



The Adventure & Strategy Club

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AMENDMENT AND UPDATE SERVICE

MEMBERS' PACK No 22 - JULY 1993

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The Adventure & Strategy Club

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JULY 1993

Dear A & S,

Thanks for the maps and hints for BANE OF THE COSMIC FORGE, I did find them helpful. I now know I'm up Ordure Creek sans appropriate propulsion but hopefully I can now navigate myself clear!

Now that the Amiga BARD'S TALE CONSTRUCTION SET has reached these shores do you have any plans to support it? I would certainly appreciate programming tips to supplement the totally inadequate manual, especially as the Electronic Arts Support Desk has not replied to my queries. A forum to exchange cunningly programmed procedures - or "specials" as they are called - would be good.

STEVE MILLER, OXFORD

Sorry it has taken until now to print your letter, sent to us in February. Would any members with expertise in using the above utility like to contact the Club? (Ed).

Dear A & S,

I like the letters section and the Notice Board most, then the Reviews, especially for older PC adventures, but you don't say where you can get them. Does anyone know of a shop or mail-order house that sells old (e.g. ULTIMA I) PC software?

I am looking for an adventure called MYTH, made by Magnetic Scrolls which came free when you joined Special Reserve. If anyone has it, please could they let me know.

In your reviews, it would also help if you could please quote minimum memory requirements etc.

KEITH GREEN, MAIDENHEAD

We have now started putting minimum requirements at the top of reviews, but it's not always as straightforward as it seems!

Games in the main review section are normally obtainable from shops or discount mail order suppliers. We always supply the full details of games that are only available by mail order from small independent companies at the top of the review, and almost all are included on our Address pages (A-13/14).

Older games which are no longer available in the shops can normally only be found on the second hand market. This is where members could make more use of our Buy-Sell-Swap section. I will repeat Keith's request for MYTH, with his full address, in that section on page S-50. (Ed).

022/B-13

Dear Members,

A number of members have asked me how to load MIGHT AND MAGIC III using the 2.04 Workbench on the A500+. The game will load without problems on the A500 (1 meg) with a second drive but as the 2.04 Workbench takes up more memory you will need to do the following: Make a copy of your Workbench disk for use with the game. Follow the manual instructions for making the PLAY and GAME disks. Put the PLAY disk in your 2nd drive. Put Workbench in your internal drive. Delete everything from the Workbench except the trash can. Switch computer off. Holding both mouse buttons down, switch the computer on. You will see a boot menu. Click on advanced options. Click on ENABLED which will then say DISABLED. Click on USE. Click on DFO. Type LOADWB (in capitals 1 word). Click on blue square. Type ENDCLI (1 word). Although you have to run through the disabling procedure each time you play, this game is well worth the trouble.

HAZEL MILLER, LONDON

Dear A & S,

I felt that Cal's review of ULTIMA UNDERWORLD II in the last pack was very silly. I mean, to rate one of the greatest games ever to appear on the PC as a 2 star just because of an apparent bug was outrageous! I know the bug she was complaining about and it did not affect gameplay at all, and it has subsequently been fixed by Origin. I spend half my life chasing up software companies for patch disks, upgrades etc for games that have been released with bugs. Now if that was to affect their ratings in my reviews, you would be seeing a lot more "?" ratings!

Also, the article on Amiga emulators was far from complete as the author did not mention the three leading examples. These include two bridgeboards from Vortex, called "Golden Gate". There are 386 and 486 versions and both are superb performers, like having two different machines (PC and Amiga) inside one box. With these cards you can add PC boards to your system, to get a fully operational PC with 256 colour SVGA inside your Amiga. The only drawback is the price, £400 for 386SX and £600 for 486SX last time I looked. Also note that they can only be used in Amiga 2000, 3000 or 4000. The third leading emulator that was not mentioned was the 386SX bridgeboard from Commodore themselves, which I believe is not quite up to the standard set by Vortex, but nevertheless performs well.

IAIN MACKENZIE, SURREY

JULY 1993

* ELECTRONIC ARTS have released a new strategy game from BULLFROG, creators of POPULOUS and POWERMONGER. SYNDICATE is set in a grim and dangerous future world run by various huge and powerful multinational corporations. You play a young executive in one such corporation, carrying out over fifty missions, in a world where people can be controlled by the insertion of the newly developed CHIP. From your airship high above the city, you can observe your CHIP controlled agents conquering new territories, ousting rival syndicates and battling for world domination. Available now for PC (386,VGA, hard disk) (£44.99) and Amiga (£34.99).

* EMPIRE have released WAR IN THE GULF, their latest tank-based simulation set in northern Kuwait and Iraq. Similar in design to PACIFIC ISLANDS, it is available now for PC (£34.99), Amiga and Atari ST (£29.99).

MAELSTROM is described as the ultimate galactic strategy game, in which you battle to defend an under-developed planet in a war-torn galaxy. Other planets may be friendly, neutral or hostile. In order to fend off assault you must appoint staff, keep budgets, and research new types of mining and military equipment. Available in early July for PC (£39.99), with an Amiga version to follow in August (£34.99).

EMPIRE have released a mission disk for their World War II simulation CAMPAIGN, comprising 25 scenarios. CAMPAIGN MISSION DISK is available for PC (£17.99) and Amiga (£15.99).

SPACE LEGENDS is a new compilation from EMPIRE comprising WING COMMANDER, ELITE PLUS and MEGATRAVELLER I. Available for PC (£34.99).

* ACCOLADE will only be releasing games for PC and CD ROM from now onwards.

ERIC THE UNREADY, detailed on page C-96, is now available on CD ROM (£34.99).

The TSUNAMI space adventure PROTOSTAR will be released at the end of July for PC and CD ROM (£39.99).

Also released at the end of July will be GATEWAY II from LEGEND. Available for PC (£34.99). Further details to follow.

BLUE FORCE: THE NEXT OF KIN from TSUNAMI will be released in August. It is the first in a series of police adventures from the designers of SIERRA's POLICE QUEST series. It will be available for PC and CD ROM (£39.99).

* The magazine FROM BEYOND is sadly leaving the scene after more than three years as the only Spectrum adventure fanzine. Tim Kemp, the editor and proprietor, has decided to move on to other things but he assures us that all outstanding subscriptions will be refunded in full.

* INFOGRAMES will be releasing ALONE IN THE DARK 2 for PC towards the end of the year. Further details to follow.

Although it is not strictly within the categories of games that we cover, those of you with children may well be interested in INFOGRAMES new DISNEY release BEAUTY AND THE BEAST, which will be available in July for PC (VGA, hard disk required) at a special low price (£29.99).

* KONAMI will be releasing FRONTIER ELITE 2, the sequel to ELITE and ELITE PLUS in September. It will be available for PC (£39.99), Amiga and Atari ST (£34.99).

* US GOLD have released FLASHBACK from DELPHINE, detailed on page C-92. It is available now for PC (£37.99) and Amiga (£30.99). This game will be reviewed soon.

REALMS OF ARKANIA - BLADE OF DESTINY should be available for PC and Amiga sometime in July. Full details on page C-92.

COMANCHE MISSION DISK 1 has been released for PC (£25.99).

A mission disk for X-WING called TRIVIAL PURSUIT is due for release shortly for PC (£25.99).

New releases on the KIXX budget label will be KNIGHTS OF THE SKY, F15 STRIKE EAGLE 2, and MIDWINTER 2. All will be available for PC and Amiga by the end of July. Prices to follow.

* TORNADO from DIGITAL INTEGRATION will be available for PC by the time you read this (£44.99). Other versions to follow later in the summer.

* OCEAN have released the following games on their HIT SQUAD budget label:

POPULOUS (with PROMISED LAND DATA DISK) (Reviewed on page D-58) for PC (£14.99).

MIG-29 FULCRUM for PC and Amiga (£12.99).

THE IMMORTAL (Reviewed on page U-9) for PC and Amiga (£12.99).

688 ATTACK SUB for PC (£14.99) and Amiga (£12.99).

HARD NOVA (Reviewed on page D-127) for PC, Amiga and Atari ST (£9.99).

GUNBOAT for PC (£14.99) and Amiga (£12.99).

* THE GUILD have released the following new titles and re-releases for Commodore 64:

RJ'S ULTIMATUM by Dorothy Millard, tape or disk (£3.00),
THE HERMITAGE from PEGASUS SOFTWARE, disk only (£4.00),
BACK TO THE PRESENT by William Quinn, disk only (£4.00),
JULIUS BACON AND THE THREE BEARS by Jonathan Morgan, tape or disk (£2.50),
THE DARKEST ROAD by Clive Wilson (Spectrum version reviewed on page D-164), disk only (£3.50),
BUGSY (2 parts) from ST BRIDES (Spectrum version reviewed in MD 35/36), tape or disk (£3.00),
BORED OF THE RINGS (3 parts) by Fergus McNeill (Spectrum version reviewed in MD 13), tape or disk (£4.00),
ARNOLD THE ADVENTURER from DTH SOFTWARE, tape or disk (£3.00),
DANCES WITH BUNNY RABBITS by Simon Avery tape or disk (£2.00),
THE EXTRICATOR (Spectrum version reviewed in MD 21/22) from THE EIGHTTEAM, tape or disk (£2.00),
THE MENAGE by Lee Morrall, tape or disk (£3.50).

Coming shortly from THE GUILD for Commodore 64 will be PHOENIX, BECAUSE OF A CAT, JUST ANOTHER POW, M.U.G and GREAT ESCAPE.

Also on the way are two new Spectrum conversions DANCES WITH BUNNY RABBITS and PRE-HISTORY.

In addition to their Spectrum and Commodore PD Library, THE GUILD are starting a PD section for Amiga adventures. For further information contact Tony Collins at the address on page A-13.

* ISHAR 2: MESSENGERS OF DOOM from DAZE/SILMARILS is due for release at the beginning of July. Krogh has been defeated but there is trouble in the islands that surround Ishar, where an evil warlord is supplying mind-controlling drugs to the inhabitants. This game is three times larger than ISHAR, with 120,000 locations each viewed four ways, larger towns, 40 new potions, 30 types of character to recruit, 70 new enemies and animated sequences. It will be available early in July for PC (£32.99), Amiga and Atari ST (£29.99). It is also to be released for A1200 (£29.99) and Atari Falcon (£32.99).

