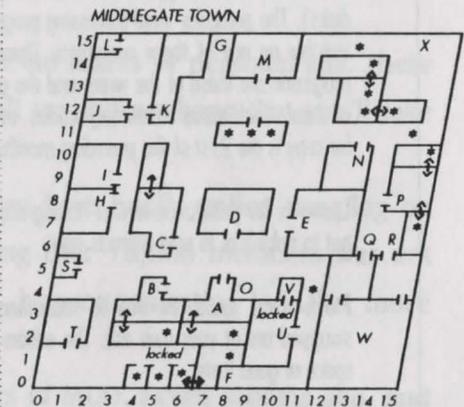


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EDITORIAL

Subscriptions to Red Herring are £2.95 per single issue (UK and Europe), Rest of the World £4.50 (via Airmail). To order more than one issue, simply multiply the cover price by the number of issues required. Please make cheques/postal orders payable to Marion Taylor and NOT to Red Herring.

Contributions to Red Herring on any aspect of adventuring are welcome and can be either hand-written, typed or on disk in Atari ST, Macintosh or PC format (3.5 or 5.25 disks). The particular word-processing program used is not important - ASCII files are also suitable on any of these computers. Opinions expressed in reviews or elsewhere in the magazine are those of the writer and the editors do not necessarily agree with or approve of them. Contributors submitting articles on disk will have their disk returned. Closing date for copy is the 21st of the preceding month.

Letters for publication to Red Herring should be so marked. The editors reserve the right not to publish or to print extracts only.

Personal ads are free to subscribers - maximum 5 lines. Goods bought and/or swapped are at your own risk. The editors reserve the right not to publish for reasons of space or good taste.

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RED HERRING PUBLISHES BI-MONTHLY IN THE THIRD WEEK OF THE MONTH

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Welcome to Issue 1 of Red Herring. Sue and I hope you like it and we'd like you to take some time to write to us with your comments and criticisms. We decided against running a competition to spot all the mistakes because we rather thought that Neil Shipman and Neil Monro would probably tie for first place.

In this first issue, there are no letters or personal ads. These pages are there for you to fill up and we hope that you'll take advantage of them.

Prestel and British Telecom have finally pulled the plug on Micronet, it seems that having over 10,000 members was not enough and they seem to be concentrating on the more lucrative business side.

Some late news for players of MUD. Seven months ago, and with very little warning, British Telecom (again!) removed MUD from their system. Richard Bartle decided that the best thing to do was to license MUD and the first of these games goes on-line on November 1st. To play as a GUEST, call 081 478 4488, Username is MUDGUEST, password is PROSPECT. Set your modem to Even Parity, 7 bits, 1 Stop Bit. Baud Rates - 300, 1200, 2400, or write to the Wizard's Guild, "Drachen Fels", 2 Mayfair Avenue, Pitsea, Basildon, Essex SS13 1QG for more information.

We'd like to thank everyone who offered us help and those who wrote and wished us luck - we needed it.

Marion

BYTES & PIECES

AFTER HENRY

ACL may have gone but the format of the club lives on in the shape of the Adventure and Strategy Club. This was set up by three ex-members of ACL who had reviewed for the original club and they have continued the binder system started by them. Their first issue was published in early September and included updated information sections, reviews, hints and news. Published bi-monthly and a year's UK subscription costs £24.00, or £14.00 for 6 months. For more information contact The Adventure and Strategy Club, 17 Sheridan Road, London E12 6QT.

PHIRIOUSLY THOUGH...

WoW Software has just celebrated its first birthday! Run by Joan Pancott, it has an ever-increasing number of adventures for the Amstrad 464 and 6128 on its books. Some are new ones (Crispin Crunchy and Smirking Horror to name just two), others are re-releases, such as the Arnold and Lost Phirious series. Compilations of some of the new games are also available on disk.

WoW are based at 78 Radipole Lane, Weymouth, Dorset DT4 9RS.

JOLLY GREEN BANDIT

Robin Hood crops up everywhere these days - first in the cinema, now in a computer game. Millenium's Robin Hood sets you the task of regaining your castle from the evil Sheriff of Nottingham (boo, hiss) whilst keeping tabs on your Merry Men and winning the hand of the fair Maid Marian. Looking similar to Populous in display, the game features a host of helpful and not-so-helpful characters including the local populace who will go about their normal lives as you play, amidst the changing seasons.

Phil Glover would like to hear from all adventure-playing SAM Coupé owners. He is in the throes of setting up a club for them with a disk magazine. If you're interested, write to Phil at: 43 Ferndale Road, Hall Green, Birmingham B28 9AU.

SPECCIE SUPPORT

Independent software houses are doing a lot to support the Spectrum. GI Games have added the 8th Day range of adventures and they've also taken on 8 classic games by Fergus McNeill. Zenobi Software have released 8 new titles including 3 more by Laurence Creighton and 2 by Clive Wilson plus 3 more compilations. Another 5 titles are planned for the near future. Check out the adverts for both GI Games and Zenobi Software in this issue for more details about these two busy firms.

