces each having their own problems. Goods are in short supply, the population is near to starvation and, with a high ethnic mix, there is the added threat of civil war.

The basic gameplay and screen layout is very similar to FLAMES OF FREEDOM, but this is a much harder challenge as you are only allowed a set number of days to bring peace to each province. You can zoom in and out of the map screens using various magnifications via the function keys, and see surface and underwater areas in fractal form. Each province has its own needs, shortages and a demolition programme which you must fulfil to gain the support of the population. There are a number of resources you can draw on, stocks of gold, medication etc., and teams of professionals to support you.

After choosing a province, your personal organiser will help you plan a journey and give some sketchy information on any town or building in the area. You have various land, sea and air vehicles at your disposal which, used with an auto-route option, will take you to your destination by the shortest route, and many stop-overs can be scheduled in advance. Alternatively, calling up an airlift will take you instantly to your destination thus avoiding travelling altogether. Once inside a building you have to get officials on your side. There are eight methods of persuasion and if charm doesn't work, trickery or threat may. Each method costs one hour of game time but useful information can be gained.

I must mention the superb packaging that comes with the game. The large box contains a 20 minute video that explains the control system and gives a walkthrough on bringing peace to one province, a boxed set of disks, including one for your saved game, a large comprehensive manual, and a sheet of key overlays for both large and small keyboards. With The Firebird Suite setting the mood perfectly, ASHES OF EMPIRE is a serious game with long term appeal.

ATMOSPHERE: 18/20
STRATEGY : 17/20
PSR : 18/20

PLAYABILITY: 17/20
PUZZLES : 17/20
STAR RATING: ***

PROJECT NOVA

FROM : Zenobi Software
CATEGORY: Adventure
VERSION : Spectrum 48
FORMAT : Tape or disk
PRICE : £2.49 (tape), £3.49 (+3 disk)
REVIEWER: Sharon Harwood

Many years ago, when Earth and her colonies were locked in battle with alien beings, Flight Sergeant Smith of the 3rd Martian Combat Squadron was sent on a one-man mission to destroy the aliens' ultimate weapon, the Nova, stolen from earth by alien agents. As a member of the student body at Cadet training school, it is your task today to recreate Smith's incursion and attempt to carry out the mission in hand. So plug your neurological interfaces into the data consoles and your cerebral cortex will be fed simulated information concerning Smith and his surroundings.

You begin your mission aboard your ship but will soon find yourself entering the alien space station. Here your most urgent task will be clearing the station of alien patrols that spot you all too frequently. With this job taken care of you can concentrate on mapping the station and collecting together items that will be of use to you. Taking into account the fact that destroying the Nova will result in the total destruction of the station, it is worth checking that you have carried out everything necessary before you set the timer and make your escape.

Of course, as in the majority of adventures, things don't run too smoothly and the journey home takes a turn for the worse when you are forced to crash land on the alien planet .. it's lucky that you spotted an Earth ship on your way in! I preferred Part Two, as I found the puzzles to be less technical and really quite original. Part Two has you falling victim to an obscure alien disease that requires a cure as soon as possible. It did take me some time to sort out the correct order of events and it was aggravating having to reload my saved position on each occasion, but when I did manage to get things right I was not disappointed and thoroughly enjoyed my exploration of the alien city.

This PAWed adventure has only two setbacks. Firstly, the frequent reloading necessary on being killed at the beginning of Part Two and secondly, the program's inability to accept anything but the correct input (simple things like LOOK IN BAG where the program will only accept LOOK INTO BAG). This could be a major problem but fortunately you do get used to the commands fairly quickly, and so only spoiled my opinion of the game very slightly. PROJECT NOVA is well worth playing.

ATMOSPHERE : 16/20
VOCABULARY : 16/20
PSR : 16/20

GRAPHICS : 15/20
PUZZLES : 17/20
STAR RATING : *

ADVANCED TACTICAL AIR COMMAND

FROM : Microprose
CATEGORY: Simulation
VERSION : PC (640k, VGA, hard disk required), Amiga to follow.
FORMAT : Disk
PRICE : £44.99
REVIEWER: Iain Mackenzie

Is there no limit to the number of good flight sims that Microprose can release? In **ADVANCED TACTICAL AIR COMMAND (ATAC)** you take on board the task of trying to rid Northern Columbia of its evil drug barons. You try to achieve this by forming a strategy using the F22 aircraft and AH84 helicopters that are available to you. There are 3 levels of difficulty to choose from - a single flight involving only one aircraft, a limited campaign against one drug baron, or the full blown (literally!) campaign against all known criminals.

Although written by Argonaut (of **BIRDS OF PREY** and **STARGLIDER** fame), ATAC has the usual MicroProse feel with a good graphic screen for each stage of the preparation processes. Defining your strategy is probably the most critical section of the game, as you have control over up to 4 aircraft at any time during the campaign, and your replacement resources are limited. Once you get in the air, it is clear that the flight model is good, but not as realistic as, say, either of the new Harrier simulations from Domark and (surprise, surprise!) MicroProse themselves.

The graphics are acceptable without being outstanding. The landscape has a cluttered feel to it, but does not have any great detail. (Perhaps I have just been spoiled by the standard in **HARRIER JUMP JET!**). The sound was a great disappointment, as on my Soundblaster PRO, only one effect was audible at any given time. So for example, if a sidewinder is fired, the engine sound disappears for a few seconds. I noticed in the "Game Options" screen, that the sound select has only an Adlib option, and this may provide the explanation.

The missions themselves prove to be varied and challenging, as you must keep your agents on the ground supplied to maintain their intelligence reports, and destroy factories and supply lorries in order to hinder and, ultimately, destroy the evil drug barons.

In summary, ATAC is sufficiently different from other flight sims to warrant its place in your collection. The strategic element is limited but welcome, and the flight model is fairly realistic with the controls and options more simple than other games I could mention. Add to this the usual quality manual and presentation from MicroProse, and you have a package that is recommended.

ATMOSPHERE	: 15/20	STRATEGY	: 14/20
PLAYABILITY	: 16/20	REALISM	: 13/20
PSR	: 15/20	STAR RATING	: **

SPACE QUEST V: THE NEXT MUTATION

FROM : Sierra
CATEGORY: Adventure
VERSION : PC
FORMAT : Disk
PRICE : £39.99
REVIEWER: Geoff Hyman

SPACE QUEST V continues the adventures of Roger Wilco, the cosmic garbage collector. Roger has enlisted at the Star Confederacy Space Academy, desperately trying to earn his stripes and qualify as a starship captain. The game opens when Roger is caught playing on the Starship Bridge Simulator. Roger will have to scrub floors as a punishment for his wrong doings. Oh shoot! The StarCon Aptitude test is today and Roger hasn't studied for it. Well there's more than one way to pass the test... And what Starship does Roger get to captain? You've guessed it, a cosmic dustcart!

Roger has a series of quests to conduct. He needs to recruit an android, capture a cloaking device, visit the Space Bar and enlist the help of a bunch of Space Monkeys. Soon Roger gets wind of some very nasty goings on, involving the dumping of biological waste and the development of some rather yucky mutants. And behind all this is the mysterious Genetix Corporation. Who are they? Why are they doing it? Can Roger stop them, and rescue Beatrice before everything is blown to bits and Roger is lost without trace ... or even a sequel? Only if you take pity and decide to help him.