TRANSARTICA takes place in a futuristic world where the climate is as you would expect from the title, and the only way to travel is by train. Small communities are linked by railways owned by the evil Viking Union and you must build your own railway system to operate against them. This is a strategy game with elements of both adventure and simulation. Available now for A1200 (£29.99) and Atari Falcon (£32.99).

STORM MASTER, a French strategy game based around harnessing the power of storms, is available now from DAZE as a budget release for PC, Amiga and Atari ST (£12.99).

* MINDSCAPE have released the enhanced Amiga version of SIMLIFE for A1200/A4000 (£34.99).

SIMLIFE FOR WINDOWS is due for release in September (£44.99). The original PC version was reviewed on page U-28.

SHERLOCK HOLMES CONSULTING DETECTIVE 3 is available now on MAC CD ROM and PC CD ROM (£49.99). Crack three new cases in your role as Sherlock Holmes - The Solicitous Solicitor, The Banker's Final Debt and The Thames Murders.

SIM FARM puts you in control of farm management in a simulation based on real world models. Growing crops from seed to sale, fighting pests, diseases and natural disaster, then trading your produce to finance the purchase of machinery, livestock, crop irrigation systems and so on. Available in August for PC. Price to follow.

Already available for PC is a different kind of simulation, EL FISH which as the name suggests, enables you to create your own underwater environment, cultivate plants, breed exotic fish and orchestrate the background music (£29.99).

By the time you read this WORLDS OF LEGEND will be on the shelves. This is the sequel to the role-playing game LEGEND from MINDSCAPE, presented in isometric 3D. By all accounts very similar to its predecessor. Available for PC and Amiga (£25.99).

* MICROPROSE will not now be releasing an Amiga version of ATAC.

PIRATES GOLD, the sequel to PIRATES will be available for PC at the beginning of July. Swashbuckling adventure on the high seas in the 17th Century, with hidden treasure, sword fencing, navigation and sea battles. Trade as a merchantman or plunder as a buccaneer. (£49.99).

FIELDS OF GLORY a battlefield action game set in the Napoleonic Wars, will be available for PC by the time you read this (£49.99).

The Amiga version of GUNSHIP 2000 (reviewed on page D-95) is now available (£34.99).

National Lampoon's CHESS MANIAC 5 BILLION AND 1 from Spectrum Holobyte, is an outlandish chess game with bizarre and bawdy animations, sound effects and a running commentary. Available in July for PC (386, VGA, 27Mb hard disk required) (£44.99).

RETURN OF THE PHANTOM is a new graphic adventure based on the Phantom Of The Opera story. You are Raoul Montand, famous detective, investigating the recurrence of a notorious crime performed by the phantom. Available for PC by the time you read this (£44.99).

* SIERRA will be releasing ACES OVER EUROPE at the end of July. This is a follow up to ACES OF THE PACIFIC and will be available for PC (£44.99).

BETRAYAL AT KRONDOR, detailed on page C-95, should be on the shelves at the very beginning of July.

FREDDY PHARKAS - FRONTIER PHARMACIST is a humorous graphic adventure set in the Wild West. It will be reviewed in our next pack. Available now for PC (£39.99).

A SPACE QUEST COMPILATION is due to be released, comprising SPACE QUESTS I to IV. Available soon for PC only (£49.99).

* MICROVALUE FLAIR have released 1869, a trading game which includes a 150 page manual on the history of shipbuilding. Available for PC (£34.99), Amiga and A1200 (£29.99).

Also from FLAIR is an RPG, WHALES VOYAGE which is available for PC (£34.99), Amiga and A1200 (£29.99).

* PSYGNOSIS have released SPEAR OF DESTINY which is the sequel to the highly successful shareware game WOLFENSTEIN 3D. It takes place in a Nazi castle where you must track down the spear of destiny, killing all passing Nazis on the way. Available now for PC (286,VGA but 386 recommended) (£39.99).

A new graphic adventure is promised from PSYGNOSIS for the summer called INNOCENT UNTIL CAUGHT. It will be released for PC (£39.99), details to follow.

* THE ADVENTURE WORKSHOP have released the PC version of the text adventure THE UNBORN ONE by Clive Wilson, which is the sequel to THE DARKEST ROAD. A review appears on page D-211 in this pack (£5.00). Please state disk size when ordering.

The third in the DARKEST ROAD trilogy TWAS A TIME OF DREAD (reviewed on page D-126) will be the next PC conversion to be released.

Another PC release in the pipeline is Jack Lockerby's THE MISER (reviewed on page D-43).

THE ADVENTURE WORKSHOP also has a large catalogue of adventures for the Amstrad CPC series. For further information, write to the address given on page A-13.

* The PC version of ABANDONED PLACES 2 from ICE will not now be released until late this year.

* THE GOBLIN GAZZETTE is a relatively new all-format bi-monthly adventure fanzine, priced at £1.50 per issue. For further information write to Les Mitchell, Goblin Gazzette, 10 Tavistock Street, Newland Avenue, Hull HU5 2LJ

* A new enhanced version (1.5) of AGT MASTER'S EDITION, the adventure writing utility detailed on page C-94, will be available this month. Improvements include animation support, SoundBlaster and much improved question and answering capabilities. We hope to be able to assess this utility in Section F shortly.

* VIRGIN will be releasing LANDS OF LORE: THE THRONE OF CHAOS from WESTWOOD STUDIOS, a role-playing game programmed by the people who wrote EYE OF THE BEHOLDER I & II. It will be available in early September for PC (£35.99) and CD ROM (£44.99).

THE 7TH GUEST takes place in a huge puzzle-filled house designed by the evil Stauf, where guests are invited to solve the puzzles or die trying. This game will be reviewed in the next issue. Available now for CD ROM (386DX, SVGA).

* The next batch of Spectrum titles being released by ZENOBI SOFTWARE are as follows:
KIDNAPPED by Jack Lockerby, DIARMID by Dennis Francombe, FOR PETE'S SAKE by Jonathan Scott and MUMMY'S CRYPT by Laurence Creighton. All will be available on tape and +3 disk.

Also available will be the +3 disk version of KRAZY KARTOONIST KAPER by Kez Gray.

* The 1993 ADVENTURERS' CONVENTION will take place at the Royal Angus Thistle Hotel in Birmingham on Saturday October 23rd. For more information contact Vicky Jackson, 18 Merton Hall Rd, Wimbledon, London SW19 3PZ. Tel: 081 715 5524. Full details of the Convention will be supplied in Pack 23.

VEIL OF DARKNESS

FROM : US Gold/SSI
CATEGORY: Adventure
VERSION : PC (286, VGA, hard disk required)
FORMAT : Disk
PRICE : £35.95
REVIEWER: Iain Mackenzie

VEIL OF DARKNESS is a new horror graphic adventure game from SSI which uses a similar interface to the earlier THE SUMMONING. The plot in the game is hardly original. Strange things are happening in the local village, with murders, vampires, werewolves, et al. (A bit like a Saturday night down my local pub!). Anyway, surprise surprise, it's your task to sort this little situation out.

The main view is an isometric 3rd person one, where you move around the various locations searching for clues, solving puzzles and encountering many monsters. Also in view is the now familiar representation of your character showing strength, inventory, etc.

I must admit, when I started VEIL OF DARKNESS, I was disappointed in the game as I seemed to be wandering around without achieving much but once I had solved the first couple of problems and the map began to fill up with new locations, I was hooked until the end.

When you have completed the first quest, you are given an object called "The Prophecy", which in effect is a clue to the various stages to completing the game. Once a section has been completed, a creepy voice reads out the relevant section of "The Prophecy", and the text changes from blood red to grey!

This is a superb little game, with some wonderful graphic sequences, many eerie tunes, excellent speech, and a story line that really holds together well. Some people will inevitably find the linearity of it annoying, but that did not bother me at all. The puzzles were occasionally awkward, but never unsolvable, and the combat level can be adjusted to your taste.

I cannot find anything to criticise in VEIL OF DARKNESS at all - not even the price! Even from a hardware point of view, it is refreshing to see a game that plays as well on a 12 MHz 386SX as a 50 MHz 486DX, and does not require a massive amount of your valuable hard disk space. I suppose if I had to make a criticism, it would be that the adventure is too short.

This is definitely a gem of a game, which will keep you going until you finally kill the Vampire, and I can tell you, that is a very satisfying experience indeed.

ATMOSPHERE : 18/20
VOCABULARY : N/A
PSR : 18/20

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

ABANDONED PLACES 2

FROM : International Computer Entertainment
CATEGORY: Role-playing Game
VERSION : Commodore Amiga, PC version to follow soon
FORMAT : Disk
PRICE : £29.99
REVIEWER: Hazel Miller on Amiga

The game begins in a crypt where you are thrown straight into your first quest. The Master lies dying and your party are asked to find an elixir somewhere in the crypt that will save his life. You have to complete this quest before you can enter the outside world but there are only two levels here which give you a taste of things to come. Once outside you can visit a town to sell your ill-gotten gains or buy weapons, armour and food if you manage to avoid the local wildlife. Your second quest is in a multi-level Dwarven Mine and this time you must find a magic shield called Dobelal, then on to the final confrontation, fought in a huge tower with dungeons.

The spell casting system is simple to use and extremely effective. Spell levels are shown as numbered boxes, and clicking on a box shows (in icon form) all the spells currently available for use, with more spells appearing as your experience increases. Most of the spells are quite spectacular and, as I loved to see the effects, I used spells whenever I could. The monsters are equally spectacular in combat, my favourite being the dwarves who look very menacing as they cast spells at you. The "create food" spell is quite amusing as creation is random and you may get a pudding, mushrooms, fried eggs, potatoes, fried pig or even a very high value blue fish, all shown in icon form.

DUNGEON MASTER fans will feel quite at home as the dungeons have a similar feel. They vary from very claustrophobic to huge open areas with the scenery changing every few levels. Sound is an important aspect as blazing fires and running water can be heard through walls and often give an indication where illusion walls are and I especially liked the haunting loading music.

Anyone new to RPGs would probably find this game too challenging. There are illusion walls, floorpads and levers everywhere and pushing the wrong lever will often block the exit or hamper progress and once pulled they often can't be reset. There is only one saved game to each save disk, so it is important to keep a separate saved game disk to use every time you reach the exit stairs on a level where you know you are safe.

I like a tough, challenging game with colourful graphics and ABANDONED PLACES 2 certainly gives value in each respect.

