

SEPTEMBER 1993

Dear A & S,

I would like to reply to Iain Mackenzie's letter in the last issue. He claimed that my review of ULTIMA UNDERWORLD II was "very silly" because I had marked it down after finding a bug. This is not quite accurate, so I think I should set the record straight.

Firstly, I did not refrain from awarding the game three stars because of the bug. I realise that this was the impression given by my review, but I'm afraid this comes down to the way my copy was edited. In the original copy there was no paragraph break before the sentence relating to the bug. The sentence which starts, "Consequently I have awarded UNDERWORLD II two stars rather than three," refers not just to the bug but to everything I mentioned in the previous paragraph as well.

I am always extremely cautious when awarding a maximum score, and usually only give it to games which are ground-breaking or have something to offer which other games lack. UNDERWORLD II is very good, but does not meet those criteria. The first UNDERWORLD was sufficiently different to anything else around at the time to merit that mark, but the sequel is just more of the same. Remember also that there are many people to whom it does not appeal, and wouldn't consider it a "must in their collection."

As for the bug itself, I found it very insulting that Iain assumed that he knew what the bug was and passed judgement on that basis. When Iain said that the bug I found did not affect gameplay, he was talking out of his behind. The bug did, in fact, stop me from completing the game altogether. It relates to a character called Mors Gotha who is meant to turn up towards the end of the game, but no matter what I did, she failed to arrive. I know several other people who have had this problem, and the fact that Origin has now fixed the bug is of little consolation to them.

Thirdly, I do not want to spend my precious time chasing software companies for patch disks if I have just spent upwards of £40 on a game. I can excuse minor bugs and glitches, but if a bug affects gameplay, the product deserves a kicking. I am sure that many others share my views. Software is expensive, and customers deserve better than to be fobbed off with sub-standard products.

CAL JONES, LONDON

NB: I have not edited the above letter in any way! (Ed).

Dear A & S,

Iain Mackenzie describes ULTIMA UNDERWORLD II as "one of the greatest games ever to appear on the PC" and I'm sure we're all very pleased for him, but what's so outrageous about marking it down because it's bugged? It's almost £40 for heaven's sake - when you spend that amount on a game you've every right to expect it to be bug free. As for "spending half his life chasing software companies for patch disks and upgrades" but not letting this effect reviews ... you must have the patience of a saint Iain, but spare a thought for the less well disposed who expect a quality product for their money.

On the subject of my emulation article, I realise it didn't cover every emulator on the market (and stated as much in the conclusion) as I couldn't possibly be aware of them all. Thank you for pointing out the three in question. There are several new and enhanced emulators in the pipeline, including an adventure-specific Spectrum emulator designed to run on any machine with a 68000 chip. I'll be writing a short update on them as soon as more news is available.

IAN OSBORNE, SHROPSHIRE

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Dear A & S,

Over the past year adventure sales on the Spectrum have been diminishing at a rapid and alarming rate. Now, with the sad loss of FROM BEYOND and the news that YOUR SINCLAIR is also to stop publication, I can no longer see any hope for the Spectrum adventure scene as I know it. I am now at a point where my own personal customer list of adventure players is down to around 30 people and Sam Coupe customers add only about 10 to this number.

I have now made a hard but logical decision to stop writing adventures and to call it a day. This is not a decision that I have taken lightly but when you consider that an adventure takes me two or more months to write, plus all the work involved in debugging, duplicating, creating and duplicating leaflets, sending out mailshots, filling orders, sending help sheets and so on, I feel it is no longer something I can commit time to.

Although I have always written adventures mainly for enjoyment there comes a point when the effort involved outweighs the pleasure gained. I will, of course, continue to fill any orders I receive but there will be no more games from COMPASS SOFTWARE. In a way I am glad that THE LOST TOMB OF ANANKA was my last game, as I think I managed to end on a good one! I would like to take this opportunity to thank everyone who has supported me over the years and to wish all those still playing adventures the best of luck in the future.

JON LEMMON, COMPASS SOFTWARE



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\* US GOLD have released their latest SSI product STRONGHOLD which is the first kingdom simulator set in the D&D game world. Your object is to become Emperor by building and expanding a kingdom whilst overcoming opposing forces and a multitude of monsters. STRONGHOLD includes a ground-view zoom camera angle, using 3D scaling technology, music and sound effects and an intuitive mouse interface. Available for PC 386+ (£34.99).

CLASH OF STEEL is a war game which starts in 1939 and spans World War II in Europe. One or two players can select from six campaign scenarios or play the whole war as one game. Available now for PC (£39.99).

An X-WING mission disk, IMPERIAL PURSUIT is now available for PC (£19.99).

KINGMAKER is a strategy game set in England at the end of the 100 Years War and is a close conversion of the classic board game from Andrew McNeil. It will be available for PC, Amiga and A1200 in September. Prices to be advised.

The new AD&D fantasy role-playing game DARK SUN: SHATTERED LANDS from SSI is due for release for PC in October. Your party begin as slaves in the city of Draij, condemned to die as gladiators. You must escape into the hostile wilderness, join with other slaves and create a rebel force to overthrow the evil king's army. Price to be advised.

WIZARDRY VII will not be released for the Amiga.

THE DIG will be the next graphic adventure from LUCASARTS. It should be available for Christmas, details to follow.

LOOM is available now on the KIXX budget label for PC and Amiga (£16.99).

\* ON-LINE ENTERTAINMENT LTD have released NAPOLEONICS, a collection of three battle simulations from the Napoleonic period, featuring Dr Peter Turcan's award winning battle system, with panoramic 3D graphics detailing individual men and cannons. The three games were all previously available separately on Mirrorsoft's Mirror Image label. Aimed at serious wargamers, NAPOLEONICS is available for PC, Amiga and CD ROM (£34.99).

\* DOMARK's FLIGHT-SIM TOOLKIT should be available at the end of November for PC, Amiga and Atari ST.

\* COMPASS SOFTWARE have announced that they will be releasing no more new games for the Spectrum, due to the continuing fall in sales for this machine. Their last title THE LOST TOMB OF ANANKA was reviewed on page D-202. This and all their other adventures can still be obtained however, for the time being, from the address on page A-13.

\* VIRGIN will soon be releasing LANDS OF LORE: THE THRONE OF CHAOS from WESTWOOD STUDIOS. The outwardly beautiful Scotia, agent of the Dark Army, is really a hideous hag capable of changing her shape. Brave King Richard lies dying and you must locate the legendary Truth Stone and save the land from Scotia. There are seven characters to choose from in order to explore the creepy castles, devious dungeons, swamps, ancient ruins and the White Tower. Using magic and combat skills you must fight over 50 intelligent monsters and explore over 30 unique areas. Available in September for PC (£35.99).

BENEATH A STEEL SKY, from the REVOLUTION team behind LURE OF THE TEMPTRESS, will be the first computer-based comic book adventure. You play Robert Foster, who has been brought to the sprawling metropolis by the controlling security forces. The city is controlled by a powerful council and run by a vast computer. Any form of rebellion is crushed without mercy. You must free the city from this oppression, aided by your robot pal, Joey. Available in November for PC 386+ (VGA/SVGA) (£35.99) and Amiga (1meg) (£34.99). An Amiga 1200 version is planned.

\* ELECTRONIC ARTS will be releasing several new titles before the end of the Autumn.

WING COMMANDER ACADEMY is due to be released in September.

Much later in the year PRIVATEER will be available, which is a combat and trading game using a combination of WING COMMANDER and STRIKE COMMANDER technology.

A pack containing three new scenarios which supplement SSG's CARRIERS AT WAR is available now from ELECTRONIC ARTS. CARRIERS AT WAR CONSTRUCTION KIT is available for PC 386 (£39.99).

SPACE HULK is an adaptation of the space war board game which used the WARHAMMER 40,000 universe. Your objective is to send a squad of marines to clear disused ships of the Alien Genestealers. Due for release on Amiga fairly soon. Date and price to follow

From INTERPLAY, the CD ROM version of STAR TREK 25TH ANNIVERSARY will be released in September and SIM CITY CD should be available before Christmas.



STAR TREK 2: JUDGEMENT RITES will be appearing in November for PC (£39.99). Further details to follow.

Also from INTERPLAY RAGS TO RICHES is a business orientated strategy game based on playing the Stock Exchange. Available for PC (£39.99).

\* ZENOBI SOFTWARE have just released a selection of their Spectrum games for the Amiga, to be loaded and played through an emulator. The emulator is supplied free with each game and full loading instructions are included.

Adventures that can now therefore be played on your Amiga include titles from authors such as Jack Lockerby, Laurence Creighton, Clive Wilson, Traveller In Black (Ian Brown), Linda Wright, Fergus McNeill and John Wilson himself. There are over 60 titles in all, far too many to mention here, many of them have been reviewed in the Reference Book. Please send to ZENOBI SOFTWARE for a complete list. Games cost £2.49 or £2.99.

Spectrum owners will be pleased to hear that new adventures for Spectrum are still appearing regularly from ZENOBI. The latest of these are as follows:

THEME PARK UK, the latest Jack Lockerby adventure.

CRYSTALS OF KINGS by Keith Burnard.

THE BLACK TOWER by Diane Rice.

Each title for Spectrum tape (£2.49) or disk (£3.49).

Three new compilations of games from the former DTH Software are also now available.

HAMSTER DROPPINGS comprises THE LONE ELECTRON, FIRST PAST THE POST, GET ME TO THE CHURCH ON TIME, and QUEST FOR THE HOLY SNAIL.

The compilation is available on Spectrum tape (£2.99) or disk (£3.99).

HANDFUL - ONE includes AUNT VELMA, DESMOND AND GERTRUDE (reviewed on page U-11) and BRIAN AND THE DISHONEST POLITICIAN (reviewed on page D-135). Available on tape only (£2.99).

HANDFUL - TWO includes STAR FLAWS, SNOW JOKE, LARRY THE LEMMING and RAYMOND PRINGLE. Available on Spectrum tape (£2.99).

Two new disk compilations have also been released in August. Each is available on Spectrum +3 disk (£4.99).

LAST OF THE BIG DISKS? features KIDNAPPED (reviewed on page D-231), CELTIC CARNAGE (reviewed on page D-221), P.C.W (reviewed on page U-35) and MICROFAIR MADNESS (reviewed on page U-19).

NOPE, HERE'S ANOTHER ONE! comprises FOR PETE'S SAKE, DIARMID and KRAZY KARTOONIST KAPER.

From the beginning of August ZENOBI SOFTWARE has been able to offer Spectrum Plus D versions of almost every title on their list, at the same price as the tape version.

\* The Amiga version of MAELSTROM (reviewed on page D-230) should be available in September (£34.99).

Also from EMPIRE SOFTWARE is the MINDCRAFT game AMBUSH AT SORINOR which will be reviewed in our next issue. Available now for PC (£39.99).

\* ACCOLADE will be releasing BLUE FORCE, the first in a series of police adventures in the next few weeks. Available both on CD ROM and PC (£39.99).

LEGEND'S GATEWAY II: HOMEWORLD, which is based on the Heechee saga from Frederik Pohl, will be released at the beginning of September for PC (£34.99).

Another LEGEND title coming soon from ACCOLADE will be COMPANIONS OF XANTH, a point and click graphic adventure. Due in October for PC, further details to follow.

\* SIERRA will be releasing ACES OVER EUROPE in early September for PC (£44.99).

Available now from SIERRA is the SPACE QUEST COMPILATION which includes SPACE QUESTS I to IV. On PC only (£49.99).

The controversial POLICE QUEST IV, which was written by a Chief of Police during the L.A riots, is due for release in November or December for PC (£39.99).

LEISURE SUIT LARRY VI needs no introduction, though apparently it will be much harder than LARRY V. Due for release in October or November on PC Windows and CD ROM only. Prices to be announced.