SQ5 has a fair dose of humour, a touch of romance, reasonable graphics and a host of horrible ways to die. This is one of those games where you need to save your position quite often and be prepared to experiment. There are items of technology that might misfire the first time you fiddle with them and VGA owners can play the game in EGA by removing a fuse, but why should they want to? There are several encounters where you must do the right thing at the right time, but the actions are generally pretty logical. Often it's just a question of getting things in sequence and paying attention to hints that are dropped earlier.

The game has a fair share of jokey animation details and sound effects, but there was one aspect of the game that I found slightly annoying. To travel between planets Roger needs to punch in coordinates given in the 'Galactic Inquirer', a rather poor excuse for a game manual, except for one tricky occasion when the coordinates for the Genetics Lab have to be found on an object within the game. It is not always clear to which planet you need to travel, so you may find yourself going back to places that you have tried before. Fortunately there aren't too many to try. Thank heavens the game wasn't any longer!

ATMOSPHERE: 14/20
VOCABULARY: N/A
PSR : 13/20

GRAPHICS : 15/20
PUZZLES : 13/20
STAR RATING: *

THE BASE

FROM : Ken Bond
CATEGORY: Adventure
VERSION : Spectrum 48, Amstrad PCW and CPC series
FORMAT : Disk or tape depending on version
PRICE : £3.00 (Amstrad) (Spectrum tape), £5.00 (Spectrum disk)
REMARKS : Amstrad versions available from Ken Bond or from The Adventure Workshop, Spectrum version available from The Guild. All addresses on page A-13
REVIEWER: Simon Husbands on Spectrum

A conversion to the Spectrum from an original Amstrad game, this is a pleasant little adventure that breaks no fresh ground but is enjoyable none the less. The plot is simple enough. You are an agent whose mission it is to get plans of a new submarine from a secret base and return these to your superiors. The only trouble is that you are stuck in a prison cell after being captured prior to this task. Let's hope things get better!

The first part of the game, therefore, has you attempting to escape from the prison. Then the second has you wandering around looking for the elusive plans, before escaping for home.

And so to the puzzles. The bulk of the game is pretty simple and you appear to have friends on the outside to help you. For example, when you are stuck in your cell at the beginning, the solution is simply to wait until someone throws the door keys to you through the cell window! The rest of the time is spent wandering around collecting objects in the right order and being in the right place at the right time. The atmosphere is all very un-threatening and lightweight, and not particularly realistic considering you are supposed to be in a high security prison! But if you like your games like this, then fine.

Sadly I found the parser a little frustrating. At one point I came to a dead stop when I had to stick a photo onto a pass. I tried everything, knowing what I had to do, but I couldn't do it. Eventually I cracked it, but only by putting in the exact description of the pass ("stick photo onto PLAIN pass"), which I thought was very unfriendly, especially as there is only one type of pass present in the game. I also ran into problems when I came to open a safe ... the combination was to hand, but wrapped up in such an obscure way that I never would have done it without being given the solution. So, I got frustrated, which spoiled an otherwise enjoyable game.

In short, a good fun game, not too taxing but occasionally irritating.

ATMOSPHERE : 9/20
VOCABULARY : 9/20
PSR : 12/20

GRAPHICS : N/A
PUZZLES : 11/20
STAR RATING : ?

DUNE II

FROM : Virgin Games/Westwood Studios
CATEGORY: Strategy
VERSION : PC (Hard Disk and VGA required)
FORMAT : Disk
PRICE : £35.99
REVIEWER: Geoff Hyman

The first thing to say about DUNE II is that you should have a sound card that supports speech to get the most out of this game.

The action takes place on the planet Arrakis, known as Dune. This is the sole source for 'Melange', commonly known as 'spice', a substance that is beyond price throughout the galaxy. The Emperor has offered sole rights to Arrakis to the House that delivers the most spice. Three Houses are in competition for these rights: the noble Atreides, the untrustworthy Ordos and the evil Harkonnen - but are they all being given the same chances? There are no set rules and whichever House you pick you will need to defeat both of the other Houses.

The game is essentially one of construction and conflict, with the mining of spice a necessary activity to provide credits to continue your operations. When you have eliminated the opposition in the area you select as your start, you may pick an adjacent area and gradually extend your control of Arrakis. Once you lose an area the game is over, but you may save your position at any stage in the game. It all seems easy to start with, but it gets quite tough as the game progresses.

Construction of buildings can only take place on areas of rock, while spice mining is only available in limited areas of the desert. You start out with a construction yard and begin by putting down concrete paving slabs, building a Wind Trap power source and a spice refinery. You can then go out and mine spice, stocking up on credits. You can soon build spice silos, a radar station, defensive turrets, troop barracks, vehicle factories and repair facilities. Later on, you can build Starports, Technology Centres and Palaces.

The Houses have different weapons at their disposal. The Ordos, for example, have the Deviator, a nerve gas weapon that changes the loyalty of their opponents and Saboteurs that can destroy structures and vehicles, adding to the replay value of the game.

Don't expect a game like the original DUNE this one is really quite different in character. There are no desert backdrop scenes or clever bits of animation, but I found DUNE II more playable than its predecessor.

ATMOSPHERE : 14/20
STRATEGY : 15/20
PSR : 15/20

PLAYABILITY : 17/20
PUZZLES : N/A
STAR RATING : **

THE LOST TOMB OF ANANKA

FROM : Compass Software
CATEGORY: Adventure
VERSION : Spectrum 48, Sam Coupe
FORMAT : Tape or Datel Plus D disk
PRICE : £1.99
REVIEWER: Sharon Harwood on Spectrum

When the Pharaohs of Egypt died they were buried inside hidden chambers which were cut into the cliffs, in order to protect the tombs from robbers. The cliffs were situated in a remote valley on the west bank of the River Nile, opposite Thebes. This valley was known as the Valley Of The Kings. It was believed that all the tombs in the valley had been found, until the chance discovery of an ancient stone tablet.

You are Dr Jack Foswell who, after many months of hard work, have finally managed to decipher the hieroglyphics and learnt of a secret entrance to the tomb. Unfortunately you are too late to save the life of your colleague Professor Sorinson, who has been killed entering the tomb from the base of the valley, but you head straight for the secret entrance and, after the suspicious deaths of your native bearers, you are left to enter the tomb alone.

Like all of Jon Lemmon's games, the action begins immediately and follows through right to the very end. At the door to the tomb you will be met with hieroglyphics that you must decipher for yourself, and Jon, a wizard at special touches, has provided a neat little code that sits at the top of the screen whenever required. I found this quite fascinating but must admit that, as the game progressed, it did become a little irritating having to stop the action so as to decipher the hieroglyphics. Once inside the tomb one of your main priorities is to gain the help of the Mummy Horus, as his assistance will be invaluable. Then it's just a case of making your way through the tomb to your ultimate goal.

All the usual PAW commands are available, and there are several extras in the way of commands and special effects. Typing INFO will give you all the information you require and I would recommend that you instigate this command as soon as the game has loaded. Like the majority of Compass adventures, the gameplay is fairly linear and logical, but I do wish that Jon would steer away from using the same solution to several puzzles. Once you know his games this makes everything a little simple. However, having said that, this adventure is full of atmosphere and a pleasure to play.

Another great game from Compass!