LUCKY FOR SOME

Spellcasting 201: The Sorcerer's Appliance, the follow-up to Spellcasting 101: Sorcerers Get All the Girls, is due out on the 30th October for the PC only.

It's being released in this country by Accolade Europe Ltd. at £34.99. Once again, the star is Ernie Eaglebeak, the most unlikely hero ever. There's still no sign of the hoped for Amiga conversion of Spellcasting 101.

LEATHER GOODIES

The first sight of screenshots of the follow-up to Infocom's Leather Goddesses of Phobos is enough to give hardened Infocom addicts a fit - graphics are an important part of the game. The storyline sounds fun; an alien spacecraft has lands in Atom City, USA and you can choose to play one of three different characters, male, female or monster! It looks as though LGOP2 will be PC-only and it may have to run from a hard disk.

SUSPICIOUS GOINGS ON

Did you enjoy SimCity? If so, set yourself a REAL challenge with Gremlin's Utopia, programmed by the team who brought us the RPG BSS Jane Seymour. In Utopia, you must construct an interplanetary colony complete with living quarters, hydroponics plants for food production and all the necessities of life for space colonists. Just to make things more complicated, you can expect alien attacks so you'll have to plan your defences as well as keeping your colonists happy.

Gremlin have several other 16-bit titles planned for the next few months. First there's Daemonsgate I, an RPG based around the besieged town of Tormis. It will feature 131,000 playing screens, eight team members and another 32 game characters. Emphasis will be on puzzles rather than combat. The same team, Magitech, are also working on Suspicious Cargo, an SF adventure with text, graphics and some arcade sequences.

EPOCH MAKING ON A BUDGET

Mega Lo Mania is a complex game from Image Works where you must conquer a series of worlds known as epochs. Each consists of three islands and using your limited resources you must build up your armies, supply them with weapons and beat your opponent, taking your people through various stages of civilisation from Neanderthal to Space Age.

ENCHANTED, FOR SURE

We were recently sent a copy of Enchanted Realms, an American adventure journal for the Amiga. Produced bimonthly, it's currently on Issue 8. For your money you get a high-quality, 40-page A4 magazine containing reviews, articles and information sections plus a disk of games, help and demos. A PC version is planned for Jan/Feb '92. Enchanted Realms costs \$79.95 by airmail for a year's subscription; deduct \$10 if you don't want the disks. For more details or to order, contact Digital Expressions, PO Box 33656, Cleveland, OH 44133, USA or see the full review in Issue 2 of Red Herring.

REAL SOON NOW

Mercenary III is on its way but considering the l-o-n-g delay between the the original game and the follow-up with its two mission disks, it might be a while before we see it, especially as Novagen still haven't announced a release date. Though similar to the original games, Mercenary III will also feature battles while your craft is in flight.

CHIMES AT MIDNIGHT



Infanticide by British Telecom. Timed at 00.00 October 31, 1991.
No flowers.

The Balrog's First Big Disk

A Red Herring Review, played on the Spectrum +3

Yes, folks, it's the Balrog's Big Disk for the +3, presented in the familiar Zenobi livery of blue and black packaging in a plastic sleeve and jam-packed with five adventures (one of which is a two-part game) of various scenarios and styles. There are three programs on each side of the disk and selecting "loader" will bring up the menu for each one. Select 1, 2 or 3 and off you go.

The first game on side 1 is CRACK CITY, the first in the Snow Dogs trilogy by Garry Cappuccini. From the title and the loading screen showing a dripping hypodermic syringe, you'll infer the adventure is connected with the drugs scene. Set in Washington, USA in 2003, you take the part of one of three SIF (Secret Intelligence Foundation) agents and have just three days to bring a drugs ring to justice. Your companion Dwight ("Hi, Boss") Stables will accompany you or not, as you choose, as you attempt to set up a meeting with the gang and exchange a valuable artifact for a briefcase of drugs and amass evidence against them.

Crack City is written with PAW but has a screen display unlike any other I've ever seen, with a graphic representation of the location, exits, your SIF rating (the colour of the box changes as you progress), four character boxes showing cameo portraits of NPCs who will either wander through the locations (a policeman, a nurse) or inhabit one particular location (your boss, the HQ guard), items carried or worn etc., showing the maximum possible in each category and odds and ends such as cash carried, time of day, skill/mortality levels, scores and moves taken. The colour of the location graphic changes according to the time of day. At the end of the game you'll be given your final location and reason for game end as well as the usual score, turns and rating.

The adventure is pretty small and the puzzles fairly straightforward so long as you are careful to

'examine' and 'look in' everything. The parser is rather unforgiving and I got tired of seeing "please rephrase" on the screen and not knowing why. Some more detail in the responses would have made the game more user-friendly. However, the unusual presentation of the game makes it worth a look.