GABRIEL KNIGHT is another new adventure from SIERRA in the style of LAURA BOW. This time you play a (male!) writer investigating the fact that everyone in the family for two centuries has died at the age of 35! Described as a Neo-Gothic psychological thriller, the game is still in production but is scheduled for release in October for PC (£39.99).

\* IMPRESSIONS will be releasing DETROIT, an automobile company simulation from the team behind AIR BUCKS. It should be released in early November. Details to follow.

GLOBAL DOMINATION is a game of conquest and strategy from IMPRESSIONS which will arrive shortly. Further details to follow.

THE BLUE AND THE GRAY, a war game which covers the American Civil War, is due for release for PC in September (£34.99), Amiga and Atari ST (£29.99).



\* GREMLIN are due to release LEGACY OF SORASIL, a sequel to HERO QUEST, by early September. Available for Amiga only (£25.99).

\* FSF ADVENTURES have released compilation disks of their Spectrum games to run on the Amiga. The disks are supplied with a free Spectrum emulator. For full details please contact FSF at the address on page A-13.

\* MINDSCAPE will be releasing CAPTIVE 2: LIBERATION for Amiga CD32 in November. A PC version will follow next Spring and an Amiga version even later than that.

STAR WARS CHESS will be released for PC at the end of September and for CD ROM at the end of November.

\* CORE DESIGN should be releasing DARKMERE for the Amiga in October. A PC version is planned. Further details to follow.

\* MICROPROSE have released the PC version of FIELDS OF GLORY detailed on page C-100. An Amiga version will be released in September.

RAILROAD TYCOON DELUXE will be released for PC in September.

Coming soon will be SPECTRUM HOLOBYTE's IRON HELIX, for CD ROM. Further details to follow.

\* In the new year OCEAN will be releasing the space flight simulation INFERNO which takes place in a deep space battleground. It will be released for PC, A1200, Amiga CD32 and PC CD ROM. Further details to follow.

TACTICAL FIGHTER EXPERIMENT is a simulation of a U.N rapid response aerial force. With a choice of aircraft including the EFA, F22 and F117 stealth fighter, you can fly into eight theatres of operations and tackle real world political scenarios. The game will be available in late October for PC (£39.99), CD ROM (£44.99), A1200 (£34.99) and Amiga CD32 (£34.99).

Has anyone heard of JURASSIC PARK? The computer game from OCEAN will be an arcade adventure which follows the film plot exactly. All versions will be released in the first week of October on SNES (£49.99), NES (£29.99), GAMEBOY (£27.99), PC (£34.99), CD ROM (£34.99), A1200 (£27.99) and Amiga (£25.99).

\* COKTEL/DIGITAL INTEGRATION are planning to release an action adventure LOST IN TIME later in the year. It will be for PC in two modules at £34.99 each.

\* BLUE BYTE/KOMPART have released BATTLE ISLE '93, an update of the original game. It is a strategy game for one or two players, and takes place on the moon of the planet Chromos, where rival forces battle over the mineral resources. Available now for Amiga and PC (£25.99).

\* PDQ will shortly be releasing ADVENTURESOF'S new graphic adventure SIMON THE SORCERER, detailed on page C-95. It will be available at the end of September for PC (£39.99) and at the end of October for Amiga (£34.99) and A1200 (£39.99).

\* INNOCENT UNTIL CAUGHT is a graphic adventure from PSYGNOSIS. The main character has a big tax bill which he has been avoiding, until the police catch up with him, which leads to more trouble ... It will be available for PC in the Autumn (£39.99), with an Amiga version to follow next year.

THEATRE OF DEATH is a war simulation in which you control your army in desert, conventional and polar landscapes. PSYGNOSIS say that they have tried to make the game as humorous as possible! It will be available for Amiga in October (£29.99) with PC and MEGADRIVE versions to follow next year.

HIRED GUNS is the long-awaited futuristic role-playing game, with split screen independent character control. You can control up to twelve characters and up to four people can play, using keyboard or parallel joystick/mouse adaptor. It will be released in September for Amiga (£29.99) with a PC version to follow (£39.99).

\* US based publisher, QUANTUM QUALITY PRODUCTS (QQP) has signed a distribution deal for Europe with MIRAGE TECHNOLOGIES. QQP have a reputation for high quality strategy and simulation products. The first product to be launched under the new deal will be a medieval strategy title called CONQUERED KINGDOMS which is currently at Number 1 in the US charts. A further 8 titles are planned for release this year, including PERFECT GENERAL 2. CONQUERED KINGDOMS will be released in September.

JACK THE RIPPER is a heavy-weight murder mystery game from MIRAGE, programmed by Ezra Sirdan who was behind UNIVERSAL MILITARY SIMULATOR. Based on accurate research the game uses every known fact, person, object and detail that as been uncovered since the series of terrible crimes in the London of 1888. The game uses a Graphical User Interface which comprises moveable windows, scroll bars, drop-down menus and a point and click mouse-controlled cursor. It will be available on PC in September (£44.99) and for Amiga later in the year.

\* DAZE are releasing the hint book for ISHAR 2 - MESSENGERS OF DOOM. It will be available by the time you read this (£2.99).



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LORDS OF CHAOS	St	012/D-80
LORDS OF CHAOS - EXPANSION KIT I.....	St.....	012/U-3
THE LOST DRAGON	Ad	012/U-4
THE LOST FILES OF SHERLOCK HOLMES.....	Ad.....	019/D-172
THE LOST TOMB OF ANANKA	Ad	021/D-202
THE LOST TREASURES OF INFOCOM.....	Ad.....	017/D-142
THE LOST TREASURES OF INFOCOM 2	Ad	022/D-216
THE LOST TWILIGHT.....	Ad.....	022/U-33
LURE OF THE TEMPTRESS	Ad	018/D-154
MAELSTROM.....	St.....	023/D-230
THE MAGIC CANDLE	Rp	012/U-6
THE MAGIC ISLE.....	Ad.....	016/D-138
THE MAGIC SHOP	Ad	013/D-98
MAGNETIC MOON.....	Ad.....	012/D-87



MANHUNTER NEW YORK.....	Ad.....	013/U-9
MARONED	Ad	020/D-189
MARTIAN DREAMS.....	Rp.....	012/D-79
MARTIAN MEMORANDUM	Ad	017/U-20
MATCHMAKER.....	Ad.....	011/U-1
MEGAFORTRESS	Si	018/D-160
THE MENAGERIE.....	Ad.....	006/D-30
MICROFAIR MADNESS	Ad	017/U-19
MIDWINTER.....	St.....	011/D-75
MIDWINTER II	St	013/D-100
MIGHT AND MAGIC III.....	Rp.....	013/D-101
MILLENNIUM 2.2	St	020/U-29
THE MINES OF LITHIAD.....	Ad.....	017/D-143
THE MISER	Ad	007/D-43
MONKEY ISLAND II.....	Ad.....	016/D-128
MOONBASE	Si	012/U-4
MURDERS IN VENICE.....	Si.....	006/D-36
THE MUTANT	Ad	009/D-57
THE MYTH OF MOBY.....	Ad.....	004/D-19
NCAA BASKETBALL	Si	017/U-19
THE NEW ARRIVAL.....	Ad.....	016/U-18
NORTH AND SOUTH	St	004/D-20
OBITUS.....	Rp.....	016/D-134
OKLIB'S REVENGE	Ad	021/D-203
ONE OF OUR WOMBATS IS MISSING.....	Ad.....	011/D-74
OPERATION STEALTH	Ad	023/U-36
PCW.....	Ad.....	023/U-35
PERSONAL NIGHTMARE	Ad	003/D-13
PHOENIX.....	Ad.....	014/D-104
PLANETFALL	Ad	012/D-85
PLANET'S EDGE.....	Rp.....	017/D-147
POLICE QUEST II	Ad	022/U-34
POOL OF RADIANCE.....	Rp.....	013/U-10
POPULOUS	St	009/D-58
POPULOUS II.....	St.....	015/D-120
PRISON BLUES	Ad	020/U-27
PROJECT NOVA.....	Ad.....	021/D-197
PROJECT X - THE MICROMAN	Ad	014/U-12
PROPHECY OF THE SHADOW.....	Rp.....	019/D-169
THE QUEST FOR THE TIME-BIRD	Ad	004/D-15
RAILROAD TYCOON.....	Si.....	014/D-106
THE RAVEN	Ad	002/D-9
REACH FOR THE STARS.....	St.....	013/D-93
THE REALM	Ad	007/D-44
REALM OF DARKNESS.....	Ad.....	013/U-7
RETURN OF THE PHANTOM	Ad	023/D-232
RISE OF THE DRAGON.....	Ad.....	019/U-24
RISK	St	007/D-38
ROBIN HOOD.....	Ad.....	014/D-107
RUN, BRONWYN, RUN!	Ad	017/D-146
THE SAVAGE EMPIRE.....	Rp.....	011/U-2
SCRABBLE	Si	023/U-36
THE SECRET OF MONKEY ISLAND.....	Ad.....	012/D-86

THE SECRET OF THE SILVER BLADES.....	Rp.....	014/U-14
THE SEVENTH GUEST	Ad	023/D-222
SHADOW OF THE COMET.....	Ad.....	022/D-209
SHADOWLANDS	Rp	020/D-186
THE SHARD OF INOVAR.....	Ad.....	004/D-16
SILENT SERVICE II	Si	013/D-102
SILVERWOLF.....	Ad.....	015/D-117
SIM ANT	Si	017/D-145
SIM CITY.....	Si.....	005/D-21
SIM CITY FOR WINDOWS	Si	019/U-25
SIM EARTH.....	Si.....	014/U-14
SIM LIFE	Si	020/U-28
SINBAD AND THE GOLDEN SHIP.....	Ad.....	012/U-3
SKELVULLYN TWINE	Ad	003/D-14
SORCERER.....	Ad.....	019/D-167
SPACE QUEST I	Ad	022/U-34
SPACE QUEST II.....	Ad.....	022/U-34
SPACE QUEST III	Ad	015/U-16
SPACE QUEST IV.....	Ad.....	020/D-192
SPACE QUEST V	Ad	021/D-199
THE SPECTRE OF CASTLE CORIS.....	Ad.....	016/D-132
SPELLJAMMER	Rp	020/D-190
THE SPIRO LEGACY.....	Ad.....	014/D-105
STAR FLIGHT	St	005/D-24
STARTREK 25TH ANNIVERSARY.....	Ad.....	020/U-29
STARSHIP QUEST	Ad	016/U-17
STREET PATROLLER - THE REMIX.....	Ad.....	006/D-31
STRIKE COMMANDER	Si	023/D-220
STUNT ISLAND.....	Si.....	021/U-31
THE SUMMONING	Rp	020/D-180
SUPREMACY.....	St.....	020/U-28
SYNDICATE	St	023/D-227
TAX RETURNS.....	Ad.....	022/D-218
THE TAXMAN COMETH	Ad	021/U-31
TEARS OF THE MOON.....	Ad.....	017/D-140
THE TEST	Ad	022/D-207
THE THIEF'S TALE.....	Ad.....	021/U-31
TIMES OF LORE	Rp	009/D-55
TIMEQUEST.....	Ad.....	014/D-108
TOTAL REALITY DELUSION	Ad	020/U-27
TREASURE ISLAND.....	Ad.....	012/D-84
TREASURES OF THE SAVAGE FRONTIER	Rp	019/D-178
T'WAS A TIME OF DREAD.....	Ad.....	015/D-126
TWICE SHY	Ad	004/D-18
ULTIMA VI.....	Rp.....	007/D-37
ULTIMA VII	Rp	018/D-151
ULTIMA UNDERWORLD.....	Rp.....	016/D-133
ULTIMA UNDERWORLD II	Rp	021/D-195
THE UNBORN ONE.....	Ad.....	022/D-211
VEIL OF DARKNESS	Ad	022/D-205
VENOM.....	Ad.....	005/D-28
VIOLATOR OF VOODOO	Ad	016/D-129
WAR IN MIDDLE EARTH.....	Rp.....	006/D-33