ATMOSPHERE: 18/20
VOCABULARY: 17/20
PSR : 18/20

GRAPHICS : N/A
PUZZLES : 17/20
STAR RATING : **

OKLIB'S REVENGE

FROM : Sue Medley
CATEGORY: Adventure
VERSIONS: Amiga, Atari ST, PC (3.5 & 5.25)
PRICE : £5.00
REMARKS : Available by mail order only from S. Medley, 9 Warwick
Road, Sidcup, Kent. DA14 6LJ.
REVIEWER: Bob Adams on Amiga

Sue has been well known in the adventure scene for many years as an adventurer, comms columnist and adventure magazine editor. OKLIB'S REVENGE is an enlarged 16-bit version of her game called THE STAFF OF POWER, which was previously only released for the Spectrum. Using virtually every byte that the largest version of A.G.T adventure utility has available, this is a text adventure of the traditional school and as such is greatly welcomed.

This is a large game. Not only are there more than 100 locations to be visited but some of them will require visiting more than once, as some necessary items appear only after certain actions have been carried out elsewhere. The only problem with this is, that you are not given any clues that this has happened and you only discover these extra items by patrolling the map, seeking inspiration when you've got stuck by a puzzle somewhere else. So a large number of moves will have to be made in total and this is not the sort of adventure that will be completed in one evening.

The mapping is on the whole logical which is just as well as you will need it to find your way back after several "no warning - instant death" situations. This is usually one of A.G.T's drawbacks as it doesn't include a RAM-SAVE and forces you to reload from disk which is very slow. Sue however, has been very clever and has written her own instant re-start routine which avoids the dreaded disk loading.

The location descriptions are quite long and by exploring and examining all the objects and also the text, you will generally be able to figure out what to do next. I did get stuck a couple of times but discovered this was the fault of the syntax required rather than me not trying to do the correct thing. The worst example saves itself for almost the final input. This took me ages to get right, but once you've overcome the parser you are then treated to a hilarious end message. This comes as quite a surprise as the adventure has been fairly serious up till now.

Overall, this game is a worthy challenge to the experienced adventure player and well worth the asking price. With just a little more user-friendliness such as a list of recognised verbs and an occasional help message, I'd have given it higher marks.

ATMOSPHERE : 16/20
VOCABULARY : 15/20
PSR : 16/20

GRAPHICS : N/A
PUZZLES : 17/20
STAR RATING : *

ISHAR - LEGEND OF THE FORTRESS

FROM : Silmarils/Daze
CATEGORY: Role-playing Game
VERSION : Atari ST, Amiga, PC
FORMAT : Disk
PRICE : £29.99
REVIEWER: Hazel Miller on Amiga

Many happy years have passed since Jarel, Prince of the Elves destroyed the evil Morgoth in the forerunner to this game, CRYSTALS OF ARBOREA. When Jarel died in a hunting accident many people fought for power. One such was Krogh who built the evil temple known as Ishar on the borders of Kendoria. Your quest is to destroy the evil within its walls.

Ishar differs from the usual character set-up in RPGs. You can have up to five members in your party but you begin with only one and recruit the rest as you travel around, either on the road or in taverns. Some have unusual professions like occultist monk, hypnotist and spy but you have to choose carefully for some will disappear in the night with a full backpack and armour. At certain points in the game you will have to drop some members and pick up replacements, so your party changes quite a lot. It is not wholly up to you who joins or gets dismissed from the party. All the present members take a vote and your proposal often gets the thumbs down. ISHAR is a French game and it shows. Passions run high among the group and a new member can turn your harmonious little band into a tangled mess of love and jealousy. C'est la vie!

The land of Kendoria is vast and varied, scattered with small villages and large cities. Great care has been taken with the graphics which are quite lovely. The landscape varies from open windy plains to idyllic glades of wild flowers and daffodils. Forests are especially beautiful, filled with bird song and cuckoo calls. In fact the sound effects are very good overall.

ISHAR builds up very slowly, and initially there isn't much to kill so your levels remain low. Your first quest is to find the flask you need to mix potions in, and there is only one in the game, so for the first few days I wandered around like a lost soul looking for a clue to get me started. Suddenly I discovered a temple from which I emerged with the flask in hand and a stronger party, so from that point the game took off.

I found many delights in ISHAR and loved to just wander around looking at the scenery, sometimes solving a problem along the way. I know I will want to play it again trying out different character combinations, and can't wait for the release of ISHAR 2.

ATMOSPHERE : 18/20
STRATEGY : 16/20
PSR : 18/20

PLAYABILITY: 18/20
PUZZLES : 17/20
STAR RATING: **

THE GUILD

Tony Collins officially launched his adventure software business, in October 1991. Prior to that he had been designing inlays, adverts, press releases and so on, for Amstrad adventure producer Mark Eltringham. When Spectrum versions began to be offered to Mark he was unable to handle them, and so it was agreed that Tony would start his own company, The Guild, to market these and other converted games.

The main idea behind The Guild was to convert games which had never been available on a particular format before and thereby expand the 8-bit adventure scene as much as possible. Authors showed considerable interest in having their games converted to different formats, and so the list grew fairly quickly.

Mark Eltringham's company later went out of business and Tony secured the rights to the Amstrad games on his list, but it was the Spectrum side of things that was really doing well. The Commodore 64 sales started slowly, but took off during the summer of 1992 when one of the games was distributed on a Zzap 64 cover tape. Since then the Commodore 64 has become the main machine, easily outstripping the Spectrum now by about 20 to 1. In 1992, The Guild gave up distributing Amstrad games altogether, and handed all these titles over to The Adventure Workshop.

Future plans are based on the sad realisation that the Spectrum adventure may well have seen its day. The Guild is therefore looking to secure permission to convert many of the "classic" Spectrum titles to the C64. There are also plans to expand the 16-bit side of the business. The Guild already has a few Atari ST titles and plans are afoot to start converting to PC in the future.

Recently, in the spring of 1993, The Guild have started a PD library for both Spectrum and Commodore adventurers.

The current list of Commodore 64, Spectrum and Atari ST titles available from The Guild is too long to print in this section. For full details, please write to The Guild, address on page A-13. The following titles have been reviewed so far in the Reference Book of Adventure:

ATALAN	019/U-23
THE BASE	021/D-205
CORYA 1: DRAGON	020/D-179
DANGER! ADVENTURER AT WORK 2	019/D-166
THE INNER LAKES	018/U-21
THE ISLAND	018/D-162
PRISON BLUES	020/U-27
THE THIEF'S TALE	021/U-31
TOTAL REALITY DELUSION	020/U-27

EMULATION ELATION (By Ian Osborne)

An emulator is a utility consisting of hardware, software or both, that enables your computer to mimic the operating system of another, unlike a file sharer which is capable of reading text from a file dedicated to the operating system of another machine (by converting text characters into, for example, ASCII files), but not imitating the operating system itself. Some are more successful than others, though none are as good as the system they're emulating - there's always something they can't do, but as long as you don't expect your PD software to fully replace a £250 piece of hardware they can provide a real boon to adventurers.

Amiga

The Amiga can't be emulated on any home computer currently available, as its custom chips would make the necessary hardware add-on at least as expensive as the Amiga itself. It is, however, extremely well-served when it comes to mimicking other machines.

Amiga owners can choose between three Atari ST emulators, the cheapest of which is a software only PD version. This runs a surprising amount of Atari software, and copes with text adventures with no perceptible loss of speed. The Infocom games not only run perfectly, but actually look a lot better using the emulator as the ST version use a black-on-white display, much more readable than the Amiga's white-on-blue.

It works with many public domain adventures too - Syntax PD have indexed games that run on Amigas using the ST emulator. The utility's only real drawback is that on early versions the entire screen display is in German, though I believe it's now been translated.