ATMOSPHERE : 17/20
PLAYABILITY : 16/20
PSR : 17/20

STRATEGY : 17/20
PUZZLES : 16/20
STAR RATING : **

THE TEST

FROM : Ken Bond
CATEGORY: Adventure
VERSION : PC, Amiga, Atari ST, Spectrum 128, Amstrad CPC
FORMAT : Disk or tape depending on version
PRICE : £3.00 (PC, Amiga, Atari ST), £3.50 (Spectrum 128 tape)
£5.00 (Spectrum +3 disk), (£5.00) Amstrad CPC disk
REMARKS : Spectrum versions available from The Guild.
Amstrad version available from The Adventure Workshop.
PC, Amiga and Atari ST versions available from Bob Adams
81 Uplands, Welwyn Garden City, Herts AL8 7EH
REVIEWER: Sue Roseblade on PC

THE TEST is a text only adventure which has long been a favourite with Amstrad adventurers and was converted last year to the Spectrum. It has now re-appeared in a much enhanced and expanded 16-bit version, hence the rather complicated set of details above!

The adventure begins as you descend by parachute into unknown territory, where conditions have been deliberately made hostile. You are to take part in an aptitude test which involves working your way through a series of dangerous situations in order to prove your worth as a candidate to join the Elite Fighting Force.

This simple storyline allows THE TEST both of its most notable qualities. Firstly it is very linear, as you simply make your way from one puzzle to the next. In many cases you will be unable to turn back but the unlimited object-carrying capacity helps here and there's really only one place where you are likely to leave something important behind. Secondly, you may find yourself thinking that some of the puzzles are very contrived, until you remember that of course they have indeed been cunningly created especially for you as part of your aptitude test!

The latest version has been very competently converted using AGT and has well over 200 locations. Text descriptions are long and detailed, the game has an adequate vocabulary and appears to have been thoroughly playtested. The puzzles are for the most part logical. One problem is rather unfairly based on a code too well hidden at an earlier stage of the game but apart from this you should find them quite taxing but by no means unsolvable.

Text adventures (and conversions in particular) seem to arouse little interest from the 16-bit owner but this one stands a better chance than most. If you feel like giving your imagination some exercise whilst at the same time giving your eyes and ears a rest from their usual diet of "super sound and graphics", then I strongly suggest that at this price you really can't afford not to give it a try.

ATMOSPHERE : 13/20
VOCABULARY : 14/20
PSR : 16/20

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

WAXWORKS

FROM : Accolade/Horrorsoft
CATEGORY: Role-playing game
VERSION : PC, Commodore Amiga
FORMAT : Disk
PRICE : £34.99
REVIEWER: Cal Jones on PC

Computer games have had a lot of bad press recently, with many being condemned as gory, violent and disturbing for children. This criticism has generally been levelled at the "beat 'em up" genre most often found on consoles or in arcades, whilst "thinking" games such as adventures, role-players and strategies have remained relatively untainted. True, they're not entirely blood-and-guts free but any violence is usually justified as part of the plot and is handled either sensitively or in a tongue-in-cheek way which makes it less offensive. WAXWORKS, however, is different.

The plot runs thus: Uncle Boris has died and left you his waxworks (surprise). With only four exhibits, it won't be causing Madame Tussaud's any sleepless nights but it'll certainly leave you with a headache. Each exhibit depicts a brutal crime and it is your task to magically enter that exhibit and put a stop to the nastiness. The four worlds include an Egyptian pyramid, a mine invaded by mutant plants, a zombie graveyard and Jack the Ripper's London.

WAXWORKS is your basic 3D rpg, with old fashioned DUNGEON MASTER stop-start scrolling and 90 degree turns. The point-and-click interface is fiddly and unclear, seeming rather as if it has been designed with prettiness rather than practicality in mind. Yes, it looks dated but appearances aren't everything. Poor graphics or even no graphics are excusable if the game is fun to play.

Unfortunately, WAXWORKS isn't. Of the four worlds, only the pyramid and the mine offer much in the way of puzzle solving, and neither is very exciting. In Ripper land you only have to encounter a policeman and you're dragged off and hanged, whilst the graveyard is simply a matter of punching zombies' heads off. There is plenty of gore; more than enough, in fact. Every time you die (frustratingly often, in my case) you are treated to a view of your mutilated corpse. Examine a dead body and you see that in hideous close-up, too.

I'm not a sensitive sort but it seems to me like a cynical attempt to spice up a dull game. ELVIRA from the same stable was bloodthirsty but its camp humour made that more acceptable. WAXWORKS is just nasty, tasteless and very, very boring.

ATMOSPHERE : 11/20
PLAYABILITY: 9/20
PSR : 8/20

STRATEGY : 8/20
PUZZLES : 8/20
STAR RATING: ?

SHADOW OF THE COMET

FROM : Infogrames
CATEGORY: Adventure
VERSION : PC (286, VGA, hard disk required)
FORMAT : Disk
PRICE : £39.99
REVIEWER: Geoff Hyman

You play the part of John T Parker, an astronomer and photographer. The setting is the small New England town of Illsmouth, in the year 1910. You are on the trail of a mystery, written about by Lord Boleskine 76 years earlier. Every 76 years Halley's comet returns and Illsmouth is an ideal vantage point. What Lord Boleskine last saw there was enough to drive him mad ... and you have three nights before the comet passes again.

SHADOW OF THE COMET is closely based on the writings of H P Lovecraft and carries the official label of the Call of Cthulhu. The flavour it conveys is more in the American occult movie tradition, an impression reinforced by several detailed close-ups of famous movie stars. This contributes to the depth of the characters that you meet. But who can you trust? The town mayor seems a bit too inquisitive for my liking...

The game has a good dose of houses with hidden rooms, traps for the unwary, friends who will help you and a graveyard with a crypt. Is some awful creature lurking in the depths? Who were the Great Ancients and what have they got to do with the stone circle hidden in the depths of the forest? Perhaps it's nothing more than a few Red Indians? What is hidden at the top of the lighthouse or at the bottom of the well?

The graphics are generally of good quality, particularly in the forest and the sound effects are excellent. There is a good range of puzzles but several of them can be tricky. Infogrames were, as usual, very helpful when I got stuck. One early problem is to develop some photographic plates that you shoot on your first night in Illsmouth. There are just too many chemicals to choose from to solve this one by experiment. A good dictionary might help you to narrow down the options. Our readers might want to peek at the hints given elsewhere in the Reference Book. The interface is keyboard or 'icon based' but does not support the use of a mouse. It contains a diary which keeps track of major events and helps you to focus on the next problem.

SHADOW OF THE COMET lives up to its promise and works well as an occult adventure. You are always motivated to continue, even when the puzzles are hard, just to find out what might be lurking around the next corner...

ATMOSPHERE : 18/20
VOCABULARY : N/A
PSR : 16/20

GRAPHICS : 17/20
PUZZLES : 13/20
STAR RATING : **

HARRIER JUMP JET

From : Microprose
Category: Simulation
Version : PC (286,VGA)
Format : Disk
Price : £44.99
Reviewer: Iain Mackenzie

HARRIER JUMP JET is the long awaited flight simulator from Microprose that has promised a lot but has it lived up to the pre-release hype? The short answer is a qualified yes!

In HJJ, you pilot the famous jet in 3 increasingly difficult war scenarios of the future - Hong Kong, Falkland Islands and Nordskaap. You can choose the difficulty levels by varying the effectiveness of your weapons, the skill of enemy aircraft and artillery, the difficulty of landing your aircraft and the realism of the flight model.

The usual excellent Microprose graphics and music accompany the mission preparation section but it is when you "take off" that HJJ really begins to impress. Using the new Gouraud shading system, you feel as if you are flying very smoothly through real valleys and mountains. The sound in the simulation is also impressive, especially the sound of SAMs damaging your jet!

Okay, so it looks and sounds good, but how does it play? Well, in realistic mode, the flight model is very smooth and responsive and this makes for quite a difficult flying experience. The most obvious difference is in the takeoff and landing of the aircraft where, because of its rotating jets, the Harrier requires specific skills to get it on and off the ground.

So far so good, but there are a couple of drawbacks with this sim. Firstly, the mission structure is very limited due to its linear nature. At the end of each sortie, you are given a score for the performance and told what to do next, with no indication of the overall situation. This is a shame, because a decent strategic element would have improved the durability of the game enormously.

The second drawback is that - despite the claims on the box - a 386DX at least is required to make this program at all playable. I have tried it on a 386SX, and even with the shading turned off, the movement is jerky to the extent that it is impossible to focus on a target or the runway.

Nevertheless, aside from those two points, HARRIER JUMP JET will be remaining on my hard disk for some time to come.

ATMOSPHERE : 15/20
PLAYABILITY: 18/20
PSR : 16/20

STRATEGY : 10/20
REALISM : 14/20
STAR RATING : **

THE UNBORN ONE

FROM : Clive Wilson
CATEGORY: Adventure
VERSION : PC (3.5 & 5.25), Spectrum 48
FORMAT : Tape or disk depending on version
PRICE : £5.00 (PC), £2.49 (Sp tape), £3.49 (Sp +3 disk)
REMARKS : PC version available from The Adventure Workshop
Spectrum version available from Zenobi Software
REVIEWER: Bob Adams on Amiga with GVP-PC emulator

The Unborn One is a new text adventure written with the increasingly popular AGT utility. Released as a PC version only, it should be possible to play it with a PC emulator on other machines as I have. The disk comes in a smart plastic wallet which also includes an instruction pamphlet. The overall presentation is very good but is slightly let down by some spelling mistakes. Fortunately these errors are not repeated in the actual game. I understand that this is a conversion of an old Spectrum game. Some of you may already know the story but for those like me who hadn't come across it before, it is a tale of an evil one who has taken over the land, spreading plague and killing thousands and only you can fight the menace. Sounds familiar?

I didn't find too many puzzles that caused me problems. Most obstacles could be overcome by some careful study of the text descriptions which revealed clues as to what needed to be examined. These then pointed to items that you could collect and use to further your advance, although their immediate use wasn't always obvious. So far so good. Where the game then proceeded to fall down was when you had to play "guess the syntax" when actually trying to use these objects. This poor use of the AGT parser was also carried over to other parts of the game, especially in two locations - The Stream and The River. When you try to cross the stream, "cross" isn't recognised. You have to wade it. So you think that when you meet the river, you need to wade it too, yes? No. "Wade" is not now recognised but suddenly "cross" now is. Hmmm.