WAR IN THE GULF.....	St.....	023/D-223
WASTELAND	Rp	007/D-39
WAXWORKS.....	Ad.....	022/D-208
THE WEAVER OF HER DREAMS	Ad	005/D-27
THE WESTBURY MYSTERY.....	Ad.....	023/D-226
WHERE IN THE WORLD IS CARMEN SANDIEGO	Ad	016/U-18
THE WHITE FEATHER CLOAK.....	Ad.....	014/D-109
WISHBRINGER	Ad	011/D-70
THE WIZARD'S SKULL.....	Ad.....	018/D-156
WIZARDRY VI	Rp	011/D-77
WONDERLAND.....	Ad.....	009/D-53
WORLD TENNIS CHAMPIONSHIPS	Si	018/U-22
X-WING.....	Si.....	022/D-217
YES CHANCELLOR!	Si	010/D-64
ZAK MCKRACKEN AND THE ALIEN MINDBENDERS.....	Ad.....	023/D-224
ZOGAN'S REVENGE	Ad	017/D-149
ZORK I.....	Ad.....	011/U-1
ZORK II	Ad	012/U-5
ZORK III.....	Ad.....	013/U-10
ZZZZ	Ad	011/U-1





## DAY OF THE TENTACLE

FROM : LucasArts/US Gold  
CATEGORY: Adventure  
VERSION : PC (286, VGA), CD-ROM  
FORMAT : Disk  
PRICE : £42.99 (PC), £45.99 (CD-ROM)  
REVIEWER: Cal Jones on PC

Doctor Fred Edison is a typical mad professor. Not only has he invented two weird tentacle creatures but he has also created a machine designed to flood the local river with radioactive waste. The problems start when Purple Tentacle drinks the waste and mutates into an evil genius who plans to take over the world and enslave humanity.

The game begins when computer nerd Bernard receives a plea for help from the innocent Green Tentacle. Doctor Fred has captured the two Tentacles, thinking them both to be dangerous, and plans to put them "to sleep."

With his friends, fat heavy metal roadie Hoagie and dotty medical student Laverne, Bernard sets out to rescue them. Unfortunately, when he does, Purple also gets free with unfortunate results. To solve the problem, the Doctor decides to send the friends back to yesterday in a time machine and turn off the toxic waste before Purple can drink it. This goes wrong, however, and whilst Bernard returns to the present, Laverne is stranded 200 years in the future and Hoagie is stuck 200 years in the past.

You must help the three kids return to the present, foiling evil Purple in the process. To do this, you have to solve various puzzles, swapping between characters as you go. Like LucasArt's Monkey Island, the puzzles are very wacky and require some twisted logic to solve. The puzzles use such weird items as exploding cigars, false teeth and even plastic vomit, so you can't accuse the game of being unoriginal. Items are swapped between kids by flushing them through time using the time machines, customised toilets known as Chron-O-Johns. It's a bit strange, but this is one of the funniest games I've ever played.

The graphics are outstanding, and the game is packed with humorous animations. It's just like an interactive cartoon. It also sounds great, with plenty of music and some speech too (the CD-ROM version is a complete "talkie" and comes with a hint book.) It's slightly easier than MONKEY ISLAND 2, but still requires a lot of thought. In terms of gameplay, it's even better. In fact, it's the most enjoyable adventure I've ever played. Go out and buy it now. You won't regret it.

ATMOSPHERE : 19/20  
VOCABULARY : N/A  
PSR : 19/20

GRAPHICS : 19/20  
PUZZLES : 19/20  
STAR RATING : \*\*\*

## STRIKE COMMANDER

FROM : Origin/Electronic Arts  
CATEGORY: Simulation  
VERSION : PC (minimum 386, 4Mb, VGA, MS-DOS 5, 27Mb hard disk)  
(for full install: 486DX, 25MHz, 8Mb, 42Mb hard disk)  
FORMAT : Disk  
PRICE : £49.99 (plus £19.95 for speech)  
REVIEWER: Iain Mackenzie

Well, at least I am spared having to write an introduction on STRIKE COMMANDER, as there cannot be a PC user on the planet who has not eagerly awaited Origin's epic throughout the last couple of years! The inevitable question - has it been worth the wait? Well, in this humble reviewers opinion, the answer is a qualified yes.

Let us start with the demanding hardware requirements, detailed above. I would add that I consider a fast 486 machine necessary, as on my 50 MHz 486, STRIKE COMMANDER is still slightly jerky with all detail turned on! Now I know that comparisons are difficult, but compared to MicroProse's F15 III and HARRIER JUMP JET, STRIKE COMMANDER is positively sluggish.

Having successfully installed the game, the high quality of the graphics and the sound (especially the speech) is obvious. Once you are airborne, an impressive feature is the ability to look around the outside world from the cockpit, by holding down one of the fire buttons and moving the joystick. Very innovative.

But what about the all important gameplay? Well, the flight model is not as realistic, nor as complex, as F15 III or FALCON 3.0, but nevertheless has a good "feel" to it. The main criticism I have is that the radar is poor, as it is cluttered and confusing. In air to air mode, it is very difficult to distinguish between the dots representing aircraft, even at maximum zoom. In air to ground mode, the problem is worse, as it is almost impossible to tell if your strike against a target has been successful. The much vaunted interaction with other characters in the game seems overrated, and is nothing more than a series of set pieces after key events. The only choices available to the player are which wingman to use and, occasionally, which mission to fly.

Another major gripe, is Electronic Arts pricing. At £50, it would have been acceptable value for money but asking a further £20 for a speech pack that, although excellent, is no more than the speech included in FALCON 3.0 or X-WING, seems completely unnecessary. Despite these criticisms, STRIKE COMMANDER looks good, plays well, and is great fun for those who can accept its comic book style, gung-ho approach to politics. Long live the wildcats!

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

STRATEGY : 15/20  
REALISM : 16/20  
STAR RATING : \*\*



## CELTIC CARNAGE

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

First you had PHOENIX. Then came VIOLATOR OF VOODOO, then AZTEC ASSAULT. Now CELTIC CARNAGE welcomes you back to the wonderful world of blood-letting, demons, decapitations, gore and heroic deeds. Hope you've packed your sandwiches! This non-graphical PAWed game from the disturbed pen of Ian Brown sets you as The Traveller In Black again, recalled from the void to do battle in ancient Irish times against the forces of darkness who seek to take over the world. You have to fight magic with magic, talk to the dead, travel in magical chariots and boldly go where no nightmares have taken you before. Seems fair enough.

So you get the general gist of the adventure. As in the other games, the research seems very thorough which helps to build a good atmosphere. I felt the game wasn't as shocking as previous ones but there are still some pretty bloodthirsty descriptions. As always, there is the inevitable dead child but if this doesn't bother you then this is a pretty enjoyable game. I began to get irritated by all the strange names the characters have (Cuchulaian, Scathach, Goibniu etc,) but I guess this all adds to the feel. The puzzles aren't too tricky ... you get a lot of help from talking to the characters, who on completion of certain tasks tell you where to go next and what to do, but you do still have to think. A word of warning however. Tasks have to be completed in a certain order otherwise you come up against brick walls for no apparent reason. I liked the parser which seemed very friendly and not once did I feel that I knew what to do but couldn't find the words. I also liked the escapism of the game and found it all quite compulsive.

The locations are well described and although I never felt really threatened, it was fun being a hero. I wish there had been a few more sudden death situations ... even when confronted by a mad axe woman hell bent on destruction I still had time to leave, look around a bit, come back to her and have a chat, rearrange the furniture etc. If indeed a hero I am, let me be heroic!!

All in all, I enjoyed the game but felt it lacked a little depth. If it had been a little trickier and the situations more aggressive, then I would have enjoyed it more. Still, a good effort but not everyone's cup of tea.

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

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

## THE 7th GUEST

FROM : Virgin  
CATEGORY: Adventure  
VERSION : PC  
FORMAT : CD ROM  
PRICE : £69.99  
REVIEWER: Iain Mackenzie

I suppose I should start with the usual list of hardware that is required for any ground breaking software such as this. Recommended system is 486DX, 4 meg RAM, CD ROM drive capable of a sustained transfer rate of 300 k/sec, and a fast video card. The game can be run on a 386DX, 2 meg RAM, and a 150 k/sec CD ROM drive, but the performance is seriously degraded. The game is set in a haunted house that is controlled by the evil Stauf and at the start of the game, that is all you know. The object is gradually to solve puzzles, unravel the mystery of the strange Stauf and destroy him.

If I said that THE 7TH GUEST is basically a set of 21 puzzles and when they are solved the game is ended, you would probably not even consider spending £10 of your hard earned cash on such a product, far less the £70 asking price! Well, think again, because this is a totally different experience to anything that has previously been seen on a PC - a technological leap of considerable proportions.

From the moment the full video animation introduction unfolds the background to the story, through to the superb end sequence, it impresses both visually and aurally. The near photo quality SVGA graphics are sumptuous with smooth movement throughout the carefully rendered spooky mansion (just watch that skeleton playing the organ!) and the music is in a different class to anything I've heard before in terms of instrumentation, variety and enjoyment. The puzzles themselves range from the simple (the telescope) to the difficult (the spot game), and mainly consist of the word, sliding block or chess type, with the inevitable maze thrown in for good measure. I enjoyed solving them all, and feel that the balance was about right in terms of difficulty and variety. There is a limited help facility in the game for those who get stuck.

It is true to say that if you stripped away the fancy graphics and sound, that THE 7TH GUEST would be a fairly ordinary game, but that is missing the point completely. The atmosphere just sucks you in right from the start, and you are hooked right to the end. With its professional actors hamming it up to just the right extent, its many animated sequences and its unnerving ability to surprise at every turn, THE 7TH GUEST is a milestone in PC gaming history, and is likely to sell more CD ROM drives than any other software released to date.

ATMOSPHERE : 19/20  
VOCABULARY : N/A  
PSR : 18/20

GRAPHICS : 19/20  
PUZZLES : 15/20  
STAR RATING : \*\*\*



## WAR IN THE GULF

FROM : Empire  
CATEGORY: Strategy  
VERSION : Atari ST, Commodore Amiga, PC (550K, EGA, HD)  
FORMAT : Disk  
PRICE : £34.99 (PC), £29.99 (Atari ST, Amiga)  
REVIEWER: Stuart Whyte on PC

WAR IN THE GULF is the latest strategy game from the team who developed TEAM YANKEE and PACIFIC ISLANDS. Set a few years in the future, you control a number of tank platoons during another Gulf War. Your division of tanks is all that stands between Saddam Hussein and Kuwait - your failure would mean the end of the world as we know it.

The subject matter of this game is questionable - included in the box are posters and postcards from the Iraqi war and the intro is very pro-American - not a mention of any other troops at all (except for the enemy!).

Initial impressions are favourable (apart from the dodgy intro) and the front end is competently laid out. You're given a sum of money by the Kuwaites and you must manage this to equip your tank division. Successful missions will result in rewards from Kuwait, but failure could see your tank division destroyed, not by enemy fire but by an irate bank manager!

Gameplay comprises of strategy and arcade elements combined with a real-time movement system (i.e. non turn based). This allows for constant action but frustratingly you can only control one of your four platoons at a time - while your busy firing away at one enemy position your other platoons are sitting ducks. This was very much a "feature" of PACIFIC ISLANDS and again this is where WAR IN THE GULF falls down - it's way too similar to its predecessor.

Graphics and sound are on average substandard - the graphics are a combination of scaled sprites (which look OK) and polygon objects (which are very basic for a PC game). The manual recommends identifying targets before firing but this is very difficult to do - one tank looks very similar to another when they're far away!

To round up - WAR IN THE GULF has some positive points but these are overshadowed by the frustrating gameplay and high difficulty level - not recommended unless you are a big fan of the other games in the series.