A Few Hints

Can't reach the vent? - .ti ydaets ot gel rednu yarthsa tup ,elbat evoM - A shadowy figure ends your life? - .ydob eht fo esopsid ot rebmemer tub mih toohS - Can't find any useful files? - .ecalperif evom neht ,moor egarots ni retsalp pihc dna enimaxE - Can't enter the warehouse? - .srab eht nrut dna wodniw eht enimaxE - Haven't got a bug? - .ydob daed eht hcrasS - Killed by a madman? - .wobssorc toohs dna trad roeW

PAWNS OF WAR is the second game, written by Les Floyd, also with PAW, and starting with a great Balrog loading screen of a chess board. The new Nazi regime is threatening to drop a nuclear bomb on London unless a huge ransom is paid... the rotters. You set off on a mission to destroy the bomb and your planned straight-forward mission get more complicated when sniper fire causes your jeep to crash and you are forced to continue the journey on foot.

This is a strict text game with good locations descriptions and lengthy responses to many of the inputs, giving a very atmospheric game. The action starts right from the start by your crashed jeep which will explode in a few moves and if you don't get moving a patrol of soldiers will quickly arrive on the scene and that'll be the end of your mission. A possible escape route leads through a tunnel but by exploring it you'll find it's full of rats (and you're dead again), and your only other possible route leads off a bridge above a swiftly-flowing river. Death awaits at every turn but if you can survive long enough you'll make your way by

cable car (shades of 007) to the secret installation and the missile. Can you complete your mission without blowing yourself up too?

If you keep your cool while playing, you'll find the game quite easy as there are lots of gentle hints in the text. I enjoyed Pawns of War immensely but there are a few amusing bugs in it. Once I shot a soldier and he shot me in the back of the head - but I could continue playing. The best one though was that although one Nazi virtually ignored me, despite my British flying suit (a real giveaway, one would think), another identified me as an enemy at once. Time for a disguise, I realised, so returned to the dead Nazi, got his uniform and removed my suit but the program wouldn't let me wear the uniform. Not deterred, I tried just carrying the blood-stained Nazi uniform and this seemed to satisfy the second soldier so I played the rest of the game in the buff! I worked out the answer later; don't remove the suit, just type >wear uniform and you'll automatically swap outfits. The game is also a bit blinkered in that you are only allowed to shoot characters the author wants you to shoot and though I had a knife I found myself unable to throw it at anyone or anything. A good game, though, despite these restrictions.

A Few Hints

Can't get out of the first few locations? - .nkab ot pmuj neht ,egdrib no ti rewol dna epor eit ,peej morf epor teG - Can't get rid of the Nazi soldier? - .efink eht gnirrac reidlos tiH - Stuck in the cable car? - .elbac eht nwod edils dna gniliar morf eriw dneB - Need a pass? - .rac elbac eht ni staes eht hcrasS - Nazi soldier on the catwalk kills you? - .mih ta pacbuh eht worht dna ytiemedi rouy edih - Can't get through the door without being killed? - .hguorht edanerg eht worht - Can't pass the panther? - .ti sekati ti lliit taepre dna hsiif eht eviG

The third game on side 1 is STALKER by A. Woods and P. Page. You are diplomat Andy Stalker, and your mission is to take vital evidence to the planet Cramos where a convicted "criminal"

called Holden is imprisoned in an iso-cube, accused of crimes involving narcotics. He's innocent, of course, and only your evidence will save him from being vaporised. En route (wouldn't you know it...) a saboteur's bomb explodes on your space ship and you crash-land your escape pod on an uninhabited planet, the evidence being scattered with the ship's wreckage on the planet's surface. Can you find it and get to Cramos in time to save an innocent man's life?

Also written with PAW, Stalker is a strict text adventure for the 128k Spectrum. The first section of the game takes place on the planet, which as you have probably guessed isn't uninhabited - and the natives are very happy to have you to dinner, so long as you don't mind being the main course! The local wildlife isn't too hospitable either and, if that isn't enough, a pool of quicksand is another easy way to die. Phew! Escape all these fates and you'll eventually reach a space station and enter the next main bit of the game where technology rules but life can be just as deadly.

Stalker features a few extras such as alternative text fonts and the unusual >commit suicide instead of >quit (yes, you throttle yourself to leave the game). The location descriptions vary from terse to verbose but the exits are nicely highlighted in the text. There are some nice touches of humour; examining the grass in one location will turn up all sorts of weird and wonderful subjects but the humour falls flat when you try to examine or get any of them and are told they're "not here". An electronic device discovered early in the game will aid you in finding the the evidence you seek by beeping at the right point. A great idea if you have the sound up on the TV, not much use if, like me, you tend to turn it off. A text message to the same effect would have been helpful.