I was just getting into my stride with this game when it unexpectedly ended. No, it didn't crash but after visiting 29 locations and playing for just over 2 hours, I had finished with 98 per cent. I thought this was a bit short until our wonderful editor informed me that the solution says that you may choose between three different routes, with varying puzzles, to finish this game and I had stumbled directly onto the shortest one.

I suppose that I can best sum up my feelings about this game by saying that I did not feel sufficiently excited by it to want to return to it and try the other routes.

ATMOSPHERE : 10/20
VOCABULARY : 8/20
PSR : 10/20

GRAPHICS : N/A
PUZZLES : 10/20
STAR RATING : ?

THE LEGACY

FROM : Microprose
CATEGORY: Role-playing Game
VERSION : PC (386, VGA, hard disk required)
FORMAT : Disk
PRICE : £44.99
REVIEWER: Iain Mackenzie

I must say that having thoroughly enjoyed both ALONE IN THE DARK and VEIL OF DARKNESS, I was really looking forward to another opportunity to switch the lights off, turn the sound right up and be SCARED! Well, THE LEGACY certainly achieves that! The game is set in Winthrop Mansion, a house which has been taken over by all sorts of evil and, in the age old tradition, your task is to get to the bottom of it and free the house from its curse.

A few words should be said about the hardware requirements. A fast 386 is required (486DX preferred), with at least 4 meg of RAM, 2 meg of which should be allocated to a software cache to reduce the considerable amount of disk access time. You can get away with less, but the playability of the game suffers accordingly.

The screen in the game is divided into a series of windows, one each for the main view, your character details, text, the automap, direction indicators and the spell icons. The majority of the windows are sizeable so you can customise the layout to suit your needs. The main screen is the first person flip screen type as used in EYE OF THE BEHOLDER and many others.

One is immediately drawn into the atmosphere of THE LEGACY from the start, as the graphics and sound are superb. Hear those doors creak and those knives slash through your flesh, all depicted in high resolution graphics. The detail in the monsters is astounding - mainly because they have all been raytraced - which makes for very frightening sights at times!

THE LEGACY is a very big game and will take a long time to complete. The game is not without its irritations though. The installation process is problematical on some systems and I spent two hours, following installation, trying to get the game to run. Players used to the flexible "Underworld" interface, will find it annoying that hand held objects cannot be swapped by clicking on them. In this game, objects must be removed from the hand before replacing them with another, which is very awkward when a nasty creature appears and you are desperately trying to fire that Winchester rifle when carrying the spellbook! This is nitpicking though. THE LEGACY is great fun, very compulsive and another triumph for MicroProse.

ATMOSPHERE : 19/20
PLAYABILITY : 17/20
PSR : 18/20

STRATEGY : 18/20
PUZZLES : 18/20
STAR RATING : ***

THE ESCAPING HABIT

FROM : Jack Lockerby/Zenobi Software
CATEGORY: Adventure
VERSION : Spectrum 48, Commodore 64 (disk only)
FORMAT : Tape or disk
PRICE : £2.49 (Spectrum tape), £3.49 (+3 disk), £2.50 (C64 disk)
REMARKS : Spectrum version available from Zenobi Software,
C64 version from River Software, see page W-4 for
details of members' discount
REVIEWER: Sharon Harwood on Spectrum

You have been captured by the Germans during the Second World War and after making several escape attempts you've been brought to this "escape-proof" POW camp. However, to make things a little more interesting, you only have so much time before the Gestapo will be coming for you ... you'd better get a move on!

The game begins outside your hut and it doesn't take long before you become aware of the method you will need to use in order to carry out your mission. It's quite another matter trying to get everything together and complete it successfully. Various things happen around the camp giving the game atmosphere without being unbearably full of distractions.

Fellow prisoners carry on with their lives, such as they are - one will even attempt an escape himself. My only problem was that I had terrible trouble getting the occupants of the other huts to go for their daily football match. I would have preferred this to have been on a time basis rather than dependant on a flag set by one of my commands, especially in view of the game's time limit and the fact that both huts held items of great importance.

Jack has used the familiar PAW character set and allowed for a wide variety of inputs but I must admit that I did, on several occasions, use the input PUT IN when the only one acceptable was PUT INTO. This may seem a petty thing to mention but in view of a missing message response, I had to check each time to ensure that the command had or had not been carried out.

Nonetheless, I thoroughly enjoyed this game and was eager to escape the tyranny of the Gestapo, as the pace quickened and the time got short. Full of atmosphere and entertaining puzzles.

ATMOSPHERE : 17/20
VOCABULARY : 16/20
PSR : 17/20

GRAPHICS : N/A
PUZZLES : 16/20
STAR RATING : **

CURSE OF ENCHANTIA

FROM : Core Design
CATEGORY: Adventure
VERSION : Commodore Amiga, PC
FORMAT : Disk
PRICE : £34.99
REVIEWER: Mike Barton on Amiga

It's strange but the very last thing you remember is your sister Jenny pitching a baseball towards you when ... ZAPP! The next thing you know is that you are dressed in medieval clothing and hanging by your heels in a dark, dank, dripping dungeon (sniff). You were not to know that the field you were playing in was enchanted with residual magic. You should have known really, as all of the locals told tales of strange happenings and experiences there.

Your task (your name is Brad by the way) is to escape from the mysterious land of Enchantia and return home. The only item that you have initially is your trusty backpack, all other items and objects must be found or obtained throughout the adventure. Remember that only ten items can be carried at one time. Do not forget that the reason that you are here at all is that an evil witch, having tricked all the other witches into lending her their power, requires one final ingredient for her potion of immortal youth - a live male child (that's you dummy!).

Initial impressions are great, smashing, super but as I progressed I found the linear style of the adventure continually restraining and frustrating. You can play this game using either mouse, joystick or keyboard. There is no text interface within the game and so it relies completely on icon combination commands. The combining of these commands is essential for the successful completion of the game. A careful study of the handbook is recommended to avoid hours of frustration. This, I think, spoils the effect as you only get a thumbs down with no indication of why the icon combination didn't work. Nice try Core but no coconut.

The graphics are wonderful and make you eager to see the next section of the game. The puzzles are, in the main, original although they are not always logical. Good use of sound is made in this game, with nice use of sampling in certain sections. The install facility, available on the PC version, is sadly missed out for the Amiga.

A game of this price should, I feel, have more to it otherwise it risks being left on the shelf. This style of game cannot escape without comparison to MONKEY ISLAND 2. That's easy ... no comparison.

ATMOSPHERE : 16/20
VOCABULARY : N/A
PSR : 12/20

GRAPHICS : 16/20
PUZZLES : 10/20
STAR RATING : *

THE DARK GLADIATOR

FROM : FSF Adventures
CATEGORY: Adventure
VERSION : Spectrum 128k
FORMAT : Tape, disk or Plus D disk
PRICE : £1.99 (tape, Plus D disk), £2.99 (disk)
REVIEWER: Sue Roseblade

A violent triple suicide at a remote farmhouse has shocked the local community. Arriving at the small hotel in a nearby village, you are determined to investigate the mysterious deaths. Soon you discover that recent building work at the farm has released something evil which had lain undisturbed for centuries. Ultimately you will find yourself engaged in an arcane duel with the spirit of the Dark Gladiator himself.

This is a single part text adventure written, using PAW, by Peter Council with additional programming by Larry Horsfield of FSF Adventures. Anyone who is familiar with Larry's games will recognise the style, very reminiscent of THE SPECTRE OF CASTLE CORIS. It is a much shorter and less complicated game however, which in my opinion is to its advantage!

Text descriptions and messages are full and atmospheric, although the mix of ancient and modern does feel a little odd at times. (Driving about in a Ford Escort whilst wearing your rucksack and then casting powerful spells at a shapeless spirit!)

The spells are quite nice, especially in the way that you can use them in more than one way to solve some of the puzzles. Added to this there is an even more unusual feature, where you are given a choice as to whether you use the spells or more run-of-the-mill techniques to tackle some of the problems. For example, to climb a gate you must first find some way to cut the barbed wire along the top of it. However, if you're feeling lazy you can simply use a spell to levitate over it! Using spells will give you a lower score, so if you wish you can rise to the challenge, avoid using them too much and thus see if you can achieve a full final score.

My only real criticism is that there are too many boring hotel bedrooms where you find absolutely nothing. I got very frustrated trying to look under beds and open wardrobes, all to no avail, especially after having gone to a great deal of trouble to get a master key. The bedrooms in the farmhouse were no more exciting either, apart from the bloodstains!

To sum up, not a particularly wonderful adventure but with no really bad points either. There's plenty to keep you entertained and occupied for a few hours. Worth a look.

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

GRAPHICS : N/A
PUZZLES : 12/20
STAR RATING : *

THE LOST TREASURES OF INFOCOM 2

FROM : Infocom/Activision
CATEGORY : Adventure
VERSION : PC
FORMAT : Disk (3.5 and 5.25)
PRICE : £35.99
REVIEWER : Stuart Whyte

Activision, following the success of LOST TREASURES OF INFOCOM, have released this uninspiringly titled second compilation, with eleven more Infocom games in the package, guaranteed to deliver many sleepless nights to any adventurer.

The compilation comes with a large manual, maps and hint books but not unfortunately with the silly freebies associated with the original Infocom packaging, such as the plastic palm tree included with HOLLYWOOD HIJINX. So, what do you get for your money?

BORDERZONE (action and intrigue behind the Iron Curtain),
A MIND FOREVER VOYAGING (in which you play a large computer installation),
PLUNDERED HEARTS (a romantic adventure aimed at women. Reviewed in MD 27/28),
BUREAUCRACY (co-written with Douglas Adams. Reviewed in MD 23/24),
CUTTHROATS (undersea adventure searching for lost treasure),
HOLLYWOOD HIJINX (classic adventure with great puzzles. Reviewed in MD 20),
SEASTALKER (a graphic adventure aimed at children),
SHERLOCK: THE RIDDLE OF THE CROWN JEWELS (a Sherlock Holmes mystery. Reviewed in MD 29/30),
WISHBRINGER (reviewed on page D-70),
NORD AND BERT (a weird play-on-words adventure which unfortunately includes many Americanisms. Reviewed in MD 27/28),
TRINITY (holocaust science fiction story).

Sadly there is no space here to review each game, but suffice it to say that all were considered to be masterpieces in their own right. All the games are text only but still manage to convey an atmosphere missing in even the best modern day graphic adventures.