ATMOSPHERE : 7/20  
STRATEGY : 12/20  
PSR : 6/20

PLAYABILITY : 7/20  
PUZZLES : 12/20  
STAR RATING : ?

## ZAK MCKRACKEN AND THE ALIEN MINDBENDERS

FROM : Kixx XL  
CATEGORY: Adventure  
VERSION : Atari St, Amiga, PC  
FORMAT : Disk  
PRICE : £12.99  
REVIEWER: Simon Hurrell on Amiga

It's 1997 and the world (once again) is under threat. This time space aliens have built a stupidity machine that's slowly reducing everyone's IQ to single figures - actually, I think this has been going on in football stadiums for years, sorry I digress - and the only person capable of saving the world is you, yes, Zak McCracken, a bored hack from the dubious National Inquisitor newspaper.

ZAK MCKRACKEN AND THE ALIEN MINDBENDERS (from hereon, to save my aching fingers, referred to as ZM) is part of a new budget range from US Gold of older games (1989 in this case) and is a Sierra type "walk through" graphics adventure of very high quality. As mentioned before, you play Zack but in order to complete your task you'll also have to control his three female colleagues, Annie, Melissa and Leslie by switching places with them. In the course of your travels you'll visit places as diverse as Egypt, Katmandu, the Bermuda Triangle and Mars!

ZM is totally mouse controlled and very easy to operate. A range of verbs are laid out at the bottom of the screen and can be accessed simply by highlighting the desired one with the mouse pointer. The noun is then chosen by clicking on whatever object you wish from the main animation screen, or from the list of objects you have in your inventory. The most useful function that you have at your disposal is the "What Is" command. By selecting this and moving the cursor around the main screen, the name of any objects relevant to the game appear, so with a little care it is virtually impossible to miss an important item. What you do with that item of course, is another matter!

The puzzles I found quite tough and if it wasn't for my natural hoarding instincts (much to my wife's dismay) of old computer magazines ("There! I told you I needed that 1989 copy of ACE!") then I'd probably still be struggling with the problem of a dancing Shaman and a golf club! Tongue in cheek humour and snappy one-liners are there in abundance, which makes ZM fun to play as well as being quite a challenge.

ATMOSPHERE : 17/20  
VOCABULARY : N/A  
PSR : 17/20

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



### EYE OF THE BEHOLDER III

FROM : US Gold/SSI  
CATEGORY : Role-Playing Game  
VERSION : PC (386, VGA, Hard disk required)  
FORMAT : Disk  
PRICE : £39.99  
REVIEWER : Hazel Miller

EYE OF THE BEHOLDER III takes you on a journey through a landscape of forests and guilds on a quest to wrest a divine artifact from the evil lich Acwellan.

I really enjoyed EYE OF THE BEHOLDER II and thought this game would be more of the same and it is, up to a point. It has the same spell and fighting system but there is a new "All Attack" button where some or all weapon users can fire their selected weapons simultaneously avoiding the need to click on each character to make a hit. This left more time to concentrate on magic users and proved a great help when the fighting got tough. There are interesting characters to meet and recruit, excellent 3D monster animation and beautiful whole screen still shots.

Besides the familiar monsters four new ones have been added. Grave Mists are a kind of floating spirit encountered at the start of the game and as such are very easy to kill. Living Muck will dissolve weapons and cause paralysis. Ogre Slugs slither along on huge slug-like tails and deadly Shadow Hounds are pack dogs who merge with the shadows after an attack.

The major difference between this game and its predecessor is the addition of a huge outdoor area. You begin in a forest and have to hack down most of it with your lone axe before you find anything of interest. Each tree needs 3 whacks to remove it, and this all takes a considerable time. With a great sense of relief I found a disused trail but my joy soon evaporated as having found an everlasting torch I then had to burn my way through another huge maze of trees that sometimes closed up behind me making it difficult to find a way back. I never make maps, preferring to rely on memory but maps are essential to avoid frustration. Hours later I reached the city which also proved to be huge and maze-like. Eventually I entered The Mages Guild and was back on familiar ground with lots of monsters, puzzles, illusion walls and great gameplay.

Of course this game is a must for RPGers who have played the previous games but there will be no Amiga version due to its size. EYE OF THE BEHOLDER II was also a large game and played perfectly on the Amiga, so I can't see that the addition of an outdoor area has been an improvement but it is all a matter of taste.

ATMOSPHERE : 16/20  
PLAYABILITY : 17/20  
PSR : 15/20

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

## THE WESTBURY MYSTERY

FROM : The Guild  
CATEGORY: Adventure  
VERSION : Commodore 64  
FORMAT : Disk or tape  
PRICE : £3.00  
REVIEWER: Mark Rooney

You were looking for five valuable rings which had been stolen from your guardian. The next thing you knew, you had been kidnapped. Under torture you let the whereabouts of one of the rings be known. Now you find yourself in a damp cellar of the Westbury mansion, with little light getting in through the grimy windows. From the rumours you have heard, there are rituals and experiments going on in this mansion. Unless you do something, you may be the next subject.

Whilst playing this adventure you will find that it is a horror story at times, with blood and bodies being found in certain rooms of the mansion. Some rooms cannot be entered at first but later they lead you to a headless body which makes you wish you hadn't eaten recently. While searching the mansion beware of being caught, although if you read the text carefully you should be able to avoid the immediate danger areas.

From the start of the game, you can explore the inside of the mansion and the garden outside. After some thorough exploring and puzzle solving, you will also find a village and secret tunnel to investigate. Some rooms will require careful thinking if you don't want to be stuck in them for ever. It is a good idea to find a torch and carry it with you whenever entering a new room, because when you enter a dark room without the torch you become stuck.

For those who find the going tough, you will be glad to know that there is a small help file included on the disk. Although you have to come out of the adventure to access this file, it proves its usefulness by supplying the answers to some of the problems. It does not however contain tips for the whole game. Also in the help file is a list of verbs the game recognises, these can sometimes prove useful when you think what you are doing is right but cannot seem to find the right verb to use.

THE WESTBURY MYSTERY was written by Australian author Dorothy Millard using the Quill adventure package from Gilsoft and includes a RAMSAVE function. The location descriptions are well written and it's easy to imagine just what the rooms look like. In conclusion, I found this to be a very good adventure with lots of atmosphere.

ATMOSPHERE : 15/20  
VOCABULARY : 16/20  
PSR : 17/20

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



## SYNDICATE

FROM : Bullfrog/Electronic Arts  
CATEGORY: Strategy  
VERSION : Amiga, PC (386, VGA, 4Mb RAM)  
FORMAT : Disk  
PRICE : £34.99 (Amiga), £44.99 (PC)  
REVIEWER: Cal Jones on PC

"May you live in interesting times," goes the old Arab curse, and Bullfrog's version of the future is very interesting indeed. Syndicate is set in a violent, cyberpunk world (think Bladerunner or William Gibson's novels) where corporations hold power and use cybernetic agents to sabotage the plans of rival syndicates. The aim is to conquer the world with your own team of agents, causing a great deal of carnage as you go.

You start without any territories, so the object of the first mission is to get your syndicate on the map. The map is divided into 50 territories and to gain control over each one you must complete a mission. Missions can involve assassinations, getting rid of another syndicate or brainwashing important people using a device called a Persuadertron. Success requires a lot of strategic planning but there's plenty of action as well.

As Corporate Director, you control a team of up to four agents from the safety of your company airship. You get an isometric view of the city and agents can be moved around using the mouse. The controls are very simple. Each agent's behaviour is altered using three slider bars, representing his adrenalin, perception and intelligence. An agent with high adrenalin will move quickly but will shoot less accurately and might over-react to danger. Perception alters the agent's awareness to danger, as does intelligence. Boosting these values to maximum will enhance performance, but this deteriorates in time. Knowing how best to use the bars is vital to success.

Once a territory has been conquered, you can make money from it through taxation. Over-tax and the territory will rebel, so you must repeat the mission to get it back. Tax too little and you won't make enough money. Money is used to equip agents with weapons, Persuadertrons and cybernetic bodyparts, or can be ploughed into vital research.

Syndicate is great fun to play, and ranks up there with POPULOUS as a real classic. It's also extremely violent and amoral. Shoot someone and they collapse in a pool of blood; torch them with a flamethrower and they run round screaming in flames. It's a bit sick, but if, like me, you possess a sadistic streak, you'll enjoy it immensely.

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

STRATEGY : 18/20  
PUZZLES : 17/20  
STAR RATING: \*\*\*

## END DAY 2240

FROM : Zenobi Software  
CATEGORY: Adventure  
VERSION : Atari ST  
FORMAT : Disk  
PRICE : £2.99  
REMARKS : Also available on COCKROACH'S CHOICEST CUTS: VOLUME 2  
together with THE HAMMER OF GRIMMOLD, DAVY JONES' LOCKER  
and LIFEBOAT. Atari ST double sided disk (£5.99)  
REVIEWER: Sharon Harwood

The year, obviously, is 2240 and you have been the unfortunate victim of the person you were in partnership with. Having set you up for a crime of some magnitude he has now fled the planet and you are destined for END DAY, a term that needs little explanation.

Your game begins once you have let the program know your name and sex (a nice little touch that will have the authorities pursuing the real you!) and you find yourself within the confines of a laser beam protected termination cell. Escaping from here proves to be a real headache, not least because of the need to use an exact input at the crucial time.

Once you do manage to explore a little more of the planet you are currently situated upon, it will become clear that your immediate attention must be given to finding a suitable disguise and a form of transport with which to pursue your ex-partner. Neither of these are particularly difficult tasks but the tension of achieving them before you are discovered does give the game plenty of atmosphere. No relief is given either, when you finally work out how to fly the spaceship and are able to explore the other planets available to you.

Before very long you will hopefully have some idea as to where you want to begin your search and a small change of appearance and some new documents will give you a much better chance of success.

Now, due to the house being full of screaming children, I must confess to not having managed to actually catch up with my "friend" but having reached a score of 30/25 (!) I feel I must be pretty close and am looking forward to the final confrontation.

Written using STAC, this is a surprisingly good game that would, quite honestly, have benefitted greatly from a more thorough playtesting and a little more freedom with the parser - the need to find an exact input becomes a bit tedious on more than one occasion. Nevertheless, END DAY 2240 is one of the best text adventures that I've seen on the Atari ST.

ATMOSPHERE	: 18/20	GRAPHICS	: 16/20
VOCABULARY	: 14/20	PUZZLES	: 17/20
PSR	: <u>18/20</u>	STAR RATING	: **



## FREDDY PHARKAS FRONTIER PHARMACIST

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

As a youth Freddy Pharkas was a real sharp-shooter, but lost his ear in a shootout with Kenny the Kid. Freddy vows to give up gun slinging and become a pharmacist. After five years of study Freddy moves out west and sets up shop in Coarsegold. You can learn all about it in the catchy ballad before you get into the game. The musical score is arguably one of the best aspects of this game.

The game was written by Al Lowe, creator of Leisure Suit Larry, and is packed full of awful puns and banal jokes. But you just can't help being amused. The puzzles can sometimes be quite tough and there are a few arcade sequences, which can be set to your desired level of difficulty or can be skipped completely. The interface is Sierra's standard icon-driven arrangement.

When Freddy arrives in Coarsegold, several of the shops have been closed down or abandoned and more are on the way. For a once thriving gold rush town this is a bit of a disaster. Freddy will need to discover why this is happening and restore order and prosperity to Coarsegold. Freddy encounters sweet Penelope, teacher at the schoolhouse, and falls hopelessly in love. The game is divided into four acts and filling prescriptions forms the main part of the first act. Freddy has a great assortment of chemicals, beakers, balances and pill boxes and to guide him in their use the game includes an excellent manual, practically a pharmacopoeia!