There are several spelling mistakes/typos (a "jeweked" dagger and "flourescant" being notable, not forgetting a "feint green light"). The examine command is generally very poor, being either unhelpful ("It's as you would expect it") or

fibbing... >exam pit. "It's fast-flowing and full of fish." No it wasn't, that was the river. The pit was full of spikes, I know 'cos I fell on 'em! You can only carry five objects and there are loads of red herrings in the game which is frustrating as there are several one-way routes between major areas so you never know what to carry. Frankly I was surprised Stalker was a 128k game and it ended up as my least favourite game on the disk, despite the fact that it has some neat puzzles in it, some of which have more than one apparent solution.

A Few Hints

To get rid of the cave crawler. - .pmuj dna tip eht ot ti dael - To get a light source. - .krapS a rof redluob no kcor tiH ,lerrab ni hcnarb pid ,hcnarb ot lairetam eIT - To escape the native hut. - .drahs latem eht htiw llaw eht ni eloh a tuC - To help the alien. - .tiurf evig neht ,drahs gnisu neila eerf - To deal with the bear. - .llik ot nug hctiwS - To use the boat. - .niksraeb htiw taob dnem ,srao yrraC - To kill the blue creature - .srao eht htiw ti tiH - To enter the gates. - .levoh eht ni sessacraC enimaxE

The first game on side 2 is THE INFILTRATOR which is Pawns of War 2. Once again, you are called upon to save mankind from the threat of nuclear attack but the game is set in South America. A group of rebels are building nuclear weapons and using the hydro-electric power generated by a dam to do it. You are sneaked up to the base of the structure in a one-man sub and must get onto the dam, find your equipment and make your way to the heart of the installation, set off your bomb and blow the whole caboodle to kingdom come.

Les Floyd has done it again; this is another well-written and enjoyable game, similar in style to Pawns of War but why change a winning formula? The game isn't large, about 50 locations, and only takes place on and inside the dam. The puzzles, however, will have you racking your brains, though they all turn out to be quite logical;

it's just that the atmosphere and tension take over a bit and I found I was inclined to get into a flap! There are often several ways to approach a puzzle, only one of which is correct, but all of them look so believable. I only found one major bug, caused by the author giving so many alternatives to a problem; I somehow combined several of them and ended up with a strange end result, but that's the risk of imaginative programming and I'm looking forward to Pawns of War 3 already.

A Few Hints

To reach the dam. - .hctah evael ,nottub hsup ,revel llup - To find your equipment. - .etehcam dnif ot bus hcnraeS .etehcam htiw retsinac tuc ,revir maxe ,eciwt tsew og ,mad nO - To enter the building. - .edanerg htiw reildos tcarstid ,foor omo oG - To go down the ladder. - .tsrif nwod edanerg worhT - To open the door. - .edanerg morf nip htiw kcol kciP - To get the cap. - .evael ot reciffo rof tiaw ,htuos ,flehs no gniraeb llab tuP

The rest of the second side of the disk is taken up by a two-part game, THE CASE OF THE BEHEADED SMUGGLER, which is a Sherlock Holmes case written by Patrick Walsh. You play Holmes and, aided by the faithful Watson, must unravel a devious mystery. A young man, Victor Wathley, visits Holmes because he is concerned about his uncle, George Wathley, a tea-importer with a side-line in the illegal importing of alcohol, exotic drugs and gemstones. His uncle is living in fear for his life since receiving a note threatening him with the same fate that befell one Nathaniel Johnson, recently found decapitated (yuk). The note was signed F.O.S., presumed to be the Fellowship of Swords, a Masonic society. Holmes agrees to visit George Wathley and help him but when they arrive at his home, what do they find? Yes, you guessed it, one very dead George in two pieces...

The aim of the game is to find the killer(s), the murder weapon and the motive for his death by searching for evidence, finding and then talking to

and questioning characters and, hopefully, accusing the guilty party during part 2 once you have sufficient evidence. The two parts can be played independently but you'll need information gleaned from part 1 (which starts at George's home in Horsham) to be able to complete part 2 (which commences back at Baker Street though you'll soon be on the move, visiting addresses collected during part 1 - luckily cabs in Victorian London are easy to find). The screen display shows the time and any available exits above the location descriptions and any visible objects and characters.

The characters in this adventure are well done and there is a good sense of realism, especially in the conversations which can be very lengthy, if a tad one-sided since you may need to perform only one small action to initiate the dialogue and the program then takes over. The interaction between Holmes and Watson is especially good and the puzzles a good mix of difficulty levels. Though I'm not normally keen on detective-type games, I enjoyed Smuggler; a worthy finale to an excellent disk.

Blood of Bogmole

Reviewed by Joan Dunn, played on the Spectrum 48k

I'm sure you have always wanted to be a swamp monster and now your chance has come. You can be Bogmole, the last of the species, and if that is you on the loading screen, just as well you are the only one - a repulsive head with big eyes and appendages coming out of the back of you. Ugh! However, you are brave and ready to take on the orcs, unless you can run fast enough to get away.