Although there are nearly half as many games as in the first compilation, these games are on the whole much bigger. Each of these games originally retailed at full price and so the compilation represents an amazing saving.

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

GRAPHICS : N/A
PUZZLES : 19/20
STAR RATING : ***

FOOTNOTE: The first LOST TREASURES OF INFOCOM compilation is now also available on Commodore Amiga (£45.99).

X-WING

FROM : US Gold/LucasArts
CATEGORY: Simulation
VERSION : PC (386, VGA, hard disk required)
FORMAT : Disk
PRICE : £45.95
REVIEWER: Iain Mackenzie

Well, it must be my lucky month, two long awaited games have been released - X-WING and STRIKE COMMANDER (to be reviewed shortly).

X-WING as I'm sure everybody knows, is LucasArts' space combat simulator based on the "Star Wars" series of films, where you play a rebel fighter trying to stop the evil Empire forces.

There are three main sections to X-WING, the training ground (where you can earn your "wings"), the historic mission simulator (to fine tune your skills in many different scenarios) and the tours of duty (the main missions in the game). You have the choice of flying one of three different craft, X, Y or A Wing but I couldn't feel much difference between them.

The graphics in the game, although not the most detailed I have seen recently, are fast, smooth and are suitably atmospheric, particularly the cut scenes which include extracts from the films. The sampled sound in the game however is excellent, from the speech to the scream of the TIE fighters - yes, it is as frightening as in the films!

Comparisons will inevitably be drawn with WING COMMANDER and there is no doubt that the two games are similar. The major difference is that X-WING is much more difficult. The training section is almost impossible after the first 3 stages and the historical missions have to be tried several times before you succeed.

For the first time, LucasArts have used the IMuse system in a non-adventure game. This is the music system - used in the likes of MONKEY ISLAND - that changes depending upon the situation in a game. Personally I found it irritating and always headed for the Ctrl-M to switch it off. You do need quite a fast machine to achieve smooth animation but the installation procedure is semi-intelligent and tries to adjust the detail in the game to suit the hardware.

In the end, I really enjoyed X-WING as it is professionally presented, great fun, hooks the player into the atmosphere of space and those Empire forces provide a formidable enough challenge to keep you playing for weeks.

ATMOSPHERE : 17/20
PLAYABILITY: 17/20
PSR : 16/20

STRATEGY : 16/20
REALISM : 17/20
STAR RATING : **

TAX RETURNS

FROM : Steve Clay
CATEGORY: Adventure
VERSION : Spectrum 48, Amstrad CPC series, Amstrad PCW
FORMAT : Tape or Disk
PRICE : £2.49 (Spectrum tape), £3.49 (Spectrum disk),
£4.00 (Amstrad PCW/CPC disk), £2.00 (Amstrad CPC tape)
REMARKS : Amstrad versions available from WOW Software, Spectrum
version available from Zenobi Software
REVIEWER: Simon Husbands on Spectrum

And so, the follow-up to the much raved about THE TAXMAN COMETH is with us and jolly good it is too, for the most part. This is a conversion from the Amstrad version and I must say that this is my sort of game! Humorous (corny even), addictive, mind stretching, mathematical, methodical, interesting ... all these are what this game's all about. You are the Taxman and your job is to collect taxes from eight evaders. Mostly they pay up in the end willingly, as your reward for solving the little puzzles they set in your path and it is these puzzles that make the game what it is. The characters are a lot of fun too, from dodgy night club owners to retired fairy tale heroines, you'll meet 'em all.

Although there are certainly some regular adventure-type problems (eg. go to A, get fish, go to B, give fish to Queen, take crown, go to C), I love the puzzles here. They are the kind of problems you can solve best on paper. I found myself cutting up little squares of paper and shuffling them around the floor in my bedroom at one stage, in an attempt to solve a puzzle and scanning frantically through my Oxford dictionary for the answer to another! My algebra training at school also came in handy (at last!) and I enjoyed being able to take the puzzles with me in my head to solve anywhere that I liked. Then I returned to the computer and bingo ... problem solved! So if you are at all like me, you also will like this game.

The game gives you a lot of help in the form of clues here and there but it is here that I have to say I found a couple of flaws. Firstly, one of the mathematical clues was wrong and secondly, I found one of the other clues grossly misleading. I understand that these errors are not present in the Amstrad version, so I must blame the conversion process. Because of this, I doubt if I would have been able to finish the game entirely without help and so it loses points. I have to say that if conversions are not treated carefully, then why bother with them?

However, I'm sure these problems will soon be fixed and I will then wholeheartedly be able to recommend this game as a little treasure.

ATMOSPHERE : 12/20
VOCABULARY : 13/20
PSR : 16/20

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

QUEST FOR CLUES: THE BOOK OF ORBS

AUTHOR : The QuestBusters Guild
PUBLISHER: Origin. P.O. Box 161750 Austin, TX 78716
PRICE : £16.99
ISBN : 0-929373-10-3
REVIEWER : Geoff Hyman

This 142-page book contains full step-by-step solutions and a selection of maps for 20 adventure and role-playing games. The vital parts of the solutions have been coded (letter replacement method) in order to prevent accidental or non-required glancing at the answers. Solutions to the following games are included:

THE ADVENTURES OF WILLY BEAMISH
BUCK ROGERS: MATRIX CUBED

CONAN THE CIMMERIAN
CRUISE FOR A CORPSE

ELVIRA II: THE JAWS OF CEREBUS
GATEWAY TO THE SAVAGE FRONTIER

HARE RAISING HAVOC (ROGER RABBIT AND BABY HERMAN)
LEISURE SUIT LARRY V: PASSIONATE PATTI
DOES A LITTLE UNDERCOVER WORK

LES MANLEY IN: LOST IN L.A.
MARTIAN MEMORANDUM

MEGATRAVELLER 2: QUEST FOR THE ANCIENTS
MIGHT AND MAGIC III: ISLES OF TERRA

MONKEY ISLAND 2: LECHUCK'S REVENGE
POLICE QUEST 3: THE KINDRED

POOLS OF DARKNESS
ROBIN HOOD: CONQUESTS OF THE LONGBOW

SPELLCASTING 201: THE SORCERER'S APPLIANCE
STAR TREK: 25TH ANNIVERSARY

ULTIMA UNDERWORLD: THE STYGIAN ABYSS
VENGEANCE OF EXCALIBUR

QUEST FOR CLUES: THE MANUAL OF SWORDS

AUTHOR : The QuestBusters Guild
PUBLISHER: Origin. P.O. Box 161750 Austin, TX 78716
PRICE : £16.99
ISBN : 0-929373-11-1
REVIEWER : Geoff Hyman

This 144-page book contains full step-by-step solutions and a selection of maps for 20 adventure and role-playing games. The vital parts of the solutions have been coded (letter replacement method) in order to prevent accidental or non-required glancing at the answers. Solutions to the following games are included:

THE DAGGER OF AMON RA
THE DARK HALF

DARK SEED
DUNE

GOBLIINS
INDIANA JONES AND THE FATE OF ATLANTIS

KING'S QUEST VI: HEIR TODAY, GONE TOMORROW
LEATHER GODDESSES OF PHOBOS 2: GAS PUMP GIRLS
MEET THE PULSATING INCONVENIENCE FROM PLANET X

THE LEGEND OF KYRANDIA: BOOK ONE
LORD OF THE RINGS, VOL II: THE TWO TOWERS

THE LOST FILES OF SHERLOCK HOLMES:
THE CASE OF THE SERRATED SCALPEL
MIGHT AND MAGIC: CLOUDS OF KEEN

PLAN 9 FROM OUTER SPACE
PLANET'S EDGE: THE POINT OF NO RETURN

PROPHECY OF THE SHADOW
QUEST FOR GLORY III: WAGES OF WAR

SPELLCASTING 301: SPRING BREAK
THE SUMMONING

TREASURES OF THE SAVAGE FRONTIER
ULTIMA VII: THE BLACK GATE
ULTIMA VII: FORGE OF VIRTUE

VENTURING ONWARDS - but not without a map! (By Sue Roseblade)

One of the most important techniques necessary to a serious adventure player involves the mapping of the adventure. In the previous article I mentioned that this would be quite an involved subject and would be dealt with at a later date, so here we go.

You will have already armed yourself with the required implements (pencils, rubber and A4 pad, squared paper if you prefer) and had a brief look at the first part of the game. At this point it really is essential to start to make a map. Whether you are playing a text-only adventure or a graphic Sierra-type of game makes very little difference where mapping is concerned. Role-playing games however, are mapped in quite a different way, and never at all in my case!! (Confession time: I am not an RPG fan).

Very few adventurers can manage without a map, although I do know a couple of folk with outsized memory chips who seem to be able to carry the whole lot in their heads. Some first-time adventurers have been completely put off adventures at the outset because it doesn't occur to them to record their progress in any way. It has been known for me to receive an angry phone call screaming, "How am I supposed to know where I am?" (Mind you, they probably wouldn't make a very good adventure player anyway with such a dubious level of intellect).

One of the most well known phenomena of adventure mapping is that wherever on your sheet of paper you choose to start the map, you will almost certainly set off straight over the edge of the page in the first few moves. Indulging in a preliminary wander, as suggested in the previous article, can avoid this to some extent, but not always! The best bet is to accept this as a fact of life, and only ever use pencil. Then you can rub it all out and start again in a more sensible place when you know where that is.

It doesn't really matter what type of map you choose to draw just as long as you can follow it yourself, even when returning to it at a later date. Some people produce a very clinical array of boxes, neatly numbered, with the location descriptions referenced in a list at the side of the page. At the other end of the extreme, there are those who draw pretty little trees, houses and wavy seas on their maps. I used to do this to some extent when I first started playing adventures, mainly because I otherwise got bored with being stuck so often! Nowadays there's rarely an illustration in sight, unless I'm feeling particularly playful and decide to draw the little boat while I'm working out how to sail the darned thing.

So, my average kind of map ends up looking more or less like those which you see in Section Y of the Reference Book, a series of inter-linked boxes with the name of the location printed in each one. The directions accessible from each location are indicated by simply joining the two adjacent directions boxes with a short line, these may be in any of eight compass directions.

You might also be able to move either up or down and this can be shown by using a wiggly line instead. If there are a lot of locations in the area upwards or downwards from your present map, then it's often best to start a new page. Have a look first though, as it's a bit annoying to start a new page only to find that there's only one attic location up there!