Exploring the town won't take Freddy too long. There's a nice blacksmiths at the end of town, but this closes at the end of the first act. In the saloon sits the town Doc, in a permanent drunken stupor, and a pianist who will play requests. There's a general store, with colourful old whittlin' Willy who tells the story as it unfolds and may give Freddy advice when he goes wrong. A sheriff's office, a barber shop, a cafe, a bank and a brothel complete the main locations, so don't expect to wear out much shoe leather here! In fact, don't expect to have too much choice about what you can and can't do either. The game is simply one puzzle after another with only a few of them involving any complications. These involve making a gas mask and a silver ear - damn it, have I given the whole game away already? Forget you just read that or look in the help section if you want to learn more. Great music, nice graphics, good fun, but just not quite enough of a game.

ATMOSPHERE : 16/20  
VOCABULARY : N/A  
PSR : 14/20

GRAPHICS : 15/20  
PUZZLES : 12/20  
STAR RATING: \*

## MAELSTROM

FROM : Empire Software  
CATEGORY : Strategy  
VERSION : PC (286, DOS 5, hard drive required), Commodore Amiga  
FORMAT : Disk  
PRICE : £39.99 (PC), £34.99 (Amiga)  
REVIEWER : Hazel Miller on PC

Empire's huge strategy game begins on your first day as the new Governor of Harmony, a peace loving planet rich with the rare mineral Fitzholnium. The evil Syndicate are trying to capture Harmony for its minerals and turn it into a dictatorship and it is up to you to foil their plans.

The game is played from commands made through your Executron 1200 holo-desk which holds files on all planetary leaders, heads of your own departments, and prospective employees. Through the televideo you can communicate with all of them, friends and foes. If they have problems (and indeed they do), incoming messages can back up at an alarming rate but you have the option to slow the action down if it all gets too hard to handle. If something mysterious happens on a far planet you can watch a re-run of the security video and see what occurred. The video graphics are beautifully animated and look like the real thing. In fact the graphics altogether are spot on, but with Don Bluth (ex Disney animator) and Sid Mead (set designer for Blade Runner) leading the credits, they would be.

At the base of the screen are access buttons to departments under your control. Mining is your money earner and from here you can view the terrain of Harmony and pick out likely areas to survey. If the reports look good you can open a few mines and wait for the money to roll in, and close unprofitable ones. Perhaps you will unearth a buried starship or a more valuable mineral. Research and Development is another lucrative area. Hiring a good team to work on a new laser, missile, or electrical project often produces something special for use in your own space fleet or you can sell it to other planets for a quick profit. Making money is essential. You need to build up your space fleet and this is a very interesting aspect of the game. The hull, computer, weaponry, and loads of extras are selected from an on-screen catalogue of products from around the galaxy and you can build up a very swish designer fleet if you have the money.

If you do a good job the population will be happy and a quick poll will always tell you if things are going well. The game is so large it would take many pages to explain every element. Empire say that this is the ultimate galactic strategy game and, although I have by no means played them all, I must agree that it is very impressive.

ATMOSPHERE:	19/20	PLAYABILITY:	19/20
STRATEGY :	18/20	PUZZLES :	17/20
PSR :	18/20	STAR RATING:	***



## KIDNAPPED

FROM : Jack Lockerby/Zenobi Software  
CATEGORY: Adventure  
VERSION : Spectrum 48  
FORMAT : Tape or Disk  
PRICE : £2.49 (Spectrum tape), £3.49 (+3 disk)  
REMARKS : Commodore 64 version is planned  
REVIEWER: Sue Roseblade

This latest text adventure from Jack Lockerby is based on the classic novel, set in Scotland in the middle of the 1700's some years after the Battle of Culloden. You are David Balfour, recently orphaned and ready to set out in search of fame and fortune. Calling in at The Manse to bid farewell to the local minister, you are given a letter to deliver to your uncle ... your adventures are about to begin.

This adventure is written in Jack's usual concise and entertaining style, the gameplay being fairly typical of most of his work. Sadly it also contains the irritation mentioned by Sharon in her review of THE ESCAPING HABIT, where the command PUT IN is not accepted but there is no message to tell you so. Thus you may think you have put something in your pocket when in fact you find later that you haven't, sometimes with unfortunate consequences. The accepted input is PUT INTO by the way and it is mentioned in the notes accompanying the game. It is though, an easy mistake to make and I kept making it!

Although the spelling and grammar are correct, there are several bugs in the version which I received. One of them, concerning the farmer, can make it impossible for you to proceed any further. The others are just amusing diversions, e.g "in your pockets you have a locked door" (Strangely enough this doesn't hinder you in any way!). I have passed on my observations to the appropriate Zenobi playtester and I am fairly confident that the mistakes will have been corrected before you read this.

From my memories of the book and the TV adaptation, the game does succeed in staying faithful to the plot. However, it doesn't seem to convey much of the atmosphere of the period or of the Scottish setting, both of which could have been made very evocative. The text descriptions are rather short and some of the puzzles have little relevance. The game itself is neither long nor difficult, in fact as Jack's games go it is fairly easy (bugs apart), and there are plenty of helpful hints written into the messages.

So to sum up, this game must not be approached as a serious and thrilling recreation of the times. Purely as an adventure game however, it is light and entertaining.

ATMOSPHERE : 10/20  
VOCABULARY : 12/20  
PSR : 13/20

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

## RETURN OF THE PHANTOM

FROM : MicroProse  
CATEGORY: Adventure  
VERSION : PC (2Mb RAM, VGA/MCGA, hard disk required)  
FORMAT : Disk  
PRICE : £45.99  
REVIEWER: Iain Mackenzie

In RETURN OF THE PHANTOM you play Inspector Raoul Montaud of the French police trying to solve the mysterious murders at the Paris Opera House in a re-enactment of the classic "Phantom of the Opera" story.

This is the second adventure from MicroProse to use the MADS system and it uses the same excellent point and click interface as its predecessor REX NEBULAR. Unfortunately, that is where the similarity between these games stops, as REX was a highly entertaining, satisfying experience.

You may gather already that I was not impressed by RETURN OF THE PHANTOM. Well, you would be right, which is a great shame because I was looking forward to this game for some weeks!

It is not that there is anything wrong with the game, in fact it is very enjoyable while it lasts, but that is where the problem lies. It lasted me five and a half hours! At £45, that works out at over £8 per hour, which makes paying the inflated prices at the Leicester Square Odeon cinema seem like an absolute bargain!

The main drawback of PHANTOM is that you have very few problems to solve, even in the so-called "difficult" mode. The most taxing problem is mapping a fairly tricky maze near the end, but when you've seen one maze.....! For most of the game, it is almost a case of being in the right place at the right time, and as there are very few locations, this is not too tricky. Hidden away in the manual, MicroProse state that PHANTOM is for the novice adventurer. Of course, by that time it is too late as the purchase has been made. Additionally, nowhere in their over-hyped advertising campaign do MicroProse mention the simplicity of this game.

So, while PHANTOM is pretty to look at and listen to, it does not represent any challenge at all to anyone except the complete novice, and is a long way short of the quality we are used to from the big M.

ATMOSPHERE : 16/20  
VOCABULARY : N/A  
PSR : 5/20

GRAPHICS : 17/20  
PUZZLES : 5/20  
STAR RATING : \*



## FSF ADVENTURES

Larry Horsfield began his adventure writing career in the mid-eighties, producing his first two science fiction text adventures for the Acorn Electron.

In 1989 he founded FSF ADVENTURES (Fantasy and Science Fiction) and began marketing Spectrum conversions of these first games, MAGNETIC MOON and STARSHIP QUEST.

Most of the games published by FSF are by Larry himself, all written using Gilsoft's PAW. They are available for Spectrum 48k and 128k, on tape, +3 disk and 3.5" disk. Some of the games have specially expanded and enhanced versions for the 128k machine.

Conversions of some of Larry's adventures have now been produced for Amstrad machines (via The Adventure Workshop) and Commodore 64 (available from The Guild).

Recently FSF has released games by other authors, mainly these are Spectrum conversions from other formats, as listed below.

FSF ADVENTURES have won several adventuring awards in the past, in particular The Golden Shield Award for Best 8-bit Adventure Game of 1991/1992, with THE AXE OF KOLT.

Looking to the future, two new adventures are planned for release by the end of 1993. Plans to enter the 16-bit market are now in preparation. PC versions of some of the earlier titles are planned and will be released by The Adventure Workshop. Also very soon a compilation of all Larry Horsfield's adventures will be available for the Amiga, via a Spectrum emulator which will be included on the disk.

FSF ADVENTURES have produced a high standard of games in the past and would like to maintain this into the future. If there were to be a company slogan then, says Larry, it would be "Quality, not Quantity!"

Adventures currently available for Spectrum are:

1989: MAGNETIC MOON	(Larry Horsfield)	012/D-87
1989: STARSHIP QUEST	(Larry Horsfield)	016/U-17
1990: THE AXE OF KOLT	(Larry Horsfield)	013/D-99
1991: THE HERMITAGE	(Tony Collins)	
1991: GRUE-KNAPPED!	(Bob Adams)	013/U-7
1991: THE SPECTRE OF CASTLE CORIS	(Larry Horsfield)	016/D-132
1992: RUN, BRONWYN, RUN!	(Larry Horsfield)	017/D-146
1992: THE FOUR SYMBOLS	(The Grue)	016/D-137
1993: GRABBED BY THE GHOULIES!	(Scott Denyer)	
1993: HELVERA, MISTRESS OF THE PARK	(Bob Adams)	020/D-187
1993: THE DARK GLADIATOR	(Peter Council)	022/D-215

(September 1993)

023/E-27

Larry Horowitz has been his character's writing career in the mid-1950s, producing his first two science fiction best sellers for the same publisher.

In 1959 he founded THE ADVENTURES (New York and Science Fiction) and began publishing his own science fiction magazine, THE ADVENTURES OF LARRY HOROWITZ.

Most of the books published by THE ADVENTURES are by Larry Horowitz, all written using "Larry's" name. They are available for purchase and sale on tape, CD and DVD. Some of the books have been reprinted and are available through various bookstores.

Overviews of some of Larry's adventures have been produced for various outlets (via the Adventure Workshop) and elsewhere for (available from The Guild).

Specific titles are listed below by other authors, mainly those are specific overviews from other sources, as listed below.

THE ADVENTURES have seen several reprinted editions in the past, in particular The Golden Shield Award for Best 2-Die Adventure Game of 1951/52, with THE AGE OF GOLD.

Looking for the future, two new adventures are planned for release by the end of 1953. Plans to make the 1953 edition are under negotiation. The version of some of the earlier titles are planned and will be released by THE ADVENTURE WORKSHOP. Also very soon a collection of all Larry Horowitz's adventures will be available for the future, via a specific website which will be available on the book.

THE ADVENTURES have produced a high standard of work in the past and would like to continue this into the future. If there were to be a company other than, say Larry, it would be "Horowitz, Inc."

Adventures currently available for purchase are:

- 1951 THE AGE OF GOLD
- 1952 THE GOLDEN SHIELD AWARD FOR BEST 2-DIE ADVENTURE GAME OF 1951/52
- 1953 THE AGE OF GOLD
- 1954 THE AGE OF GOLD
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- 2015 THE AGE OF GOLD
- 2016 THE AGE OF GOLD
- 2017 THE AGE OF GOLD
- 2018 THE AGE OF GOLD
- 2019 THE AGE OF GOLD
- 2020 THE AGE OF GOLD

(October 1951)



STARTER GUIDE

Hack at the trees until you uncover gates to a disused trail (the path straight ahead leads to the city). Take the left hand path and crawl through the openings until you find an everlasting torch. Return through the gates and search for a mausoleum.

The Mausoleum

You start in a hallway with four staircases leading down. The quest in each of these sections is to find a holy key which opens a holy door. Once through, a secret button will open an alcove containing a plaque and lever. Pull the levers down. When all four have been pulled another exit will appear in the plaque wall of the hallway. Keep a "True Seeing" spell on at all times and close any open tombs to stop the spirits of dead knights from escaping.