The story starts a long time ago when the land of Bolimol was ruled by evil. Slither the dragon had destroyed most of the good dwarves, but Gregor the wizard set a trap for him and he was buried alive in a trench under tons of rock, for all eternity. The mound was then flattened and

A Few Hints: Part 1

By the body. - .nottub dna eton ,hsa ,skcart ,wons enimaxE - In the Library. - .lenap eht hsuP - In the Lounge. - .onaip no dil tfil - To open the desk. - .tekcop ni kool ,moordeb ni ebordraw nepO - At end of path. - .setag dna wons maxE - To open chest. - .elbissop sa ylkciuq sa kcoldap toohS - To enter attic. - .epor worhT

Part 2

Where to go first. - .skcoD trebla yas ,bac liaH - In the Opium Den. - .mih tcarstid ot epip evig ,nam morf yek teg ot yrt ,epip ekaT - Where to go next. - .daoR truoc mahnettoT yas ,bac liaH - To enter FOS. - .(ksed morf) drac wohs ,rood no kconK - Inside FOS. - .ti ngis ,koob daeR - To escape from room. - .ti ghuorht bmlc ,wodniw nepo ,ti no dnats ,xob porD - Where to go next. - .namow ot klat dna skcod ot nruteR

Postscript: For those of you who'd like to try these games but do not have a +3, they are available on tape from Zenobi. Crack City, Stalker (128k only) and The Case of the Beheaded Smuggler each cost £1.99. Pawns of War and Infiltrator are together on 1 tape for £2.49.

became known as the Valley of Bolimol.

Zogan, a wizard and the embodiment of evil still remained. He commanded armies of orcs and shadow orcs. He marched into Bolimol and a great battle was fought between the orcs and the dwarves. Zogan entombed Gregor in a large stone altar and Eldor, the king, was killed. Prince Eldrin, son of the king, fled with the remains of his army to the swamps, while Zogan continued his search for the final ingredient for a spell to release the dragon, when all the land would be his. Your father has been killed in the fighting, so you decide to travel to the valley to find Prince Eldrin, destroy Zogan and avenge your father's death.

You arrive at the summit of Mount Crag,

overlooking the valley and start your quest. You are immediately faced with your first problem - how to get a gold coin from a web in which is a very poisonous spider. The answer to this one is slightly unusual, but quite logical. There are not many problems and there are lots of clues in the text. It pays to examine everything, listen to the various characters and you will get useful hints.

There are some nasty trolls and orcs and an odd giant or two. You spend most of your time being chased by orcs, but you can avoid capture by joining a dwarf patrol or wearing a disguise. Quite early in the game you find something you can wear (however unlikely it may seem) but bear in mind what sort of creature you are. This will not always save you, as some orcs are brighter than others and see through your disguise. If you are captured you are thrown into a dungeon but, luckily for you, there are several different ways to escape. You will receive help in this from other creatures, providing you help them first.

Life is not all bad news, as there are several friendly creatures - Bernard a beaver, who will come when you call, but be patient; your cousin the mud monster, and even an ogre will help you if you first help them.

There are not many locations, but it is worth mapping because every time you escape from the dungeon you must return to the place where you were captured. About halfway through the game you are instructed to open the sealed envelope in the game pack - an original idea. This is a letter from your dead father instructing you to help Prince Eldrin. It gives details of how to defeat

Crusade

A Red Herring Review, played on the PC

Crusade is a fairly simple text-only game created with AGT, the Adventure Game Toolkit, by David Malmberg from an adventure which was originally written in Basic for the Commodore and

Zogan and release Grogan who will destroy evil for ever. Then the dwarves will follow you into the final battle. So sit back and the computer will take over, while you enjoy the fight. At the end you will discover the meaning of the title.

You are given a percentage score and STORE and RECALL. You can also input EXAM ARMY and will be given the number of orcs and dwarves in the battle. There are a few detailed graphics, but I felt they did nothing to enhance the game. The text is full of atmosphere and excitement - battles rage, lightning flashes and earthquakes open chasms in front of you, forcing you to retreat. You really feel you are in the middle of it all and it had me glued to the computer from start to finish.

Not an easy game and very frustrating at times trying to avoid those pesky orcs. I enjoyed it very much and with the help given, you can't fail to succeed. All you need is patience and a magnifying glass to read the very small print in the inserts! So - be a mud creature, slither out of your swamp and enjoy yourself.

A Few Hints

How do I get the coin in the spider's web? - .bew eht ni ti tuP .grof eht lliK - How do I kill the fly? - .ecaf ruoy pals neht ,ecaf ruoy no sdnal eh litnu fiaW - How can I scare the orcs? - nwoD pmuJ ,nioC porD ,der litnu ecaf palS - How can I disguise myself? - .duM roeW .duM teG ,tnemknabme eht tA - How can I save the giant from the pit? - .eerT tA tmioP ,semoc eh nehW .(dranreB) B llaC - What do I do with the amulet? - .rood nepo ot ti ezeeuqS - How do I release Gregor? - .ratla no retaw wort

Apple and published in Micro magazine, back in 1982.