There are also two commercial ST emulators, the Medusa Card from Macro Systems (£150) and the Chameleon (£30). Both are hardware-based and function a little better than the PD version, though neither comes supplied with the ST's operating system STOS, which must be copied directly from an Atari.

When it comes to emulating the PC, Amiga owners are spoiled for choice. Commercial packages include the ATonce from Silica Systems (£200), which does a good job of emulating the Intel 80286 but must be installed internally.

The KCS Power PC Board (£230) is plugged directly into the RAM expansion port and also doubles as a 512k memory upgrade.

Commodore themselves produce the Bridgeboard, but this costs more than their own IBM clone. There's also a PD version which I'm told runs games written using TADS, an adventure writing utility superior to anything available on the Amiga.

Because of the difference in disk-operating systems, most commercial PC emulators require a PC disk drive to be connected, allowing the full 1.44 MB capacity when using high density disks. For more information on floppy and hard drive requirements and support, contact the manufacturer in question.

The machine really comes into its own when mimicking lower-grade computers. The shareware A64 is an excellent Commodore 64 emulator which is capable of running much C64 disk-based software. A hardware adaptor is supplied on registration, allowing you to connect the C64's disk drive to the Amiga.

There is also a PD 48K Spectrum emulator, which is slow but functional. Tape-based software can be imported using a sound sampler, the cheapest of which is Datel's 8-bit Sample Studio at £24.99. Although its running speed makes graphic adventures a bit of a bind, text-only games run at an acceptable pace.

The Amiga also supports a commercial BBC emulator and PD programs cloning the ZX81, the QL and the CP/M operating system, although I've no idea how successfully.

Atari ST

The Atari ST is less well-supported, but it does boast a mean PD ZX81 emulator which actually runs faster than Sinclair's ageing machine. It's possible to run the Atari ZX81 emulator on an Amiga using the PD Atari emulator, though there's little point other than curiosity.

Avant Garde's PC Ditto II turns your Atari ST into an IBM XT clone. Its hardware component is simple to install with no soldering involved and lies dormant until the software program is run. Unlike its predecessor, PC Ditto II is incredibly fast - special routines have been included to slow it down to the XT's 4.7MHz, preventing games from running at an unmanageable speed. Compatibility is very good, and as the Atari uses the same 3.5 inch drive as the IBM there's no extra hardware to buy (unless you want a 5.25 inch drive too ...).

Early models couldn't utilise joysticks and only supported monochrome or four-colour CGA graphics, but Avante Garde have a policy of constantly upgrading the product and offer free software upgrades. Contact them for the latest price and specifications.

Bearing in mind the huge range of text adventures for the Spectrum, a Spectrum emulator would be a real boon. I don't know whether or not one exists, but there is a PD program which mimics the C64. Alas, it's incredibly bad and can't support even the simplest of BASIC instructions, let alone full programs.

PC

Surprisingly enough the PC scene isn't exactly awash with emulators (I know of only three). Perhaps the most important of these, from an adventurer's point of view, is the shareware Spectrum emulator by GA Lunter, from PCIUG. For a £10 shareware fee you can turn your powerful, expensive PC into a humble 48k Spectrum - but why would you want to? After all, you could probably buy a second hand Spectrum from a car boot sale for only slightly more than the registration fee. Well, for starters, how many of us have room for two computer set-ups at home? Emulators are an excellent way of saving space, and if you can save the Spectrum programs to PC disk (which I presume you can) loading time will also be saved.

The package contains diagrams showing how to connect a tape recorder to your PC, allowing direct loading. If you are really ambitious you can connect a Microdrive instead (remember those?).

There is also a PD BBC emulator on the market, but as it only emulates the computers BASIC language its only real use is for children who use a BBC at school.

Also on PD is the CP/M emulator, which does a fair job of reproducing the operating system but cannot handle graphics at all. As far as I am aware there are no Commodore 64 or Atari ST emulators for the PC, although I stand to be corrected.

I cannot understand why PC Public Domain libraries charge at least twice as much for their disks as the average Amiga distributor. Shareware fees are generally more expensive too.

8-bits

Believe it or not there are a few emulators around for the 8-bit machines. The Sam Coupe for example, is designed to be compatible with the 48k Spectrum, though the promised 128k emulator has yet to emerge. The emulator has undergone constant improvement and now boasts 100% compatibility with 48k programs. The Sam also supports CP/M emulation, although I'm not sure how successful this is.

The humble Spectrum also supports CP/M, via Locomotive Software's Malard Basic & CP/M Plus package. It's not cheap (£30) and as the CP/M operating system doesn't support tape drives, it's only available to +3 users, but it works with many CP/M adventures written for the Amstrad computers. Infocom, stalwarts of the adventure scene, converted their games to CP/M and they run perfectly under emulation. Unfortunately their games are now deleted on this format, and are therefore difficult to obtain and of high value on the second-hand market.

Conclusion

Because text adventures aren't too taxing on the CPU, they usually run very well on emulators, suffering very few speed-related problems. However, if the two computers in question (host machine and emulated system) have radically different drive requirements, saving games could be a problem.

Unless the set-up in question is a 16-bit computer emulating an 8-bit machine (The Spectrum emulator on the Amiga runs THE HOBBIT perfectly, if a little slowly), it's very unlikely that animated graphic adventures will be supported. In any case, why would you want to run MONKEY ISLAND or LEISURE SUIT LARRY on an emulator when they've been released on every 16-bit format anyway? If your Atari ST gave up the ghost and you replaced it with an Amiga, then you might want to try out your old software. As the best emulator in this case is PD anyway you would have nothing to lose, but you'd probably be better off selling them and buying the Amiga versions.

Emulators are powerful and useful tools but, as stated earlier, they can rarely fully replace the machine that they are cloning.

It's also worth noting that this article is far from comprehensive - if you know of any emulators that aren't featured, or if a particular emulator has proved especially useful to you, why not write and let us know. With a little imagination, a whole new world could be opened.

Contact addresses

SYNTAX PD, 9 Warwick Rd, Sidcup, Kent DA14 6JL

MACRO SYSTEMS, Tel: 01049 6171 73048

SILICA SYSTEMS, 1-4 The Mews, Hatherley Rd, Sidcup, Kent
DA14 4DX

DATEL ELECTRONICS, Govan Rd, Fenton Industrial Estate, Stoke On
Trent ST4 2RS

AVANTE GARDE, 381 Pablo Point Drive, Jacksonville, Florida 32225

LOCOMOTIVE SOFTWARE, Dorking Business Park, Dorking Surrey RH4 1BR

PCIUG (PC Public Domain), Tel: 0732 771512

Advantage PD (PC), Tel: 0242 224340

ORB QUEST

WoW Software/The Guild

STARTER GUIDE

Look at your inventory to see that you have a pouch. Open it and look in the pouch to find some coins. Pay the Captain and you can now go north. Here you will find a tramp in the gutter.

Go west and enter the tavern. Go west again and you will see a notice advertising that first ale is free. Order ale. You will notice three groups of people. Examine the ladies and find that you can't hear what they are saying. Sit behind the ladies and hear them talk of a coach to the fair.

Go up and examine the door. Look through the keyhole and you will see a woman. Wait and she will leave. Open the door and go north into the bedroom. Now you must hide:
AMSTRAD VERSION: shut the door and hide under the bed.
SPECTRUM VERSION: climb through the window.
Wait until the woman leaves again, then come out of your hiding place.