Southeast Staircase

Go down and kill the monsters. The lever puzzle is very difficult to describe but the idea is to pull them until you form two alcoves. Pull the levers inside the alcoves then close the alcoves off. Don't remove the central pillar. From the beginning working clockwise the levers should be up, up, down, up, up, up, up. You can then walk through to a door. Find two rooms with button doors facing each other. The room to the north has a secret button. Push it to get the holy key. Go west through the passageway between the doors to find the holy room. You may have to cast a "dispel magic" spell to pass through.

Northeast Staircase

Go down and walk around until you reach the sign "HEADS UP". Quickly run over the floorpad and down the passageway, then pull the lever to stop the spiked wall from killing you. Go through the door and look for a button on the southern wall. Pull the lever then go through the next door. Kill the Undead Beast and it will drop a holy key. The holy door is nearby.

Southern Staircase

Go down, enter the first doorway then go north. Walk around to the plaque that reads "NOT ALL NEED WEIGHT". You will see a line of five floorpads. Weigh down the 2nd, 3rd and 5th to turn the fireballs off. Just around the next corner is a secret button leading to the holy key. The holy door is nearby.

Northern Staircase

Go down and west through the first door. When you are trapped, casting a prayer spell will release you. Continue to the second door, go south and collect the goodies. Now go north and look for a door to the west. Enter and drop down the pit. Run through the fireballs to the central pillar and pull the lever to turn off the fireballs. A transporter appears with the holy key lying on the ground in front of it. Enter the transporter and open the holy door as before. Now all the levers have been pulled, return to the hallway and enter the new opening.

Go down the northern staircase then north and down the first western staircase. Have a look around then go to the lever that reads "HALT! DO NOT TOUCH". Behind you is a huge crystal blocking your way. Pick up some clubs before you pull the lever as, once pulled, all the party's metal weapons will be whisked behind the crystal. Make sure you are well prepared with offensive spells as you can lose levels in the fight than ensues. Once the fight is over pull the lever again to remove the crystal wall. Now you can collect your weapons but don't stand in the alcove behind where the crystal stood as after a while the crystal reappears blocking you in. Search the newly opened passageway for a secret button. If you sleep in this area you will awaken to meet Isharn a dwarven thief/fighter who will join the party if you wish.

Make your way back to the opening and go down the second western staircase. Follow the corridor around to the right and go through the door (1). Go east to the first door. Open it and kill as many shadows as you can from the doorway using long range weapons and spells. This chamber is filled with poison gas and as you enter the whole party will start to die. Kill the remaining shadows quickly then run to the southeastern alcove and pull the lever to open the door to let the gas out. Everyone will instantly recover.

#### The Rod

Return to the door (1) and turn west. Face the northern wall and further along is a button. Push it to find the rod orb. Return to the stairs and hugging the southern wall go down the stairs and continue to follow the southern wall until you reach two skull doors. The first is just an alcove full of shadows. Enter the second door. The shadows in the alcove are there each time you pass so run to the stairs and go up as spell users can lose all their magic and some experience points here. Go south through the sticky floor, look for a door and close it behind you. PRESS BUTTON FOR SERVICE and you will fall through a trap. Take the holy key and enter the transporter to land at the holy door. Inside, push the secret button. Take Captain Fflar's nameplate from the tomb. Walk back through the sticky floor. Follow the corridor east and find the plaque that reads "THE SPIRIT MOVES IN MYSTERIOUS WAYS". Walk three steps forward, one backwards, then walk to the door. Inside is Captain Fflar who thinks he is still alive. Talk to him and show him his nameplate to prove he is dead. He will reward you with the Medallion of Friendship. Search this room for an easy way out.

Return to the sign "FOR EACH PATH THAT MUST BE TAKEN ANOTHER SURELY SHALL BE GIVEN". Step on the pad until a passageway to the southwest opens. Go down and find a rod fragment. Return to the pad and open a passageway in the centre of the western wall. There are two doors down here, behind one are some goodies and the other has a rod fragment. Return to the pad and open a northwestern passageway which also contains a rod fragment and some goodies. Return to the altar and put the rod fragments and globe in the slots.

Compiled by Hazel Miller



SEPTEMBER 1993  
\*\*\*\*\*

**THANKS:**

Many thanks to Simon Hurrell, Cal Jones and Simon Husbands for their contributions to the Hints 'n' Tips section in this issue.

Thanks to Mark Rooney for sending his excellent maps and solution to RJ's ULTIMATUM. Thanks also to Barbara Gibb for sending a solution to THE AMULET OF DARATH and several other solutions to recent Zenobi games.

**USEFUL ADDRESSES AMENDMENT:**

From Beyond magazine has ceased publication.

Empire Software have a new address for their Customer Service Department as follows: The Spires, 677 High Rd, North Finchley, London N12 0DA. Telephone 081 343 7337

Pages A-13/14 will be updated in the next issue.

**CONTRIBUTIONS:**

Members are invited to send us maps or solutions to any games that you have completed so that they can be used in our helpline service.

We would also like members to feel that they can contribute to the Hints 'n' Tips, Starter Guides or Playing Guides sections of the Reference Book. We are particularly interested in fairly recent adventures and RPGs, especially if they are available for more than one type of computer.

Letters from members are extremely welcome. These need not necessarily be for publication but if they are of general interest to adventure players then we would like to put them in the next issue. We would like to know your opinions of the Club and how we can expand and improve the service that we offer.

**BINDERS:**

If you have been a member of the Club since Pack 1, then by now your Reference Book Of Adventure will be getting very full. If you feel that you need a second binder in order to reorganise your collection, these are available from the Club address at a reduced price of £6.95.

UPDATE PAGES:

Although we try to keep the number of replacement sheets in each pack to a minimum, some of the pages need updating on a regular basis in order to maintain the efficiency of the Reference Book.

The following pages will be updated every six months:

Page D-1/1a.... Index to review sections. Updated in Pack 23.  
Page A-13/14.... Useful addresses. Updated in Pack 24.  
Page P-1/1a.... Index to help sections. Updated in Pack 25.

Other pages in Section A will be updated when information changes are necessary.  
Some Softography pages (Section E) may also need updating from time to time as new titles are released.  
The pages in Section W will be updated when prices change or new titles are available.

BUY - SELL - SWAP:

AMIGA SOFTWARE FOR SALE:

Darkseed, Lemmings 2, Monkey Island 2. All at £15 per title.

Black Crypt, Curse Of Enchantia, Captive, Monkey Island, Eye Of The Beholder, Waxworks, Shadowlands, Dungeon Master + Chaos Strikes Back, Ishar. All at £10 per title.

Magnetic Scrolls Collection, £10.  
-(Fish/Corruption/Guild Of Thieves).

Bloodwych, Wonderland, Harlequin, Robocod 2, Cruise For A Corpse, The Uninvited, Heimdall, Rainbow Islands, Ultima V. £5 per title.

Super Heroes Collection - Indiana Jones Last Crusade/Strider 2/  
Last Ninja/James Bond. £5

Please add £2 p & p per game.  
Telephone Debbie Lawford on 081 859 8531

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SPECTRUM +3 FOR SALE: disk drive, joystick, some software.  
£50.00 + p & p.  
Telephone Debbie Lawford on 081 859 8531.

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WANTED FOR COMMODORE 64: The Quill, on disk or tape.  
Please contact Mark Rooney, 34 Gransha Drive, Glen Rd, Belfast BT11 8AL. Telephone 0232 619640



**P.C.W**

Zenobi Software

Spectrum 48 tape (£2.49), disk (£3.49)

Ho hum. This is the sequel to MICROFAIR MADNESS, a game I have not played nor do I feel any inclination to play. The blurb describes the original as "written in the bath" and I suspect that this follow up was written whilst asleep. It sets you in a computer show trying to recover a stolen game. You encounter many industry "names" (e.g Mangy Rodrigues etc) and the game sets out to be funny. I found it dull, boring, pointless, infantile and just too tedious. Maybe I'm taking it too seriously but I like my games to at least amuse and this failed on every level. The puzzles puzzled but didn't inspire, the locations had a "Crossroads" feel to them and the game had as much atmosphere as a Notts County game. Yawn.

**ATMOSPHERE 5/20 - VOCABULARY 10/20 - GRAPHICS N/A - PUZZLES 5/20****PSR 5/20 - STAR RATING 0**

Reviewed by Simon Husbands

**THE BIG TOP**

WoW Software

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

In THE BIG TOP you have the challenge of trying to join the circus. The owner will only consider you if you complete various chores such as cleaning out the elephant cage first. This is another adventure aimed at the youngsters and is accompanied by many graphics of clowns etc that should keep the children amused. The presentation is not as detailed as in THE LAST SNOWMAN (review on page U-33) but it still serves as a nice gentle introduction into the art of adventuring, demonstrating that there is more to computing than just blasting aliens.

**ATMOSPHERE 14/20 - VOCAB 14/20 - GRAPHICS - 12/20 - PUZZLES 12/20****PSR 13/20 - STAR RATING \***

Reviewed by Bob Adams

**THE ADVENTURER**

Zenobi Software

Atari ST (£2.99). Also available on compilation (see page C-91)

You have reached the finals of the "Adventurer of the Year Quest" game show. Answer just one question correctly and you will be given the key to your adventure. All you have to do then is complete the quest and get back in one piece! This is a very large game and it is also a very difficult one. The main difficulty lies not in the puzzles themselves but in discovering in which order to do them. It's very easy to get barred from an area before you've completed the necessary actions there. It will take even the most experienced adventurer a very long time to complete it. I found it far too muddled and obscure for my taste. Most certainly though, it represents good value for money in terms of playing hours.

**ATMOSPHERE 10/20 - VOCABULARY 11/20 - GRAPHICS N/A - PUZZLES 13/20****PSR 9/20 - STAR RATING ?**

Reviewed by Sue Roseblade

LES MANLEY IN: LOST IN LA  
PC (VGA 3.5) (£34.99)

Accolade

Hollywood is paralysed by a series of celebrity disappearances. Les is called in by his friend Helmut Bean, who now has also vanished! The action opens in Venice Beach, but Les will visit Hollywood Boulevard, Rodeo Drive and Sunset and Vine. What is going on inside the guarded Paramount studios and how does Madonna fit into the picture? What is behind the barred doors of the Old Waxworks Museum? How does Les get himself an agent and can he hack into the LAPD database with a handy laptop computer? Silly, sleazy and satirical, this short icon-based adventure is still great fun.

ATMOSPHERE 12/20 - VOCAB N/A - GRAPHICS - 15/20 - PUZZLES 12/20  
PSR 12/20 - STAR RATING \*

Reviewed by Geoff Hyman

Operation Stealth  
PC, Amiga, Atari ST (£14.99)

Kixx/Delphine

Operation Stealth is a graphic adventure in the mould of the Sierra and LucasArts games. You play John Glames, secret agent, who has to try and recover a top secret stolen stealth fighter. At your disposal you have various gadgets such as Acid pens, recording razors and other James Bond like devices. For its time (it was originally released in 1990) this game was good, but unfortunately it is now showing its age. Graphics and sound are okay but nothing to shout about and the interface can be a little unfriendly at times. Difficulty level is set quite high and at times the game can be frustrating. Overall an average game.

ATMOSPHERE 9/20 - VOCAB N/A - GRAPHICS 12/20 - PUZZLES 12/20  
PSR 7/20 - STAR RATING ?

Reviewed by Stuart Whyte

ORIGINAL SCRABBLE  
PC (£30.99), Amiga, Atari ST (£27.99)

US Gold

Most readers will have either played the board game or an 8-bit computerised version, so I feel no need to introduce the game of Scrabble to you. The biggest improvement over earlier 8-bit versions is the inclusion of the complete Collins Dictionary on disk. If a word isn't recognised, the player forfeits their turn. Timed 25 minute competitions are also possible but here the program falls down. There appear to be some bugs in the player interface. This often results in you clicking like mad with the mouse whilst the computer completely ignores you. Your clock however, continues to tick downwards. This is very frustrating and hardly enhances the reputation of US Gold. In conclusion, disappointing - could have been so much better if tested properly. (Amiga version reviewed).