In it you play an honourable but impoverished knight, Sir Godfrey de Goodheart, sent by the King to rescue his daughter, Princess Ann, from the wicked Baron von Evil. Seven knights have tried to rescue her before and failed but when you're

offered the Princess's hand in marriage if you succeed, you'd be a fool not to have a try! While you're searching for her, you must also collect the Baron's treasure which he has amassed by exploiting his serfs. All the treasure must be dumped at a certain spot in the game and you must take the Princess there to win so, essentially, the game is a treasure hunt.

You start the adventure in a forest with a cave system in one direction and the Baron's castle in another. Naturally the castle has a drawbridge and (wouldn't you credit it!) the drawbridge is up. Try to swim the moat and you'll make a tasty meal for the inhabitants, a school of piranha. Perhaps you can get in through the caves? But, no, a nasty guard lies in wait for you and, a short struggle and a broken leg (yours) later, you're beginning to think perhaps a quick death at the hands (teeth?) of the piranha would have been preferable. A bit of thought at this point is needed before the penny finally drops and you're into the castle which abounds with secret passages, vigilant guards (save often until you work out what to do about them because they always turn up at the most inconvenient moment) and t-r-e-a-s-u-r-e galore.

No Princess though, and it will be a little time before you find her AND manage to rescue her.

Finding her isn't that difficult, it's getting back out with her that's the problem even though the game isn't especially large - just 45 locations, not all of which need to be visited. There are quite a few red herrings in the objects too and several sequences of actions that can be carried out with suitable responses from the program but do you no good whatsoever! In fact, scoring is officially out of 1000 points but, try as I might, I could get nowhere near this score so finally, in desperation, I dug through the database and, as far as I could see, several sections of the game had never been implemented and I had scored the maximum possible.

Despite a few bugs, the game is quite neatly put together with a few nice touches in it and the chances are that the author will have you wandering in circles several times while you try to work out the correct order to solve the various problems.

A Few Hints

What's the significance of the egg? - .drow cigam a teg ot ti kaerB - To get into the castle. - .peels of ahnarip eht tuP - Getting caught by guards? - .esiugsid a raeW - To get through the door above the cavern. - .exa eht esU - What to do with the chest. - .rewoT eht fo pot eht ta sraeppaer tl .ti teG - To enter the cell. - .ehnavl yas ro mih hcraes dna draug eht lliK

Deena of Kollni

A Red Herring Review, played on the PC

Look out; the evil Gendi tribe are on the warpath! They have invaded the land and are attempting to conquer it and enslave the people. Though many tribes, including your own, banded together against them and a terrible battle ensued, most of your side were killed. You, a young female warrior, were the only one captured and are currently in the dungeon of a castle which used to belong to a handsome prince and is now in the hands of the Gendi. Death would be a welcome release from the horrors the Gendi General is

planning to inflict on you and he should be arriving in your cell any minute now. Luckily you have had the foresight to steal a piece of cutlery from a serving tray and have been digging away at the mortar between the stones of your cell. Will the General have his wicked way with you? Not if you can help it!

Once out of the locked cell and into the adjoining one through the hole you made and carrying a torch which had been conveniently lying in your cell, you discover a bloated corpse.

Examining the body will give a hint for your next move and you'll hear a "clink" as something falls to the floor and the body (amazingly) disappears in a puff of smoke. However when you look, there's nothing to be seen - apart from the body vanishing again... and again. Pause for thought... then make use of the handy GET ALL command and you will pick up two seemingly-invisible items, one of which is a key and the other a piece of parchment signed "Merlin" which, once read, will give some hints for your best course of action - hardly surprising since it is entitled "Ye Olde Escape Planne".

Leaving your cell, you will soon discover that almost everyone is out for your blood - or worse. It's lucky you're a strong young lady and well able to take care of yourself, especially once you've found some weapons hidden in a cabinet, though the method of unlocking it may seem a mite strange.

The game is described by the author E.L. (Ev) Cheney as an "adventure for women warriors". I am a bit confused by this - does he mean it will appeal to women, in which case Ev, I'd say you were wrong. Does he mean it features a heroine? More likely I think, unless Ev has a strange opinion of what sort of games women like to play. I'm all for a bit of hack and slay myself (though only in adventures, of course) but Deena is R-Rated which means adult-only in the States and thus features a fair amount of rape and torture as well. Nuff said.

Deena of Kolini is written using the Adventure Game Toolkit (AGT) which is an American adventure writing program producing text-only games for both PC and ST. Two sorts of games can be produced with it - standard or professional. Deena is standard level in all senses of the word. Standard level games feature a limited number of built-in verbs such as read, examine, pull, push, turn, unlock and open. This means a rather

inflexible game. It is only in the professional level games which use metacommands that AGT games really come into their own. There are exceptions, of course, but Deena isn't one of them.