Examine the table, open the drawer and look inside. Open the box and take the necklace. Climb through the window. Put the necklace in your pouch and close the pouch. Slide down the drainpipe. Go east twice into the market square. Pick the pocket of the passing stranger. Open the pouch, take the necklace from the pouch and sell it

Compiled by Sharon Harwood

THE DARKEST ROAD

Zenobi Software

STARTER GUIDE (Atari ST version)

You begin standing outside your farmhouse. Go west into the house and examine the desk and the chair. You will find a small map. Take it and examine it. Opening the desk you will find a piece of paper. Examine it and drop it, as it is a red herring. Examine the table to see a message written in the dust. Go west into the bedroom and examine the table. Take the orb that you find and examine it.

Go east three times to the barn. Examine the barn and then go east again. Examine the hay to find a needle, then examine the hay again to find a small book. Examine the needle and the book. Examine the manger twice to find an old grimy map. Get this map (torn map) and examine it. Read the book for more clues.

Now go west, west, north, west, north and north again to find a dead elf. Examine the elf and get his shoes. Go south, south and east into the Forest of Silence.

021/R-27

Wear the shoes here, or the Shade of the Forest will kill you. Go north and examine the leaves to find a card (red herring). Go north and examine the Shade. He will give you a message. Go south, south, west and north four times to the bottomless lake. Swim the lake, go down and kiss the mermaid to enable you later to pass through the Forest of Forgiveness.

LEGEND OF KYRANDIA

Virgin

STARTER GUIDE

At home (In the treehouse):

Upon finding that poor old Brandon's grandad has turned to stone, pick up the note and the giant garnet that are on the work-bench and the saw which is underneath it. Grab the apple which is in the purple pot and then exit the treehouse. Use the tree root to get to the ground.

Go left past the withered willow, then left again and enter the temple. Give Brynn the note and she will reveal the hidden message on it, which says that Malcolm the mad jester is responsible for grandad's condition. Brynn will then ask you to fetch her a purple rose.

Go back to the treehouse then go right, picking up the sapphire as you go. Go right again to the Pool of Sorrow, gather a teardrop from the pool. Take this back to the withered willow and cure the tree by placing the teardrop into the trunk.

Brandon's friend Merith will now appear wanting to play hide and go seek. Brandon should play along with Merith and follow him to a big tree. After scaring Merith up the tree, take the purple marble he gives you.

Go right to a forest altar and place the purple marble to the left of the two that are already there. Pick a purple rose that grows near the altar. Go left, then down three times, then left again. Here you will find Herman and a ruined bridge. Give Herman the saw so that he can fix the bridge.

Take the purple rose back to Brynn. She will then transform it into a silver rose. Take this to the altar and place it on top of it. This will make an amulet appear for you to use later.

Go back to the bridge, making sure that Herman has finished his repairs before you try to cross the bridge. When he's done so, cross the bridge into the Timbermist Woods for the second leg of your quest.

Compiled by Debbie Lawford

MAY 1993

HELPLINES

In this pack we have updated page A-1 which now includes the two newest telephone helpline numbers.
Please also note the new mail helpline address.

Remember that we have six telephone helplines and a mail helpline, all detailed on page A-1. We have a large collection of solutions and, in the unlikely event that we cannot help you ourselves, there's a good chance that we can put you in touch with a fellow adventurer who can.

BACK ISSUES

Some of the very earliest back issues of the ACL members dossiers are now out of stock. We are able to reprint these but, due to higher printing costs, we must increase the price of MDs 1 to 13. These prices have been updated on page A-2.

BINDERS

Those of you who now have a completely up-to-date Reference Book Of Adventure, containing Packs 1 to 21, will have noticed that it is very nearly full! After this issue has been filed, you may well feel that you are going to need a second binder to continue your collection.

The simplest way to organise the collection from now on would be to split the indexed sections between the two binders, putting Sections A to F in one binder and Sections G to Z in the other. Of course, it's entirely up to you and if you have a different idea, we'd be interested to hear your suggestions.

If you wish to purchase a second binder, you will not need another set of indices. We can therefore offer them to you at a reduced price of £6.95.

THANKS

Our thanks to Mike Barton, Sharon Harwood, Simon Husbands, Cal Jones and Debbie Lawford for their contributions to the Starter Guides and Hints 'n' Tips section in this issue.

DISCOUNTED SOFTWARE SERVICE - UPDATE:

The following titles are now available and will be added to page W-4 in due course:

RIVER SOFTWARE		<u>Normal Price</u>	<u>Discount Price</u>
The Dark Tower	Commodore 64	£2.50	£2.25
The Mines Of Lithiad	(Tape or disk)		
The Escaping Habit			

MEMBERS' CONTRIBUTIONS:

Thanks to all members who sent in their votes for the Golden Chalice Awards. The winners are announced on page A-11 in this issue.

Despite the fact that we sent stamped addressed envelopes for the return of your votes, only about 30% of our members felt moved to reply. We received only two letters with the voting forms, and therefore we were yet again unable to include a letters page in this issue.

Strangely enough, the most common complaint that we have received about the contents of the Reference Book packs has been that there is not enough input from members in the letters section! Well, the remedy can only be in your hands.

The Club welcomes your comments and suggestions. You may mark your letter NOT FOR PUBLICATION if you prefer. You can also contribute to the Hints and Tips section, or send us maps and solutions to the games you have completed for our helpline database.

BUY - SELL - SWAP:

FOR SALE: ATARI STFM upgraded to 1 meg, plus 12 adventures including Wonderland, The President is Missing, Corruption, Super Quintet. Also STAC and Paintworks. New mouse. Only £150 including postage and packing. Telephone Hazel Miller on 081 470 8563

FOR SALE: FOR ATARI ST (1meg): Silent Service II, as new, £12.
FOR AMIGA: Eye Of The Beholder I, £10. Eye Of The Beholder II, £12.
Telephone Hazel Miller on 081 470 8563

All members are invited to use the Buy-Sell-Swap service, which is free of charge, to advertise hardware and software items. To place your advert, either write or telephone Hazel at the Club address.

THE TAXMAN COMETH

WoW Software/Zenobi

Amstrad CPC series tape (£2.00), PCW disk only (£4.00)
Spectrum 48k tape (£2.49), +3 disk (£3.49), from Zenobi Software

Written by Steve Clay, this is a humorous text adventure programmed with the Professional Adventure Writer (PAW). You play the part of Queen Stephanie's tax collector and you have to persuade six residents of Tripe on the Wold that tax evasion is not a good and proper thing to do. However, adventures are never straight forward and the sort of complications you have to overcome include a Wizard who lives in a tower that doesn't appear to have an entrance, a Giant who would prefer to eat you than pay up, Topper who is rather free and easy about using his sword and a Dragon who is sitting on his pile of gold. (Amstrad version reviewed).

ATMOSPHERE 16/20 - VOCAB 17/20 - GRAPHICS - N/A - PUZZLES 16/20
PSR 17/20 - STAR RATING ** Reviewed by Bob Adams

A THIEF'S TALE

WoW Software/ The Guild

Amstrad CPC series tape (£4.00), disk (£6.00), from WoW Software
Spectrum 48k tape only (£4.00) from The Guild

The author is Simon Avery. With Simon's adventures you know before you begin that you are going to gently have your leg pulled and this three part adventure is no exception. You play the part of Sid, a thief of some repute, leading a party of companions consisting of the beautiful Lady Gwendoline, Shortstop the dwarf, Nasna the magician, Bruce the wolfhound and Fred the young apprentice. Various other characters appear that you can talk to as well as trying to complete your quest of finding Shortstop's long lost Uncle Gordo. This text only game is written with the Quill. (Amstrad version reviewed).