So, backtracking a little, begin your map by drawing a box to represent the start location and mark it in some way to show that it is the start. I usually outline it with a second line just to make it stand out, some people simply write START which seems like a good idea. Now see how many different exits are shown in the description and draw short lines to another box in each of these directions. Then check out all the directions that are not mentioned in the text, just in case there's something that way as well. Having checked all possible directions, you can move to another location and repeat the process.

Any objects that you come across can be written inside the location box. I usually do this in red pencil if they are objects which can be picked up. If there are immovable objects, or other things of interest, such as people to talk to or spells to learn, these can also be marked on the map using different colours.

It is sometimes useful to mark doors and other barriers on your map. I use one symbol for closed doors, another for locked doors and so on. Other features (such as cliffs, over which you may plummet if you go north) can be represented in any way you choose, either in the style of the ordnance survey or by more imaginative and explicit means, such as a large arrow and the word Aaaaaargh!

Sooner or later (but hopefully not too soon), you will reach the edge of your sheet of paper. I usually number each sheet, and then simply draw an arrow and the next page number, continuing the map from there onto the next page, with an arrow and the previous page number there as well to show from whence I have come! Other people have other methods, but use more or less the same principle.

Some mappers like to leave a wide margin down one side of the page, and use this to make notes about what to do in various places. These can then be cross-referenced to the map using numbers or letters. This is probably the best method but I use the messy method of writing all over my maps, which works quite well if you draw the boxes fairly large and well-spaced out.

What throws most people into confusion is the appearance of a dreaded Maze. This term is used to describe any area where the locations suddenly all seem to look exactly the same, the compass directions become confusing and the whole thing seems to go on eternally. Deserts and forests are favourite for this type of situation. Mazes often cannot be mapped in the normal way and may require any one of a number of different techniques. As there are many ways of solving mazes, we will cover this in a future article.

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Full Solution

To begin with, you must get a pirate's outfit:

PIRATE'S HAT

Go behind Pirate Square and get the pole and anchor. Collect a rope from the right side of Dead Mans Pier. USE these together to make a grappling hook. Visit the Bait and Tackle and go up the stairs and onto the balcony, picking up an empty mug on the way. Below you will see a pirate who walks backwards and forwards across the square. USE the grappling hook on the top of the clock. This will need some practice, but eventually you will succeed, then swing across the square to the laundry, grabbing the pirate's hat on the way.

PIRATE'S JACKET

Knock on the laundry room door, and when a voice says "I'M COMING", swing back across the square and hurry around to the washing line. This may take two or three attempts as speed is of the essence. USE the washing pole to get the jacket. In the pocket you will find a gold piece.

PIRATE'S PANTS

Enter the Crossed Swords and collect the 2 empty mugs. Give all three mugs to the barman in the Jolliest Roger. Now have a chat to Doctor Chop and take his blind. Let him pull out 2 teeth and he will pay you with two gold coins.

Return to the Jolliest Roger and talk to the lazy pirate. Buy him 3 drinks with the coins to make him fall asleep then steal his pants. Go behind Pirate Square and, using the blind for cover, change into your pirate clothes.

Make your way to Good Form pier where now you will be able to board Hook's ship. Take some of the gold and leave.

Visit Ye Pirate Tailors and buy a magnet. Go to Good Form beach and use the magnet on the cross marked in the sand to get Hook's clock. Return to Hook's ship and talk to Hook. He will eventually offer you 3 days to prepare for battle. Accept this then jump overboard.

On the seabed use the washing pole with the pulley to release the clam. Take the conch shell from the clam, then use the clam to return to the surface.

You find yourself on a path. Walk to the forest then go North, East, North, West, North, East, East, then walk onto the circle which is a trap. Don't worry, Tinkerbelle will rescue you and give some good advice.

Go north, and climb the stairs to the Lost Boys Workshop. Talk to the leader who will ask you to get some eggs. Walk to the Four Seasons where you will find a chicken. Use the conch shell to frighten it then take the eggs.

Go west, pick the flower, then walk to the jogging area. Go to the barrels and take the net. Return to the workshop and deliver the eggs to the leader. In payment you will receive a piece of strong elastic.

Make your way to the round pond and give Tinkerbelle the flower in return for which she will reward you with a thimble. Get the branch from the tree, then examine the net to find some string. USE the branch and string together to make a bow then return to the Workshop. USE the bow to get the panpipes. Next go to the slingshot, look at the broken contraption and use the elastic to make a sling.

Walk to the base of the cliff and meet Thudbutt. He will tell you he is waiting for you to jump off the cliffside. Now go to the top of the cliff and USE the cliffedge. Do this three times then return to Thudbutt and say "How was that?". He will say "Use the slingshot". When you have had a few tries, go and talk to him again. Ask him what his happy thoughts are and he will give you some marbles.

Return to Rufid in the dining room and say "Oh Rufid". Walk to the Round Pond and wait until an object throws you over to the treehouse.

Look at everything in the room then talk to Tinkerbelle who will give you a teddy and explain everything to you. Now you have found your happy thoughts and can fly again. Fly to Rufid who will give you a sword to use in the battle with Hook.

FINALE

During the battle choose these phrases.

- 1) Peter Pan the avenger.
- 2) Good form James.
- 3) Tick, Tock, Tick, Tock, Hook's afraid of bad old Crock.
- 4) Hook, you kidnapped my kids you deserve to die.
- 5) Put up your swords it's Pan or Hook.
- 6) Peter Pan the avenger.

Compiled by Hazel Miller

JULY 1993

RENEWALS:

A large percentage of our members are due to renew their membership after this issue (forms have been enclosed for those who need to renew). It would help our administration considerably if you would renew your membership at your earliest convenience, so that we can plan as accurately as possible the size of our print run for the September issue.

TELEPHONE HELPLINE:

Due to her promotion at work, Sylvia Parry has informed us that she no longer has time to run her telephone helpline and so sadly we must remove her name from our list of helpliners. Page A-1 will be updated in due course.

We would like to take this opportunity to thank Sylvia very much indeed for all her help and support over the years, both as a helpliner and reviewer for The Adventure & Strategy Club and for The Adventurer's Club before that.

Please remember, if you need help with a game, that any of our other helpliners will be pleased to hear from you.

DISCOUNTED SOFTWARE SERVICE:

Please note that River Software are no longer producing tape versions of their Commodore 64 games. They are however still all available on disk.

Page W-4 has been updated with this issue and shows a complete list of Commodore 64 disks available at a discount to our members.

THANKS:

Our thanks to Bob Adams, Sharon Harwood and Debbie Lawford for their contributions to the Hints 'n' Tips section in this issue.

USEFUL ADDRESSES AMENDMENT:

We have been informed that Ken Bond no longer distributes his own adventures and therefore his address will be deleted from page A-13 at the next update.

Ken Bond's adventures are available from The Adventure Workshop (Amstrad versions) and The Guild (Spectrum versions). The PC, Amiga and Atari ST conversions of THE TEST can be obtained from Bob Adams, whose address appears at the top of the review of this game (Page D-207).

BUY - SELL - SWAP:

WANTED - FOR PC: Myth from Magnetic scrolls. Please contact Keith Green, 57 Fane Way, Maidenhead, Berks SL6 2TW. Tel: 0628 22987

WANTED - FOR PC: Space Quest 2 and Space Quest 3 from Sierra. Please contact Geoff Hyman, 66 Lady Margaret Rd, London NW5 2NP
Tel: 071 267 0663

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, write or telephone Hazel Miller at the Club address.

HELP WANTED:

We are looking for a full solution or hints to THE AMULET OF DARATH from Zenobi Software.

Members are invited to send us maps or solutions to any games they have completed, so that we can use them for our helpline service.

CONTRIBUTIONS:

We always look forward to contributions and comments from our members. Why not send in some hints for Section X or a starter guide or playing guide for any well-known adventure or RPG.

It would be nice to receive more letters from members, so please write to us if you have any comments to make about the Club. We need to know whether we are meeting your adventuring needs, and in what way we can develop and improve our services. Please indicate whether or not you wish us to publish your letter.

PERSONAL MESSAGE:

As The Adventure & Strategy Club has now been in existence for two years, we would like to take this opportunity, to thank all members of the A & S team for all their hard work and loyal support.

Heartfelt thanks then (in alphabetical order!) to: Bob Adams, Mike Barton, Sharon Harwood, Simon Hurrell, Simon Husbands, Cal Jones, Debbie Lawford, Iain MacKenzie, Ian Osborne, Joan Pancott, Sylvia Parry, Mark Rooney, Hugh Walker, Stuart Whyte and Jackie Wright.

Sue Roseblade - Editor
Hazel Miller - Secretary
Geoff Hyman - Publisher

ABANDONED PLACES 2

ICE

DUNGEON 00

Stand in the alcove in the room with the two pillars (in the northeast of the dungeon) to make the south wall disappear. Walk through the wall to find the stairs and through the wall again to find a key. Place some items on the pressure pad, then walk through the wall again.

DUNGEON 01

There are two keys which are carried by monsters. In the large room to the southeast, the key is behind the north wall. Use the switches to remove the wall.

From the crossroads in the corridor that spins you around, head north. Press the switch on the wall to open the door and walk through the south wall to collect the key. Open the doors to get the Elixir and take this to where you first started.

DUNGEON 02 (Dwarven Mines)

Use levitate spells to go through the two doors with the pressure plates in front of them. Press the hidden switch and travel anti-clockwise around the room with the chest in it, this will remove a pillar in front of the stairs.

DUNGEON 03 (Dwarven Mines)

Go to the very large room and find the switch which opens the wall to the south. Kill a monster to find a key. Go back to the start and open the right hand door. The stairs to the next level are in this room.

DUNGEON 04 (Dwarven Mines)

Find four keys to open the doors. There are two exits from this dungeon. One is in the south of the dungeon, the other is in the northwest.

DUNGEON 05 (Dwarven Mines)

Collect two keys and four longswords. Make your way to the southeast of the dungeon and open the door. Place the four longswords on the pressure pads, one each on the first line of pads and the last on the third right of the middle row. This opens the wall to the exit.

DUNGEON 06 (Dwarven Mines)

Go straight to the south of the dungeon, walk through the wall to find a door. Open the door, press the switch and open the second door. Go back out and walk east around the wall until you come to another illusionary wall. Go through this to find a key to the exit door in the middle of the dungeon.

DUNGEON 07 (Dwarven Mines)

Find a key in the southwest of the dungeon and another in the east. Use the key to find a magic stone in the chest and use the magic stone to open the door to the exit.