An ability to spell is an advantage when writing a game and E. L. Cheney has been short-changed in that department too. So in the 11-line

"An ability to spell is an advantage and E. V. Chaney has been short-changed in that department too."

introductions to the game we have such gems as a "handsom prince", "letcherous", "morter" and the inevitable confusion between "its and it's". There also seems to be some confusion as to whether you are a member of the Kolini or Koloni tribe. Later on you will find a "jeweled" pendant and a "cabinette". I could go on but I won't. Suffice it to say that things don't improve and are further complicated by incorrectly labelled exits, various bugs and a 17 room maze of caves (the complete adventure only has 50 locations).

The one nice touch (yes, there was one) is the inclusion of limited graphics done with ordinary keyboard characters. They may be simple but they are effective and recognisable and show some effort and time has been taken over them. It's a shame I can't say that for the game itself.

A Few Hints

How can I escape from my cell? - .yek nrut dna llec ruoy of nruteR. lla teg dna .ydob eht nrut ,tsae oG - How can I defeat the Dungeon Master? - .rekoP eht eSU - How can I unlock the cabinette? - .tnadnep eht eSU - What weapon defeats the guard? - .drows eht htiw mih kcatTA - What's the purpose of the throne? - .hsup a ti eviG - How can I get past the old man? - .drows eht htiw mih lliK - How can I pass the old maid? - .reggad eht eSU - I can't unlock the chest. - .ti kcolnU lliw tnadnep eht - What way should I go in the caves? - .tih a rof elrtob eht nrut - How can I get past the grating? - .l'nac uoY - How can I get through the grill? - .etulf eht yaLP - I'm 10 points short. - .prah eht yrraC

Deep Waters Vol. 1

A Red Herring Review, played on the Spectrum 48k

River Software, Jack Lockerby and his son-in-law Roger Betts, have been producing good quality text adventures since the mid '80s, first on 8-bit machines (Commodore and Spectrum) and later on the Atari ST. Always keeping up with the latest advances, they started out using Gilsoft's Quill and then moved on to PAW when it was released, even rewriting their old adventures to bring them up to date. Now 12 of their adventures have been collected onto two tapes from Zenobi. This is a look at the first volume of Deep Waters.

Side one starts with Realm of Darkness. The King of a small island asks you to recover several treasures which have been stolen from his Treasury. The added incentive for you taking the job is that you may keep any other valuables you find. The game features a plethora of characters and creatures who will help or hinder your progress, most notable (and infuriating) of which is the Thief, who will filch anything you're silly enough to drop, making object juggling a big part of the game.

Game two is River Software's very first adventure, Hammer of Grimmold. The Hammer is a valued possession of the Dwarves and when it is stolen by the evil magician, Valk, who spirits it away to his castle fortress, you are nominated to return it.

The third game is The Mutant, set on a South Sea Island, 20 years after atomic testing took place there. The radiation has taken its toll and though the island has returned to its former state, a mutation has arisen, a strange creature which is living high in the mountains, its eerie cry echoing across the valley below. No-one has seen it and lived to tell the tale... will you be the first?

Side two kicks off with Matchmaker which I'll cover in greater detail in a moment.

The next adventure is Jack and the Beanstalk,

River Software's version of the well-known fairy tale. However, even if you know the story back to front and inside-out, don't expect the game to be a push-over! Jack and Roger are too cunning to let you sail through it without difficulty even though the basic story is the same as the original.

Finally we have The Enchanted Cottage where you play Niki who is hoping to graduate as a sorcerer. Your final test is to escape through the green door in the cottage. Sounds simple? Dream on. There are three distinct areas to explore as you try to complete your education and puzzles in one may need objects from another. Add several magic spells and creatures such as a giant and a vicious dog and maybe your school days won't be remembered with such affection after all.

So, let's take a closer look at Matchmaker, one of the first River games I completed and my favourite so far as it shows all the facets of their games that I admire. First, the story: you are an apprentice Matchmaker and, much as Niki had to in Cottage, you have to prove yourself worthy of your intended profession. Your task is to get a prince and princess to church for their wedding, the princess suitably attired in a beautiful gown and carrying a bouquet of flowers, the prince complete with wedding ring and both accompanied by a page boy dressed in a sailor suit.

The fact that the princess has been imprisoned in a white rose which is dying from lack of water and will first have to be rescued by magical means only adds to your problems as you explore the village and surrounding countryside, complete with a cave system, an enchanted forest and a lake where the prince sits deep in thought. The village contains several shops and you can talk to the shopkeepers. Each will help you towards your goal by providing objects if you first do them a favour. For instance, the dressmaker is squealing

in terror on a chair in her shop because she is plagued by mice and if you can get rid of them for her, she'll give you the wedding dress that is conveniently displayed in the window. It's just as well you're attired in a jogging suit because you'll be running hither and yon like Anneka Rice collecting objects from one end of the map to the other, doing a quick trade and then dashing off again.

There is a fair amount of humour in the game too; take a close look at Jack who runs the sports shop or visit an old lady who makes knitting take on a whole new meaning. The prince, princess and page boy look a bit familiar too...