ATMOSPHERE 16/20 - VOCAB 16/20 - GRAPHICS N/A - PUZZLES 17/20
PSR 16/20 - STAR RATING * Reviewed by Bob Adams

STUNT ISLAND

Disney/Infogrames

PC (386+, 13Mb HD) (£49.99)

STUNT ISLAND is difficult to describe - it's both a very good stunt flight simulator, a 3D world generator and a film editing package. STUNT ISLAND simply lets you design, fly and edit your own stunts as well as 30 odd stunts pre-supplied with the game. Ideal for fans of flight sims who want more variety and fun than just shooting a primary and secondary target. Great game but some of the stunts are quite difficult to fly.

ATMOSPHERE 17/20 - STRATEGY 17/20 - PLAYABILITY 16/20 - REALISM 16/20
PSR 15/20 - STAR RATING ** Reviewed by Stuart Whyte

D/GENERATION

Mindscape

Atari ST, Amiga (£14.99), PC (£19.99)

A secret project has gone out of control at a bio-tech research lab and the security system is on full alert, blasting everything that moves. You must make your way through the 10 levels of the building, puzzling out ways of avoiding deadly traps such as electrified floor pads, automatic doors and laser firing periscope things that pop up from the floors. Added to these you will encounter the various escaped mutant organisms which can disguise themselves as office furniture, waste bins or potted plants! Only one moan ... you can only save your game position at the end of a level - extremely frustrating if you're as adept at getting fried as I am. Although described as such in the advertising hype, this is not the type of game that comes within my definition of an "Adventure", and I am most definitely not an action-game player, by any stretch of the imagination. However, I found this one immensely funny and incredibly addictive. (Atari ST version reviewed).

ATMOSPHERE 15/20 - VOCABULARY N/A - GRAPHICS 15/20 - PUZZLES 17/20
PSR 17/20 - STAR RATING **

Reviewed by Sue Roseblade

GREAT NAVAL BATTLES EXPANSION DISC - SUPER SHIPS

US Gold/SSI

PC (£19.99)

SUPER SHIPS OF THE ATLANTIC adds another ten scenarios and three campaigns to GREAT NAVAL BATTLES (reviewed on page D-171). These scenarios and campaigns are on a "what if?" basis as they are based on ships that weren't built in time for the end of the 2nd World War. The scenarios and campaigns are well implemented and well worth getting if you enjoyed the original game - the expansion disc also includes patches for quite a few of the bugs in the original!

ATMOSPH 14/20 - STRATEGY 13/20 - PLAYABILITY 10/20 - REALISM 16/20
PSR 9/20 - STAR RATING ?

Reviewed by Stuart Whyte

KING'S QUEST V

Sierra

PC (£44.99)

King Graham, returning to his Castle one fine spring day, finds that it isn't there! Aided only by Cedric, a trusty owl, and the new Sierra 'point and click' interface, you must track down the evil wizard Mordack who has spirited away your castle. There is a good variety of locations to explore: the town of Serenia, a dark and dangerous forest, a desert, snow-capped mountains, the ocean, an underground maze and Mordack's castle. They are all nicely depicted and contain their fair share of puzzles. The game is somewhat linear and a bit cute, but it's still great fun to play.

ATMOSPHERE 13/20 - GRAPHICS 15/20 - VOCABULARY N/A - PUZZLES 13/20
PSR 12/20 - STAR RATING *

Reviewed by Geoff Hyman

TOPOLOGIKA

P.O. Box No 39, Stilton, Peterborough, Cambridgeshire PE7 3RL
Telephone: 0733 244 882

Please add £2 postage on 1st title, 50p per each extra title.
No credit card orders under £25.

		Normal Price	Discount Price
ACHETON	BBC, AMd, PCW, PC	£15.00	£10.00
COUNTDOWN TO DOOM			
KINGDOM OF HAMIL			
PHILOSOPHER'S QUEST			
RETURN TO DOOM			
AVON/MONSTERS OF MURDAC		£20.00	£14.00
LAST DAYS OF DOOM/HEZARIN			
SPYSNATCHER	BBC (disk), RISC OS	£15.00	£10.50

LEVEL 9 COMPUTING

P.O. Box No 39, Weston-Super-Mare, Avon BS24 9UR
Telephone: 0703 338 969

						<u>Normal Price</u>	<u>Discount Price</u>
All titles below on cassette at						£ 5.00	£ 4.50
ADVENTURE QUEST	SP48	C64	AM	BBC			
COLOSSAL ADVENTURE	SP48	C64	AM	BBC			
DUNGEON ADVENTURE	SP48	C64	AM	BBC			
EMERALD ISLE	SP48		AM	BBC			
LORDS OF TIME		C64	AM	BBC			
THE PRICE OF MAGIK	SP48	C64	AM	BBC			
RED MOON	SP48	C64	AM	BBC			
RETURN TO EDEN		C64	AM	BBC			
SNOWBALL	SP48	C64	AM				
THE WORM IN PARADISE	SP48	C64	AM	BBC			
GNOME RANGER						£ 9.95	£ 7.96
	PC	MAC	SP+3d	AMd	PCWd	ST	AG
						£14.95	£11.96

INGRID'S BACK SCAPEGHOST*

	SP48	C64	C64d	AM	MAd	£14.95	£11.96
	PC	MAC	SP+3d	AMd	PCWd	ST	AG
						£19.95	£15.96

*N.B. SCAPEGHOST is no longer available for Spectrum

THE GUILD

760 Tyburn Rd, Erdington, Birmingham, B24 9NX

Cheques payable to Glenda Collins.

Post free UK. For all overseas orders please add £1 per title.

This selection of tapes are now on special offer to our members.

						<u>Normal Price</u>	<u>Discount Price</u>
CURSED BE THE CITY			SP48			£2.00	£1.75
WEREWOLF SIMULATOR			SP48			£2.00	£1.75
THE BASE			SP48			£3.00	£2.50
THE TEST			SP128			£3.50	£3.00
THE ISLAND			SP128			£2.50	£2.00
I DARE YOU			SP48			£2.50	£2.00
METHYHEL			SP48			£2.50	£2.00
METHYHEL			SP128			£2.50	£2.00
THESEUS			SP48			£2.50	£2.00
TEACHER TROUBLE			SP48			£2.00	£1.75
CORYA I: DRAGON			SP48			£2.50	£2.00
ALSTRAD			SP48			£2.00	£1.75

General

Paladin is the best character to choose. In any case, choose a strong character because you can always improve your magical abilities through training but you cannot increase your strength. Weak characters will not be able to carry much or wear heavy armour.

When selecting your initial skills, "acrobat" is useful since you will not be able to get training in that skill later in the game. Sword is the most useful weapon to specialise at because there are more swords available than any other weapon.

Since there are only four save games, back up regularly on to floppy disk.

Lord British's Castle

Investigate the secret room which leads off your own. Speak to everyone, and do not forget to return to the castle for training and update on the situation there. Nystul will activate the blackrock gems for you.

At some point the servants will kick up a fuss about how they are being treated. Be totally sympathetic to their cause otherwise they will strike, which has dire consequences for you.