ATMOSPHERE N/A - STRATEGY 18/20 - PLAYABILITY 10/20 - REALISM N/A  
PSR 10/20 - STAR RATING ?

Reviewed by Bob Adams



ZAK MCKRACKEN AND THE ALIEN MINDBENDERS

On the plane:

Walk to the toilets at the rear. USE TOILET PAPER in sink. TURN ON SINK. Wait for it to overflow, then PUSH CALL BUTTON. Go to the very front of the plane and OPEN MICROWAVE OVEN and USE EGG IN MICROWAVE OVEN then CLOSE MICROWAVE OVEN and wait for the egg to explode. You'll now have plenty of time to search the plane, as the stewardess will have to clean up the mess.

Go to the seat in front of yours and PICK UP CUSHION and PICK UP LIGHTER. Keep both of these items.

Now OPEN BIN and PICK UP OXYGEN TANK. Which bin it's in is randomised but you'll have plenty of time to open them all if necessary.

All the jungle mazes appear to be randomised, so just keep wandering through them and you'll eventually arrive at your destination.

In Seattle:

Go to the forest and PICK UP TREE BRANCH then GIVE PEANUTS TO TWO HEADED SQUIRREL. USE TREE BRANCH ON LOOSE DIRT and enter the cave. It will be pitch black so use the WHAT IS command to locate a fire pit and bird's nest.

USE TREE BRANCH ON BIRD'S NEST and USE BIRD'S NEST ON FIRE PIT. USE TREE BRANCH ON FIRE PIT then finally USE LIGHTER ON BIRD'S NEST AND TREE BRANCH to get a nice warming fire which should illuminate some STRANGE MARKINGS - you have got a crayon haven't you?

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P.C.W

Zenobi

Can't get into the fair? Have a look around in the alleys for some rubbish.

To get your ticket, make Garth aware of the J.M.J concert and he will be most appreciative.

Check the notice board for something sharp for later.

Search the stalls until you find a damsel in distress. Examine everything then pull the plug on the situation.

Getting rid of the Knight is easy. Pin his effigy down and he will vanish.

To get past the monster, show him a photograph of someone monstrous.

Make sure you have picked up the latest magazines. Give Phil some reading matter and he will reward you with a false beard.

Search his plants and you will find some seed which is useful hamster bait.

Wear the beard in the competition.

Use your money to buy a game but choose one that comes with a free gift.

The main actions in the early part of the game take place around Venice Beach and Hollywood Boulevard. Persist at Murry's Hotel and offer to help him - who knows where it might lead? A spare map could get you a portable phone. At the right time, the laptop computer can be used to hack into the database of the Los Angeles Police Department.

Even when you have managed to get into Paramount Studios, you will not be able to talk to Abe Goldstein. A portfolio is vital if you want to get an agent, which in turn could demand some plastic surgery. Play your cards right when you do lunch with Abe and you could land yourself an invitation to the party. The final scene takes place in the wax museum, where Les is eventually caught and must be rescued by Helmut Bean.

The objects that can be found in each location are listed below.

Venice Beach

Big K credit card	In Les's inventory at start
L.A. map	" " " " "
Red Bandana	Obtained during the eclipse

Hollywood Boulevard

Second L.A. map	Eb and Clora
Film cartridge	Murry's Hotel
Free pass to Club Mud	" "
Photo with LaFonda	Star Photos
Laptop computer	Lou's Pawn Emporium

Sunset and Vine

Cellular Phone	The Entrepreneur
Portfolio	Luther Blue Studios

Rodeo Drive

Pigeon Spoo	Car windscreen
Wax nose	Les Plastique

Paramount Studios

Axe	Camp Blood
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Wax Museum

Flaming torch	On wall at east end
Drops of wax	Near Display of Helmut Bean
Conan's sword	Use torch to release
Loin cloth	Use sword to release
White bit of wax	On Display stand of Helmut
Cup of Drool	Alien display



Freddy's pharmacological and gun-totin' story all takes place in Coarsegold. Help the good townfolk, uncover the villians and bring health, justice and prosperity to all.

Act 1: Living the Coarsegold Dream

Freddy must fill prescriptions for several curious customers. A careful reading of the Modern Day Book of Health and Hygiene is essential, where the quantities of all ingredients are given. The inebriated Doc's handwriting can be hard to read, but Freddy can obtain the means to enlarge it. Sometimes Freddy even gets paid!

<u>Item</u>	<u>Location</u>
Door Key	In inventory at Start
Shot Glass	In Saloon
Elixir	Behind Saloon
Ice Pick	Behind Saloon
Candle Wax	Church Foyer
Preparation G	On Pharmacy shelves

Act 2: The Plot Sickens

Freddy needs to clean up the town's atmosphere, for which an improvised gas mask is an essential first step. This should be followed by a well-timed sample of the equine pollutant and some careful chemical analysis. At night, Freddy rescues the town again when he puts out a burning building, by some swinging jumping and catapulting. A visit to a house of ill repute may be in order.

<u>Item</u>	<u>Location</u>
Money	Smithie, at end of Act 1
Tin Can	Mom's Cafe
Leather Strap	Smithie's
Rope	Smithie's
Charcoal	Smithie's
Gas Mask	Make it from three items
Paper Sack	Mercantile Co
Filled Sack	Fill it!
Beer	Saloon
Church Key	Church Door
Ladder	Schoolhouse playground
Baking Soda	Outside Pharmacy
French Postcards	Brothel

Act 3: Becoming a Gunslinger Again

It is time for Freddy to pretend to pack up and leave town. Secretly he needs to dig out that old gunfighting outfit and return in a cunning disguise, to restore order to Coarsegold. Freddy's faithful indian assistant will train him in shooting. As told in the ballad, Freddy lost an ear in his gunslinging youth, but Whittlin' Willy will wax lyrical on how to make a replacement.

<u>Item</u>	<u>Location</u>
Horse plop	Main Street
Nitrous Oxide	Barber Shop
Coffee	Mom's Cafe
Pie	Behind Saloon
Shovel	Graveyard
Clay	Graveyard
Deposit Key	Grave
Neckerchief	Bank
Pistols	Bank
Claim Check	Big Ol' Dresser in bedroom
Clothes	Vaudeville Trunk in bedroom
Boots	Barber Shop
Knife	Mercantile Co
Medallion	Pharmacy
Wax Ear	Carve it!
Wax Filled Mold	Make it from Clay
Silver Filled Mold	Cast it!
Silver Ear	Scrape it out of the mold

#### Act 4: Showdown at the Hallelujah Corral

Now Freddy is all togged up, he must root out the bad guys. Down at the saloon, there is a crooked cardgame. Some fancy footwork at the bar will bounce out the cardsharp. When Main Street has been taken over, sneak round the back alleys and up on the balcony. A well-placed canister sets a trap for some long-distance shooting. When Kenny guns down Freddy, the Neckerchief may be a lifesaver. At the schoolhouse, when Penelope draws her derringer, Freddy needs to drop his guns and then grab the slate. In the closing encounters Freddy's silver ear may get him out of trouble twice.

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#### KIDNAPPED

River/Zenobi Software

To find the key to the barn, investigate your sleeping place. Under the barn is another useful object. The haystack can provide two more necessary items. Make sure you SAY HELLO to the farmer before you give him what he needs. Do this even if you have met him and said it before! Wait at the crossroads until it is safe to proceed north. In the tower, if you wait at each move you will not need a light source. Don't give Ebenezer the chest until you've opened it and taken what you need. You must then lock the chest and return the key. Where is the key? Examine Ebenezer's room. On the ship, follow the sequence of events. When you are about to be wrecked, make sure you have in your pocket the Bible, birth certificate, document and silver button. Show your button to the preacher and give him what he needs.



CELTIC CARNAGE

Zenobi

Say hello to any character that you meet!

Talk to all the people in the fortress, even the severed head!  
They will give you the names of useful contacts in Erin.

Examine the cauldron to find some food. This can be used to deal with any guard dogs.

Explore the forest to find the child. When you hear noises, listen and hide before moving on. Smash the idol to get the child, then return it to Cathbad.

The mistletoe is up a tree. You need to cut it with the correct tool which you will find in the field with the bull. Do this after smashing the idol.

Make sure you are on top of a hill before you can call Loeg by blowing your own trumpet!

Travel is easy with Loeg ... but make sure you mount (and dismount) the chariot first. Then just SAY your DESTINATION.

Cathbad will give you directions where to go first. Wear the necklace he gives you.

At Tara, go to the bonfire and take the torch. Call Amergin for more directions.

Read the ogams on the dolmen for the password to the Otherworld.

Play the harp in a mystical place, then give it to your audience.

Cross the ford by hitting the ball at your opponent. Take his sword as you will need it to kill his brother.

In Skye you must go to the top of the tower. Aife does not like sunlight, so pull a crafty stunt!

Take a swim to the middle of the lake and dive, dive, dive!

Take some water to throw over the hero, as he needs to cool off!

The silver can be used to craft you a handpiece, so give it to the otherworldly craftsman.

Show the hag you love her really ... and give her a smacker!

Can't guess the answer to the riddle? Don't let it be the DEATH of you!

Get on the right track and follow the wolves.

Strategies for SYNDICATE compiled by Cal Jones

Global domination is a tricky business. To do well at SYNDICATE, you need to have a good head for strategy, the ability to plan, fast reflexes for combat situations and a bit of financial know-how. Here's a quick guide to get you started on the road to total megalomania.

Stars and Bars

Each of your cybernetic agents is controlled by altering three bars representing Adrenalin, Perception and Intelligence. When you raise one of the bars above the normal level, a drug is injected into the agent's body, boosting his performance. However, too much of the drug can be damaging to the agent, so after a period of enhanced performance, the agent's immune system will try to counter the drug, thus bringing his performance back to a more normal level.

If you are expecting to need an extended period of enhanced performance, it is possible to rest the agent beforehand (if you have time). This is achieved by lowering the bars below normal level, which will trick the agent's immune system into giving him a longer period of better performance once you raise the bars again. This is what the bars do:

**Adrenalin:** Affects speed and reflexes, but the agent may over-react to danger and his shooting will become less accurate when adrenalin is high. Lowering adrenalin aids recovery from wounds if the agent is fitted with a chest modification.

**Perception:** Affects how aware the agent is of potential danger. High perception aids accurate shooting and is useful in a sniping situation.

**Intelligence:** Also affects awareness to danger. Raising intelligence will help the agent stay out of trouble, whereas lowering it will make him oblivious to danger. Also helps the agent use a Persuadertron.

Bars can be altered according to each agent's role in the mission. For most non-dangerous situations, the bars are best kept at or below normal level to aid recovery. If the squad is ambushed, you go into panic mode (i.e. all bars boosted to maximum) by hitting both mouse buttons together. The agents will more or less look after themselves in such a situation. You can also set an agent up as a sniper by boosting intelligence and perception, but leaving adrenalin low. Again, he will look after himself, but he will also be more careful about who he shoots and his shots will be more accurate. If, on the other hand, you want the agent to do something which might be life threatening (e.g. picking up a weapon when he is under fire and unarmed), you must turn intelligence down to get him to comply.



### Making Agents "Special"

All agents can be modified to improve their performance. Bodyparts come in three versions, and at the start of the game only the first version is available. Version One is the cheapest and least effective, whilst Version Three is the most expensive and best. Versions Two and Three become available once you have put money into researching them (click on "Modifications" on the Research screen).

**Legs:** Help agents run faster. Useful for running around with a Persuadertron, brainwashing people. Also good for running away. Legs are the first things I modify on my agents.