DUNGEON 08 (Dwarven Mines)

When you get to a place where there are three switches in a row (in the north of the dungeon) use only the far right and the far left switch (leave the middle one alone!), otherwise you won't be able to complete the level.

DUNGEON 09 (Dwarven Mines)

Make sure that you have a torch for this level. You will need one to open the exit. Throw it into the fire in the west of the dungeon.

DUNGEON 10 (Dwarven Mines)

Once you have the shield, travel all the way back up through the dungeons to the outside world and find the entrance to the tower in the northwest.

DUNGEON 11 (Tower Level 1)

From the start, walk through the pillars to the south and through the south door. This takes you to Dungeon 15 which you will need to complete before you can finish Dungeon 11.

DUNGEON 12 (Tower Level 2)

Before you start this level you need to have four magic sapphires to complete it.

DUNGEON 13 (Tower Level 3)

Save your game. Find a key and walk through the wall to the north. Follow the passage around, using a levitate spell all the time until you come to a door.

DUNGEON 14 (Tower Level 4)

Levitate over switches. Cast a spell down the corridor to remove a pillar. The key to the door is in the fire in the middle of the large room.

DUNGEON 15 (Tower Level 5)

To open the door in front of the fire, weigh down a hidden pressure pad in the fire. The key to the chest on Tower Level 1 and the magic sapphires on Tower Level 2 are beyond this room.

DUNGEON 16

Use all the teleports at the start and a switch in the north, to find a key in the northeast room behind the pillars. (Use a true seeing spell all the time to find all the hidden switches).

DUNGEON 17

Make your way to the fire in the southeast of the dungeon. Hit a switch and get the key. Go down the pit to get another key. Go through the doors and head northwest towards the pit which leads to Dungeon 18. Use a rope to go down the pit and a levitate spell, otherwise you will go all the way down to Dungeon 19.

DUNGEON 18

Travel west, south, east, north and east again. Open the door and walk to the end of the room which will teleport you to the east of the dungeon. Use the switches until you can get to the south of the room. Get a key, go up the passage and use the teleport. Open the door and go up the stairs.

This takes you to Dungeon 17 where, by using a true seeing spell, you will find a key. Return to the pit where you started and go down.

DUNGEON 19

Open the door with the key from Dungeon 17. Head south towards a door and the exit.

DUNGEON 20

In the room with all the fire and water (in the north of the dungeon) behind an illusionary wall, there is a key. Use this to open the door in the north-northeast of the dungeon. Behind the door is a teleport which will take you to the exit room where you can use the stairs or the pit to get to Dungeon 21.

DUNGEON 21

When you drop into the fire room, press the switch in the middle of the pillars in the south of the room. Face north, step once north, then once east, go north eight paces, east one pace, then south to the wall. This should reveal a hidden passageway which you will have to run down thirty three paces until you come to an illusionary wall to the west.

DUNGEON 22

In the very large room, find six switches which will reveal a passageway in the northwest of the room.

DUNGEON 23 (The Final Confrontation)

Go down the stairs. Use a levitate and a true seeing spell which will reveal a switch. Press this to open the door. Go through the door in the first room to the left. Kill a monster to get a sword. Go back to the beginning where a wall will have opened and you will find two keys.

In the large room, you can only use spells in the southeast of the dungeon. Between the pillars use a true seeing spell to reveal the chest rooms. Get the goodies out of the chest, then go and kill the monster which is in the northwest of the dungeon. Get the key he drops and then use a true seeing spell in the chest rooms. Use the scroll to finish the game.

Compiled by Debbie Lawford

Xenon, at start

Hide, then use the rope to catch the toy rabbit. Hop down a loose grating to the sewer system. Use a jar to collect some green slime before peeking out of the manhole cover. Evade the Sequel Police by stowing away on their craft. Steal a Timepod and note down the symbols above the keypad. These are the Xenon coordinates, which you will need to return here later. Soon you are on your way to...

Estros

In the nest, find the gum wrapper before being captured by the Latex Babes. When the sea slug attacks you, give it a dose of oxygen. When the going gets tough, the tough go shopping...

Galaxy Galleria

Find a credit card, work in the burger joint, pick up a cigar butt and shop at both of the clothing stores. A hint book may also be found, at a bargain price. You can collect loads of money, but don't spend it until you know what you need to buy. Now where was that sushi bar? The right dress at the right time helps a lot. Dodge the Sequel Police via the Skate-O-Rama and steal their Timepod again! The hint book and the gum wrapper hold the coordinates for the next thrilling instalment...

Ulence Flats

This looks a bit familiar if you have played SQ1, only worse! All you need here is a book of matches and a safe but timely route back to the timepod. Now what were those Xenon coordinates?

Xenon, again

There are no guards at present, so a little chemical action may open some doors for you. Smoke will expose the three sets of lethal laser beams. To pass, they must all line up vertically, so punch in the angles of rotation. When you get past, examine a computer terminal to learn the correct type of connector for your laptop. Oh, you did remember to note down the coordinates of the Galleria before you left? When you have purchased the connector you can get an overhead view, to see where the deadly droids are. Your computer might need another battery, do you have a spare one?

Hmm, this seems to be the entrance to the Programming Chamber. Now what did I do with that hint book? OK, so what do all these icons do. Stop the droids, format your brain and crash the computer... let's try that again?

So, the countdown begins and a short elevator ride takes you to Vohaul's chamber. He has taken control of your future son's body, downloading his mind onto a floppy disk. Beat him to the punch, collect the floppy disk and shove it into the disk drive. Trap Vohaul and return your future son to his body. That's it.

Compiled by Geoff Hyman

THE BEGINNING OF THE END

Zenobi Software

Spectrum 48 tape (£2.49), disk (£3.49). Also on compilation disk

This game continues the saga that began with ESCAPE FROM HODGKINS MANOR. The dastardly Basil Hodgkins is at it again and you must overcome a steady stream of problems in order to complete your quest. Unfortunately I didn't think that it lived up to its predecessor, the humour falls flat and it lacks any atmosphere. Combined with the fact that the puzzles are average, the overall result is a game of no particular interest. I have to admit to being a little disappointed in the light of having enjoyed the first game.

ATMOSPHERE 12/20 - VOCABULARY 13/20 - GRAPHICS N/A - PUZZLES 13/20
PSR 12/20 - STAR RATING ? Reviewed by Sharon Harwood

THE LAST SNOWMAN

WoW Software

Amstrad CPC tape (£2.00), disk (£4.00)

Written by Margaret & Mike Crewdson, this adventure is aimed at children and does the job very well. It has been programmed using the Graphic Adventure Creator (GAC) and it starts off with a well drawn and colourful loading screen plus music from Swan Lake playing. A further nice touch is that the game can be supplied already personalised with the child's name, so that locations and items in the game such as the bedroom become "Bob's" bedroom rather than just "your" bedroom. The game is also written in a very helpful way by spelling all the important words in the text in CAPITAL letters and thereby drawing attention to them. Coupled with a nice story line. Ideal.

ATMOSPHERE 14/20 - VOCAB 15/20 - GRAPHICS - 13/20 - PUZZLES 12/20
PSR 14/20 - STAR RATING * Reviewed by Bob Adams

THE LOST TWILIGHT

Zenobi Software

Spectrum 128 tape (£2.49), disk (£3.49). Also on compilation disk

This is a tale of vampires, set in the grounds of an old country house ... sort of Brideshead Revisited meets Dracula! Although it sounds intriguing I found the actual playing rather dull. There are lots of different locations, all nicely described, with occasional average graphics, but the whole game did not seem very focused. All too often I found myself wandering around aimlessly wondering what to do next and the tiny font hurt my eyes after a while. I got the feeling that the game was trying too hard to impress, without spending enough time on important things, such as puzzles, vocabulary and atmosphere. Only for the very dedicated.

ATMOSPHERE 10/20 - VOCAB 10/20 - GRAPHICS 10/20 - PUZZLES 10/20
PSR 9/20 - STAR RATING ? Reviewed by Simon Husbands

SPACE QUEST I: THE SARIEN ENCOUNTER Sierra
PC, Amiga, MAC (£39.99) (Icon driven version)

To boldly go where no man has swept the floor... Roger Wilco, space janitor, is caught napping in a storage closet while his crew-mates are being zapped by the evil Sariens. The Sariens capture the Star Generator, with which they plan to terrorize the universe. That is, unless you can stop them first. And your ship is about to explode! To cut a short story shorter, Roger can eventually get his own back by blowing up the Star Generator and the Sarien ship, thereby winning the coveted award of the Golden Mop. Don't you just love it? The game has pleasant graphics and so-so music. The puzzles differ slightly in this revamped version from the original text based version. OK, as far as it goes.

ATMOSPHERE 14/20 - VOCAB N/A - GRAPHICS - 16/20 - PUZZLES 13/20
PSR 13/20 - STAR RATING * Reviewed by Geoff Hyman

SPACE QUEST 2: VOHAUL'S REVENGE Sierra
Atari ST, Amiga, PC (£34.99)

Using a thin link to SPACE QUEST I, you (Roger) have been promoted to chief janitor on board the Xenon 4 space station. After undergoing a kidnapping, being condemned to hard labour for life and then a spacecraft crash, you find your problems are only just beginning. Your task is to prevent the evil Sludge Vohaul from conquering the earth. He is planning to infest the planet with thousands of genetically engineered door-to-door salesmen. This episode has interesting puzzles which mostly have logical solutions. As always it is very easy, and often quite humorous, to die, so save regularly. The repetitive tune is also present.

ATMOSPHERE 10/20 - VOCAB 8/20 - GRAPHICS 11/20 - PUZZLES 17/20
PSR 14/20 - STAR RATING * Reviewed by Mike Barton

POLICE QUEST 2: THE VENGEANCE! Sierra
Atari ST, Amiga, PC (£34.99)

Continuing on from POLICE QUEST I, Detective Sonny Bonds finds out that Jessie "Death Angel" Bains has escaped from custody and taken a hostage. The aim of the game is to bring him to justice. Using the complex documentation such as traffic codes, radio codes and penal codes, as well as passwords to solve the many, sometimes difficult puzzles, gives the player real value for money. I do like the change of scene, away from space and medieval romance. The use of sound is limited but there are some nice nested graphics ... filing cabinet, drawer, file. Great puzzles.