Training

Experience points gained can be spent on training. The following characters will train you in various different skills:

Lord British's Castle:

Dupre:	Axe and Mace
Geoffrey:	Attack and Defence
Iolo:	Marksmanship, Swimming and Appraise
Julia:	Lockpick, Mending and Disarm Traps
Lady Tory:	Charisma
Nelson:	Lore and Search
Nystul:	Mana and Casting
Patterson:	Charisma
Syria:	Barehand and Sword

Prison Tower:

Garg:	Barehand
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Killorn Keep:

Altara:	Mana and Casting
Lobar:	Sword
Ogri:	Lore

Pits of Carnage:

Any Fighter:	Axe and Mace
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Rather than be a jack-of-all trades, I recommend concentrating your efforts on fighting and spellcasting skills. You will be a more effective fighter if you specialise at one weapon (I chose sword) and gain attack and defence skills. Mana and casting are the most useful magical skills. As an additional skill, lockpick is highly useful until you are sufficiently advanced enough to cast the "Open" spell.

The Prison Tower

Take the note you find in the first room and show it to the guards. Visit all the levels and speak to everyone, including the human slaves on level 4.

Do not attack the goblins yourself. Talk to the smith on level 5 and offer to help him with his problem. He should give you a pair of gloves as a reward. Then speak to the captain on level 6. He will mistake you for someone else so go along with his deception and he will give you a password and another pair of gloves. Free the prisoners upstairs before returning to the captain. Ask him for the gem. Then pick the lock of the cell on level 5 and free the troll.

Return to the human slaves and take the Cornucopia. Come back later to visit Garg, the troll. He will have some letters to give you. The double doors on level 2 are "dungeon dressing" and do not lead anywhere, so don't worry about them.

Killorn Keep

Talk to everyone, including the cats. Do not trust Mystell. Altara will give you a dagger to kill the Listener Imp in the sewers of Lord British's Castle. She will also tell how to make a wand to cut the Guardian's power.

Ogri will ask you for a blue banner. The trap in the oubliette can be deactivated by moving the candles from the pentagram. Avoid killing the Brain Creatures in the secret room. Much later in the game you will need to return here to defeat Mors Gotha and take the spellbook she is carrying.

Ice Caves

Explore thoroughly. The black gem is on level 2 towards the south. Talk to Mokpo.

Kill the ice golem and enter the sewer control area. Read the note left by the controls. Perform the first half of the instructions, making sure that the button is pressed first. Retrieve the key from the maze before performing the rest of the instructions.

Find the door in the maze and open. Pull the chain. This should open the dam. Return to level 2 and go north to Anodunos. Speak to the ghost.

Talorus

Speak to Historian and Futurian. You will need to speak to Dialogician before you can communicate with Data Integrator. The amethyst rod can be found on level 1.

Scintillus Academy

You will not be able to recharge your mana during the exam, so it is advisable to buy a potion of restore mana from the merchant in Killorn Keep.

It is possible to complete the exam without using any spells, since there are plenty of wands and scrolls around. The gem may be found on a pentagram.

Pits of Carnage

Make the first man you meet into a slave and he will help you. Fight in the arenas to get respect. It is not necessary to fight Dorstag to get the black gem.

The Wand of Altara can be used in a room to the north. Visit the mage on level 2. He will give you a bottled demon in return for a sceptre you will find in the Ethereal Void later on. Visit Blog on level 3 and play his game. He will help you later.

Praecor Loth

Use a rock hammer to smash the boulders on level 1. The wand of Altara is used where you find the gem. Talk to the ghosts on level 2. You do not need keys to get past the Liches if you know the "Open" spell.

On level 4 remove the candles from the pentagram to dispel the illusion. Talk to the ghost of the king and convince him he is dead. Take the horn and then cross the chasm to his tomb to retrieve the blue banner for Ogri.

The Ethereal Void

The magic sceptre is in the Red Hell. The mute man on the Cerulean Plain requires brain creature eyes.

Each time you land on top of the white pyramid, you will change the colour of the square you are on. Jump on each square to change the pyramid to a uniform colour. Don't jump on a square more than once! Once the pyramid is one solid colour, a moongate of that colour will appear.

Use the "Portal" spell to get into the Shrine of Spirituality to retrieve the gem. Wave the wand here.

There is a bug in the golden maze. You will need to levitate over an elevator platform to reach the room with the moongate. The room should be gold. If the room is red and contains no moongate or only half a moongate, you will have to reload an earlier savegame (this may even have to be from before you entered the Void) and try again.

THE BASE

Ken Bond

Part One:

To escape from the cell, simply wait until the package is thrown through the window. This contains all you will need to get out ... but wait for the right moment.

To get through the door at the west end of the corridor, you need a card which you can find in some reading material in the governor's bedroom.

To get through the door in the smelly area, you'll need a key which you can find on the slumbering guard.

Search the governor's quarters carefully to find a source of light. You'll need to look UNDER things.

To get into the safe, look for the manufacturer's name and note the first letters and the number of letters in each word.

The camera needs to be set to automatic, with the lights turned on, for your passport photo! Make sure you stick it onto the PLAIN pass.

To get into the photo studio, reach the keys with the broom handle which you can find in the attic.

Don't listen to the cassette in the governor's quarters. Use a more mobile stereo system. Make a note of your instructions ... you'll need them later.

Get athletic in the gym! Search the gap for a useful tool to help you lift the grate.

When you hear footsteps, keep quiet and still.

Use the soap to get through the tightest of spots. Remove your clothes too, if needed.

Part Two:

Search the hut with your torch to get the appropriate condiment.

Empty this at the last moment, to put the dogs off the scent.

Show your completed pass to the guards to get into the base.

Wear the Levis and don't forget to check the pockets.

Remove the hook on the chain as you'll want it later.

When you find the sand, you will want to pretend you're at the seaside. Look in a few cupboards to find the tool you need.

Get your buttonhole from the office and proceed to the torpedo room for a romantic encounter with a shady dealer.

Find some meat in the kitchens and drug it with some of the Doctor's pills (you will need to force the issue) and then give your meal to the dogs.

Open the safe to get the plans by checking the calendar. Replace everything as you found it but don't forget to do your David Bailey!

Examine the painting to swing things your way!

Use the ladder to get onto the dais, then use your grappling hook to get over the wall and down the other side.

Get flashing to get moving!!

DEATH OR GLORY

Dream World Adventures

Part One:

Don't worry if the key falls down the well, you can get it later.
Smash the crates to get a useful object.
The scarecrow will provide two items.
You will find a lamp if you search the hay by the pond.
Roll and ride the log to go fishing.
Search the water in the well, and soak the dirt.
The cyclops needs mud in the eye.
Dry your wire by the fire.
Dip the spear in goblins blood to kill the swamp monster.

Part Two:

Crawl in the log and look through the knothole.
Watch out for the robin's return.
Examine the ladder to find a lamp.
Search the troll's kidneys twice.
Wear the bag to decapitate the medusa.
Catch a meerkat in a sack.
Dig by the goblin fire, and move the dead goblin.
To wake the troll, shake his epiglottis.
To defeat Lydia, smash her mirrors.

ISHAR - LEGEND OF THE FORTRESS

Silmarils

The magical flask is in the temple in Rhudgard forest. Stand with your back to the Rhudgard bridge and move east through the reeds until you reach a clearing near the river. Turn north to see the temple. Once inside, push the first lever you come to but don't touch the second lever. There is a rune here.

A merchant travelling in Zendoria will ask you to find an Ygwen (turtle) and take it back to him. One can be found on the extreme eastern shoreline of Silmatil. In Valathar another merchant, one of Jarel's companions, will give you a flask of toad eye each time you walk up to him.

Go to the edge of Uldonyar facing west. One step forward will take you into Gil-Aras. Just as you enter, before everything goes black you should catch a glimpse of a rune in the distance. If you don't see it, continue one step at a time around the edge of Uldonyar until you do. Guess how many steps it takes to reach it and walk into the darkness feeling in front of you.