**Arms:** Help agents carry heavy weapons such as mini-guns and flame-throwers.

**Eyes:** Improve perception. Good for sniping.

**Brain:** Improves intelligence. Good for using the Persuadertron.

**Heart:** Improves adrenalin.

**Chest:** The most useful modification, this allows the agent to take more damage than his unmodified friends, and also contains a repair module to aid recovery. An agent with a Version Three chest is hard to kill. Chests also contain a self-destruct device for those no-win situations.

### Toys for the Boys

You won't win any missions without a bit of bloodshed, so here's a run-down of the best weapons for getting the job done.

**Pistol:** A good back-up weapon, the pistol has a better range than a shotgun and costs nothing.

**Shotgun:** Lethal at close range, shotguns are vital to your early missions. Useless at a distance and have limited ammo.

**Uzi:** Slightly better range than a shotgun but even more limited ammo. Try to research these first, as they're very useful.

**Flamer:** Heavy, close-range weapon which is even more devastating than a shotgun (and great fun!) and has lots of ammo.

**Mini-Gun:** Will replace the Uzi as your main weapon later in the game. Heavy duty and dangerous.

**Long Range:** This rifle has limited ammo but is good for sniping.

**Laser:** Long range, limited ammo, but 100% deadly.

**Gauss Gun:** Portable rocket launcher which fires napalm missiles. Devastating, especially in enclosed spaces.

**Time Bomb:** Must be planted in the desired location, and can be set off by shooting it.

There are a few non-lethal items which will prove useful. Research them under "Miscellaneous" on the Research screen.

**Persuadertron:** The most powerful weapon of all, this is used to brainwash people who will then follow your agent like a small army. You must persuade 12 civilians before you can persuade a policeman, and 32 civilians before you can persuade an enemy agent. Any weapons found during a mission, including those carried by persuaded agents, are handed to your R&D department for research.

**Medikit:** Can be used once to restore an agent to full health. Can even save a burning man if you're quick enough.

**Scanner:** Enhances the detail on your radar screen. Enemy agents show up as red dots, police show up as blue.

**Access Card:** Fools the police into thinking that you're working for them, unless you start shooting at them.

#### Death and Taxes

You can't afford to buy all these weapons, modifications or plough money into research if you don't have any spare cash. Money is gained through taxing you territories, and the trick is to squeeze as much as possible out of your subjects without upsetting them.

When you have gained a territory, the people will be only too happy to have got rid of the old regime, so you can whack up taxes to over 50%. Keep them there, though, and the citizens will start to get angry and may rebel. As that is the case, check the morale of every territory after each mission, and adjust taxes accordingly. Citizens will remain "content" on a rate of 30 to 35%. You will only need to go lower if you forget to check morale and the citizens become unhappy.

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#### THE ADVENTURER

Zenobi Software

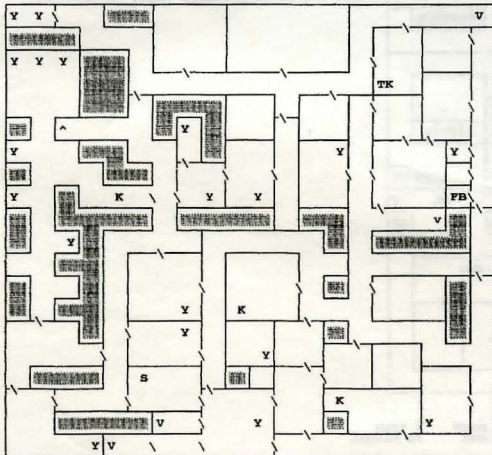
Where to go next is often more of a problem than what to do when you get there, so here are a few pointers:  
Examine the cushion on the sofa to find the answers to the quiz.  
Get the card first, before it blows away.  
Collect all you can from the fields, leaving what you don't need outside the farm gate, then do all the problems at the farm.  
Go into the barn before you release the pigs.  
After the farm, visit the woods to find the old crone, then catch a mouse and go to the village.  
Go to the Inn first. Throw the barrel over the fence behind the Inn and collect it later.  
Next, trick the goat and the crow. Then go to market where you will need to SWAP goods. Don't give them away.  
After this, visit the churchyard and church, then go to the seaside. Cross the lake after you have dealt with the caverns.



THE LEGACY: MAP SECTION 1

The maps in the following four sections only cover just over half of the Winthrop Mansion. Perhaps they will provide some guidance to whoever has been unfortunate enough to have inherited it.

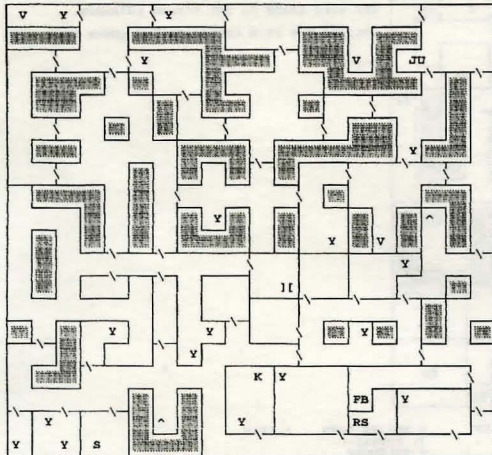
The Ground Floor



THE POKER MAKES A GREAT WEAPON.  
 WHEN THE LIGHTS GO ON THE BLINK, THE FUSE BOX MAY NEED TO BE FIXED.  
 COLLECT MAGIC CRYSTALS AND FOOD, BUT SAVE THEM UP US MUCH AS POSSIBLE.  
 PAPERS CAN BE KEPT IN HANDY DOCUMENT WALLETS.  
 KEYS CAN BE KEPT ON A KEY RING.  
 SAFES CAN BE CRACKED OPEN.  
 YOU CAN ALSO FIND A BRIEFCASE, SPELLBOOK, MECHANICAL TOOL KIT, AND A FLASHLIGHT. OTHER ITEMS INCLUDE A SHRUNKEN HEAD, SPELLS, SOME SHERT MUSIC, A LEATHER POUCH, A JU JU FETISH, A BOTTLE AND A RUNE STONE.  
 THE KEY TO THE PAINTING LIES ABOVE.  
 THE EXHIBIT IN THE FOYER IS NOT A FIXTURE.

SOLID AREA    \ DOOR    ^ STAIRS UP    V STAIRS DOWN    Y ITEM  
 FB FUSE BOX    K KEY

Basement 1: One way doors and the Room of Skulls



THE SAFE HOLDS AN ELECTRONIC TOOLKIT.  
 THE PORTAL LEADS TO THE ETHEREAL PLANE.  
 REFLECT THE DEADLY BEAM TO GET A ROCK.  
 THE RELICS CAN BE USED HIGHER UP.

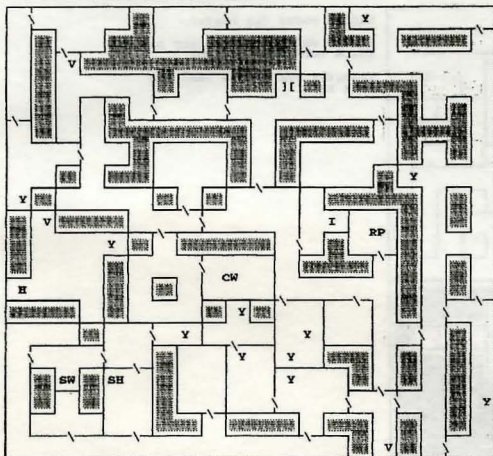
SOLID AREA    \ DOOR    ^ STAIR UP    V STAIRS DOWN    Y ITEM  
 FB FUSE BOX    K KEY    JU JAP URN    I PORTAL    RS ROOM OF SKULLS





THE LEGACY: MAP SECTION 3

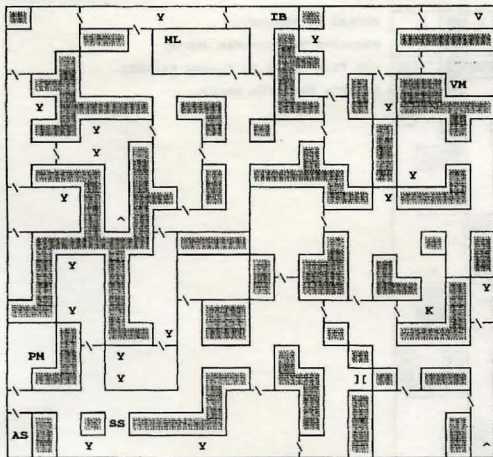
3rd Floor: The Museum



TALK TO CARL WINTHROP ABOUT THE KARKIST.  
 TO GET THE SAMURAI ARMOUR, YOU NEED A BROKEN MON.  
 RESTORE HIS RELICS TO OBTAIN ENCHANTED SWORDS.  
 PLACE THE PLAQUES ON THE UNFILLED MUSEUM EXHIBITS.  
 RESTORE THREE STATUES TO THE ROOM OF POWER.  
 YOU CAN ALSO COLLECT: THE KEY OF ABBOMET, A MAP,  
 A ZULU SHIELD AND AN ASSEGAI.

SOLID AREA    \ DOOR    ^ STAIRS UP    V STAIRS DOWN    Y ITEM  
 RP ROOM OF POWER    CW CARL    H HEART    SH SHURIKEN    SW SWORD

Basement 2:

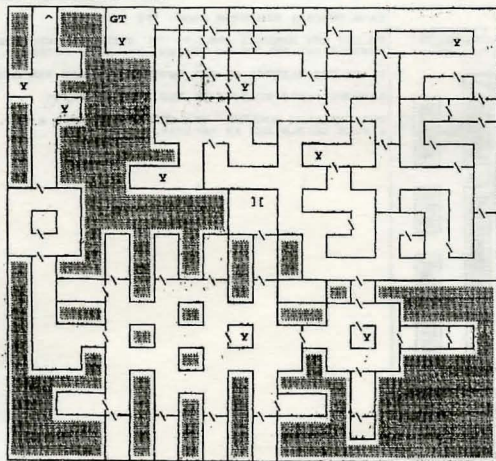


HEREIN MAY BE FOUND THE INGREDIENTS TO  
 WARD OFF THE SEA DEMONS OF THE LOWER DEPTHS.  
 YOU WILL NEED TO CRUSH THE LEAVES AND BURN THEM.

SOLID AREA    \ DOOR    ^ STAIRS UP    V STAIRS DOWN    X KEY  
 I PORTAL    VH MIRROR    SS SWORD    ML MORGANA LEAVES  
 IB INCENSE BURNER    AS ASTROLABE    PH PESTLE & MORTAR

## THE LEGACY: MAP SECTION 4

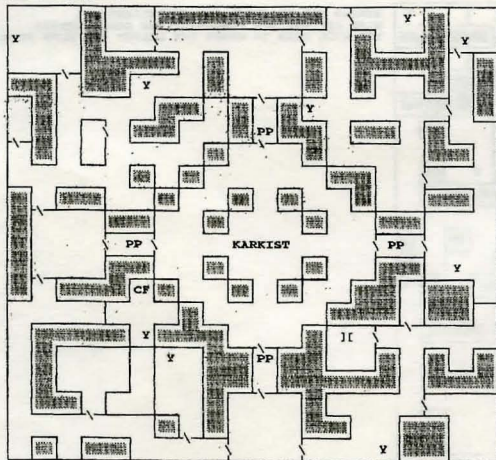
### The Mausoleum



EASIER ENTRY VIA PORTAL.  
DEFEAT THE SKELETONS, BUT DON'T TOUCH THEM ONCE KILLED!  
RETRIEVE THE GOLDEN TORC AND WEAR IT.

■ SOLID AREA    \ DOOR    ^ STAIRS UP    v STAIRS DOWN  
II PORTAL    GT GOLDEN TORC

### The Temple



BEWARE OF MUMMYS.  
RETRIEVE THE CRYSTAL FLUTE.  
USE FIVE COINS TO SUMMON KARKIST.  
DESTROY HIS EVIL HEART.

■ SOLID AREA    \ DOOR    ^ STAIRS UP    v STAIRS DOWN  
II PORTAL    CF CRYSTAL FLUTE