ATMOSPHERE 10/20 - VOCAB 10/20 - GRAPHICS 13/20 - PUZZLES 18/20
PSR 14/20 - STAR RATING * Reviewed by Mike Barton

Note: POLICE QUEST I was reviewed in MDs 35/36

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Tape versions are no longer available.

THE UNBORN ONE

Clive Wilson

Make sure that you examine everything in the blacksmith's forge very thoroughly, as there are a lot of objects to be found here.

The Oaken Shroud will help you if you are correctly attired. Remember to take careful note of what he says.

Protect your head and legs when confronting Corgalis and make sure you have something suitable to throw at him.

Scenario One (Max 99%):

This is the mountainous route.
Some simple addition will help you to enter the cave.
Think of the spinner as your compass and USE it.
Singing and climbing will help you at the portal.
The spider army can be entangled in an unlikely way.

Scenario Two (Max 98%):

Examining the water plant will give a clue to its use.

Scenario Three (Max 100%):

Examine the causeway before you go further.
Tread carefully to pass through the shattered breaks.
Drop the vial onto the mat to protect it soundly.
Use the mat to pass through the broken wall.

THE DARK GLADIATOR

FSF Adventures

Drug some wine to get rid of the receptionist.
Examine the door of the derelict shop to find something you need.
You'll need to use magic to move the block.
Look up, on the hotel landing.
Busking will help to raise some cash.
Need a light source? Remember your flaming shirt.
Keep on trying to kill the Gladiator, you don't always succeed the first time.

THE LOST TOMB OF ANANKA

Compass

Examine the sarcophagus after you've stopped the Mummy.
Fill the bucket with water from the pit.
Pull the Mummy off the spikes after you've jumped on him.
Use the Words Of Power to solve several problems.
TAKE the jewel from the mouth.
USE MIRROR to direct sunlight.

CURSE OF ENCHANTIA

Core Design

Dungeon:

Push/pull the wall to find a paper clip to unlock the door.

Hallway:

Grab the fishbowl.

Underwater:

Remember to use your diving helmet.

Free the fish.

Give Mr Fish the pipe that's in the hole.

Get a lift with the turtle.

Pick up the electric prod and fight the shark with it, whilst moving to the left.

Cave (first):

Search to find a button.

Cave (maze):

Pick up all the rocks you can get and give them to the basher until he gives you a stick with string on it.

Throw the computer on the plank.

Use the wire on the pegs to get mud.

Village:

Go to the shop called Mages and give the wizard some money.

Cliff:

Pick up the gloves.

Push/pull buttons 1,2, and 4.

Wear the chewing gum to catch a falling rock.

Say Open Sesame to enter the cave.

Village:

In the costume shop, hire a costume and go into the back room. Wear costume.

Snow World:

Throw plank to get fish.

Fight the ice block with the fishing rod.

Ice Palace:

Push/pull the icicles, going from shortest to longest, to enter the palace.

Throw the dice to find a megaphone, fight with the broom to get an icicle.

Find a jack, a prism, a magnifying glass and a gun by throwing the dice.

Use the whistle to break the glass.

Ice maze:

When the monster goes to sleep, put a match in his toe.

Scrap yard:

Insert hair into the sneezy monster.

Post a letter.

Record on the tape and give it to the hippy.

To get the marbles go left with the wind, trying to build up a bit of momentum. Grab the marbles as quickly as you can.

Graveyard:

When you meet the vampire, move quickly to the left of the screen and he will fall into the grave.

Fight the next vampire with the shovel.

Push/pull the gravestone to get rid of the next vampire.

Go back to find the garlic and the bread. Eat this to scare him off.

Showdown with the witch:

Look for the ring in the room to the left.

Push/pull the back of the bookcase.

Fight with the vacuum cleaner, then push/pull the fire extinguisher, then fight with the fan.

THE TEST

Ken Bond

(PC version)

Read your letter carefully, it contains a clue.

In the stone building, you will need to use a fiery technique to get at the box.

Be sure to aim at the hump in the minefield.

Take a ride inside something when you shoot down the chute.

Feel under the bulldozer to find something to blow away your problems.

Take careful note of the inscription on the tomb, as you will need the information later.

To get out of the orchard, you will need to be on the shelf with an extended tree-feller.

The barn door needs a second attempt.

Don't forget to look both under and inside the tractor.

The bull could become a slippery character.

You must dance your way across the bog.

To enter the house, the door knobs will need "shorting".

An unusual toy will help you to search the maze.

Some engine driving will take you closer to your destination.

A leaky bucket will temporarily weigh something down for you.

The steel building puzzle is best solved on paper. Each button operates some sort of revolving door and you must position them in various ways to reach all the keys.

Smoking will distract the guards.

In the headquarters, you will need to try three times to disable the camera.

A code from the tombstone will open the safe.

Don't be greedy.

THE MISER

(Spectrum version)

River Software/Zenobi

OBJECT	LOCATION	USE
Bone	Graveyard	Throw it to the large dog.
Book	School	Gift for Martha.
Broom	Alcove (Bedroom)	Sweep the tavern.
Candle	From the vicar	Light it from the office fire.
Card	From the gentleman	Gift for Peter.
Coal Scuttle	Bob's Office	Carrying water or coal.
Coin	At old home	For man at Business Centre.
Coal	Falls off cart (Remember Belle)	To give to the old lady.
Dog	Find dog, get it, then if it runs away CALL DOG	Give to Tiny Tim.
Fiddle and bow	Warehouse (Remember Sir Roger)	Gift for Belinda.
Food	Orphanage larder	To feed orphans.
Hammer	Orphans' dormitory	To prise nails, lever spike and fit shelf.
Ladder	Look behind barn	For window cleaning.
Nails	Barn	To fit shelf for butcher.
Paper	Old home	Read it, then take it to the warehouse.
Pipe	Tobacconists (You must win it)	Gift for Bob Cratchit.
Plank	Builder's yard	To make shelf.
Rag	Tavern	To wash windows.
Rum	Help Drayman	To enter orphanage.
Saw	Builder's yard	To make shelf.
Spade	Cottage garden	For digging in churchyard.
Spike	Railway siding	To drive into the barrel.
Ticket	In your boots	For riddle competition.
Turkey	Butchers	Gift for Bob's wife.
Uncommon torch	Under barrel	Shake it over Tiny Tim.
Water	Barrel in barn	To wash windows.

Useful tips:

Don't empty the barrel until you've done the church windows.
 If you try to carry the wet rag from the barrel, it will dry out.
 If you give the coal to the old lady before cleaning the windows,
 the empty coal scuttle will be found outside her cottage after a
 few moves.
 If the little dog makes off with the bone, it can be replaced by
 digging in the churchyard again.
 Dropping things in the street will result in an urchin taking them
 and then leaving them in the junk yard.
 If you kick the dog you won't see him again!

Day 1

To mark the calvary on the map, it helps to use a table.

Day 2

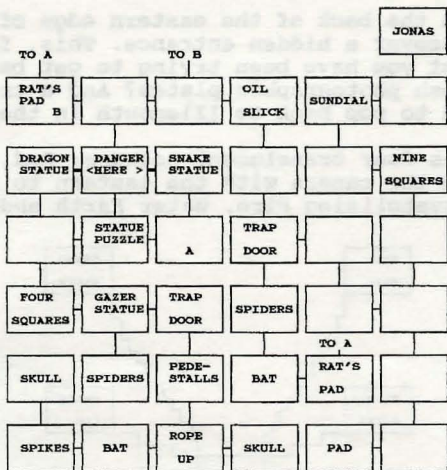
Developing the photographic plates may tax your knowledge of chemicals. Both metol and hydroquinone are developers. A common fixing agent is sodium thiosulphate - perhaps you could mix some?

Once inside Jugg's house, replace exactly three books by suitable statues to reveal the entrance to a secret room. Tobias is dying, but may reveal much about Cthulhu and the Great Ones. Be warned.

Mr Underhouse will send you on a quest for an old diary. The safe combination is a page number in a Bible, which may be borrowed with the aid of a missing item of great sentimental value.

After reading the diary and getting dressed, you will be able to ascend the lighthouse. Fire from a glass will aid your flight to the gypsy encampment in the hidden forest clearing.

Back in town, the cemetery key can now be obtained. Take particular care when entering the crypt:



Inside the crypt, rats may guard floor pads, objects need to be positioned to open doors and coloured squares must be switched. Save often, as a monster may be lurking around the next corner! When you encounter Jonas, grab all four statues and run. The statues and their spells are used to defeat four families: Tyler, Arlington, Coldstone and, finally, Hambleton.

A dead fish, a cat and a dog can help you sneak into the old mansion, which contains several secret doors and hidden traps. Upstairs, the picture needs something before it reveals the final location. Time your last spell well to defeat the Hambleton clan.

Day 3

Underhouse gives you an alibi and sets you a further quest: for a sacred bow and arrow. Use the feather on the forest tree stump to fly to the indian. The year in question is 1834 and Dagon is the creature from the sea.

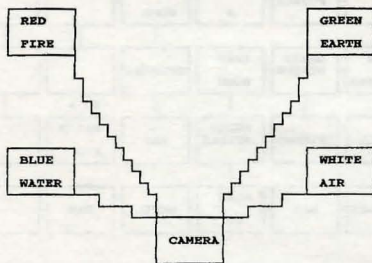
At the bottom of the well, fill the empty can and use it to trap your enemy in a ring of fire. Bolskine's ghost will appear and give you advise and some essential objects. Refill the empty can.

Take a boat trip and solve a sliding block puzzle. Inside the cave, you need to insert one gem in the idol. To defeat the emerging monster, you need to hold another gem, so that the laser beams form a pentagram. Dash out of the cave before the explosion.

After another boat trip, a dark cavern hides some lurking horrors. To defeat the evil creature who is holding your friend captive, use acid to obtain a diamond. Pick it up, then quickly assemble and use the two rings.

Search around in the back of the eastern edge of the main cavern and you will discover a hidden entrance. This, finally leads to the stone circle that you have been trying to get back to for so long. Have you got fresh photographic plates? And a tripod? Perhaps you need to pop back to Illsmouth in the boat first?

The butterfly has four translucent colours: Red, Blue, Green and White. Use it in the camera with the lantern to illuminate four stone pillars, symbolising Fire, Water Earth and Air:



The first three correspond to smaller stones that, hopefully, you have in your inventory. The fourth stone will appear after you have photographed the comet. As soon as you pick up the comet fragment the final horrific beast descends. Quickly place the stones in their appropriate pillars and victory is yours!