The vision mask which you must wear to see Brozlan can be found in Oshirod. In the maze of shrub look for a warrior in a clearing who is wearing it.

RESOURCE AVAILABILITY

MASS	MUTATE	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
MOON	NO		*		*	*		*	*	*	*	*				
LEDA	NO	*	*	*				*			*	*	*	*		
CALLISTO	NO		*	*			*	*	*	*	*	*		*	*	
SATURN	YES	*	*	*	*	*		*			*	*				
ENCELADUS	NO		*	*	*	*		*		*	*	*				
TETHYS	NO	*	*		*	*		*		*	*		*	*		
RHEA	NO		*		*	*	*	*			*					
TITAN	YES	*	*		*		*	*					*		*	
HYPERION	YES	*		*						*			*	*		
PHOEBE	NO	*	*		*	*		*	*		*	*				
URANUS	YES	*	*	*				*	*		*	*	*	*	*	
MIRANDA	NO						*				*	*		*	*	
ARIEL	NO	*	*	*	*		*	*		*	*					
UMBRIEL	YES		*	*	*			*			*					
OBERON	NO		*	*	*	*		*	*	*	*	*	*	*		
TITANIA	YES	*	*	*	*	*					*			*	*	
NEPTUNE	YES	*	*	*			*			*	*	*	*	*	*	
TRITON	YES	*	*		*	*	*	*	*		*				*	
PLUTO	YES	*	*	*			*	*			*		*			

Key:

* = Resource is available

A = Methane	B = Hydrogen	C = Sulphur	D = Oxygen
E = Water	F = Platinum	G = Nitrogen	H = Titanium
I = Aluminium	J = Silicon	K = Iron	L = Uranium
M = Copper	N = Silver	O = Chromium	

PROJECT NOVA

Zenobi

Part One:

Turn off the air system before putting the spanner into the hatch,
then turn it back on.

Cut off the alien's hand.

Use the cutter to get into the vault.

Turn off the ship's defence before leaving.

Part Two:

Feed the small alien to the plant.

Wait around at the city gates to find a way inside.

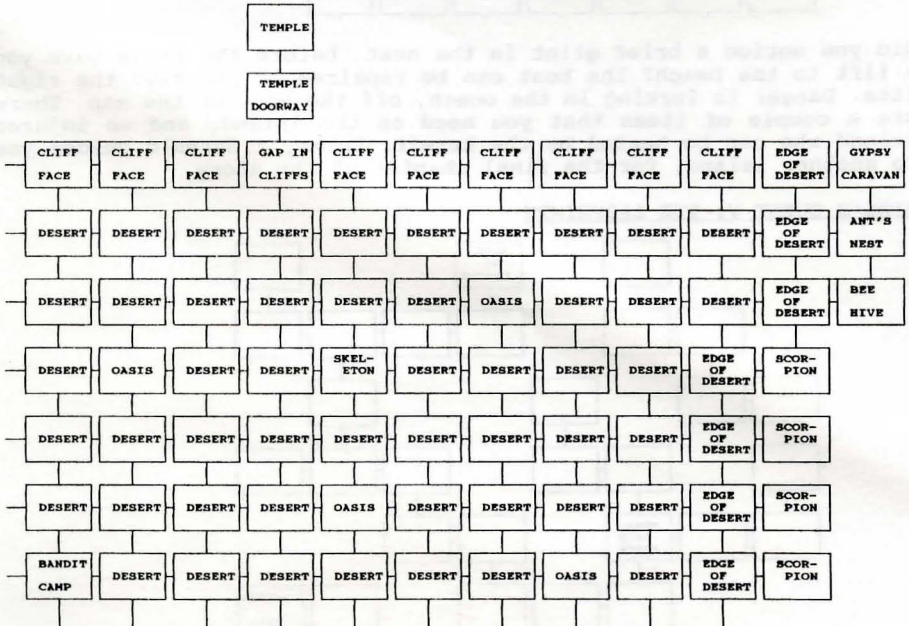
Put the poisonous fruit onto the stall to provide a distraction.

Throw the gold into the jail.

Drop the meat by the broken hatch.

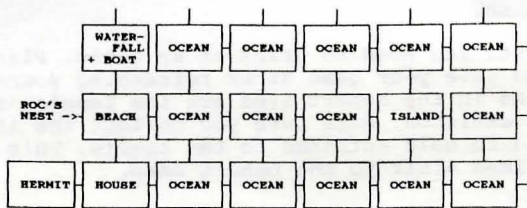
KING'S QUEST V: THE DESERT

To avoid dying of thirst, you need to drink at an oasis. Plan your route via the oases and save your game after refreshing yourself. Some important landmarks in the desert area are the temple, the bandit camp and an old skeleton. Make sure you collect the item of footwear. You will need to gain entrance to the temple. This can be done after a well timed visit to the bandit camp.



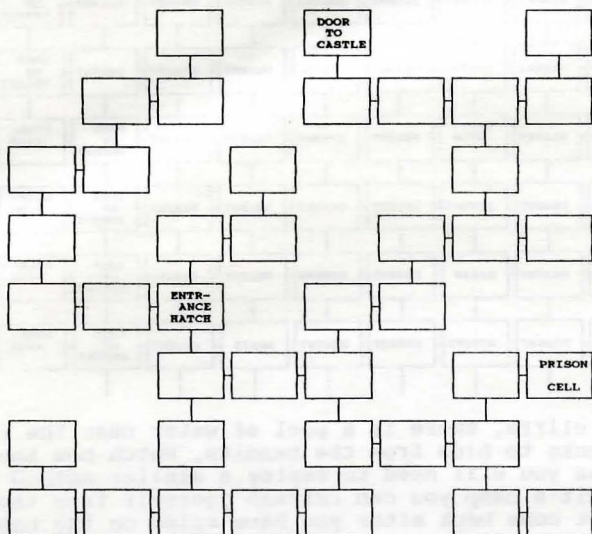
At the gap in the cliffs, there is a pool of water near the rocks. You can use the rocks to hide from the bandits. Watch how they get into the temple, as you will need to employ a similar method later. At the bandit's camp you can refresh yourself from the jug. If things are quiet come back after you have spied on the bandits at the temple entrance. When the camp is busy you can carefully enter one of the tents which contains a sleeping bandit. At the back of the tent is a very useful staff, so grab it and escape without being caught. Back at the temple entrance, use the staff to open the doors. There are two things inside that you need: a gold coin and a brass bottle. You must really move fast to get these without being trapped. Plan your raid by saving your position before entering the temple and take note of the location of the desired items. Don't try to take any other items of treasure. Later, the gold coin will get you into the caravan.

KINGS QUEST V: THE OCEAN



Did you notice a brief glint in the nest, before the eagle gave you a lift to the beach? The boat can be repaired if you have the right item. Danger is lurking in the ocean, off the edge of the map. There are a couple of items that you need on the island, and an injured friend who can be healed by the hermit. Later, a mermaid guides you to another island, for the final chapter of the story.

KING'S QUEST V: THE LABYRINTH



Just staring into space might give you a sense of direction here, if you need it. Search all the dead ends and you will eventually find a rather silly monster, who likes to dance. A musical instrument might be just what he needs. The monster will drop an object that may be just what you need to get inside the castle.

Later, in the prison cell, you can hook some food for a mouse. Oh, and you did give the locket to the princess, didn't you? Return to the castle and defeat Murdock to complete the game.