I thought I'd rattle through the game fairly quickly, being familiar with it from when I originally played it. I should have got suspicious when a native suddenly appeared offering to swap his tomtom for some food. He hadn't been in the original game. Then further differences turned up and I realised I was going to get even more fun out of the game than I had anticipated, with new puzzles to solve. If you get really stuck, some coded

help is available or you can send off for a hint sheet.

In summary, with 6 games on one tape, none of which is a dud, Deep Waters Volume 1 represents excellent value for money. None of the adventures will be finished too quickly and, even if you've played some of them before, you may get an unexpected surprise as I did with Matchmaker. Volume 2 of Deep Waters will be reviewed in the next issue.

A Few Hints : Matchmaker

To get a working lamp. - .sreldnrahc ta pml paws ,enots fo wodahs maxE - To get some boots. - .rekamkoob of evig dna tsal naek ,ekal eht yb evac eht ni giD - Need some cash? - .edisekal yb sdeer hcræS - To get a ring. - teggun dnif ot xob ffuns pord dna nepo ,tsinoccabot eht pleH - Haven't got a library ticket? - .stekcop ruoy hcræS - To get a tomtom. - .tekkop ruoy ni doof emos s'erehT - To get the cloak. - .eert eht pu dna daor fo tsæc raf ot og ;allerbm u si elddir ot rewsnA - To cross the chasm. - . . . ecnirp a otni nrut nac gorf a fl

Desmond and Gertrude + Aunt Velma

A Red Herring Review, played on the Spectrum 48k

Although these aren't Scott Denyer's first adventures, Arnold the Adventurer having been released by Zenobi Software, they are the first ones produced on his own label. The cassette packaging is neat, a printed inlay with Delbert waving at you from a panel in the middle and both games are written with Gilsoft's PAW.

First, Desmond and Gertrude, a pair of star-crossed lovers (ahh...). You see, Gertrude was rich, the daughter of King Norbert the Fourth, but Desmond was poor and lived in the gutter. Needless to say, Norbert wanted more for his darling daughter than to see her married to a pauper like Desmond, so he had a huge green wall built across the middle of the village so they couldn't meet,

locked Gertrude in her bedroom, fitted a surveillance camera so she couldn't sneak out and arranged for her to marry Sir Hugh de Bottomley instead! But love will find a way and Gertrude and Desmond are determined to elope, after arranging a meeting in a secret cave that was suitable for romantic trysts.

You can start this game as either character and >swap between them at will. Desmond starts the adventures in the gutter he calls home and Gertrude begins trapped in her bedroom under the ever-watchful eye of the camera. How can she escape...? Luckily this initial problem isn't too hard to solve though escaping from the mansion itself will take a bit longer. Desmond is more free to wander at will and pick up objects here and there,

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By Gareth Pitchford



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Software With A Squeak!

meeting characters in the village and talking to them. Gertrude can also collect useful bits and pieces in her area of the game (the mansion, cellar and surrounding countryside) and soon you'll find a way for them to exchange items. The cave, too, is easy to find and within an hour I had got to about 80%. Quite some time later, however, I was still stuck at the same point so I hope inspiration strikes soon and I reunite the two lovers.

A Few Hints

To allow Gertrude to leave her room. - .aremac revo sserd tup ,sserd a teg ot draobpuc nep0 - To get past the Guards. - .draug eht revo ti prod dna dnif uoy tahw ytpme ,deb rednu maxE - To get the cellar key. - .lennek hcares ,god ot ebon worht ,ssarg hcares - To pass the rats. - .meth deef - To open the drain. - .tuh s'adliH ni draobpuc eht morf kcits eht htiw ti revel - To enter the nightclub. - .esiugsid a raeW - To help the tourist. - .ni sotohp sih tup ot gnihemos mih eviG - To pass the brambles. - .meth nruB - To open the toolbox. - .daor eht ni dum morf nip htiw kcol kciP

AUNT VELMA IS COMING TO DINNER is an easier and quicker game, taking me under 40 minutes from start to finish but it was designed primarily as a filler for side B of the tape. It's Aunt Velma's birthday and she's coming round for a meal and to collect her present. You've got the chicken cooking in the oven, you've just had a bath and are about to get dressed and her present is packed up and safely locked away in the wardrobe. Hang on... where did you put the wardrobe key? And, oh no, the lights have fused - there's no way you can go into any dark closets until you have fixed the lights. She'll be here in just an hour and a half. Can you mend the fuse, find the key and get her pressie out of the wardrobe in that time? With just 20 locations, taking place in your house and garden, Velma is a lot smaller than Des and Gertie but a lot of fun. The problems lead on quite tidily from one to another and despite finishing it so quickly, I enjoyed it though I

was a bit surprised to find there was no >score command, despite there being a scoring system. You have to quit to see how well you're doing.

It is important to read the location descriptions carefully in both games as it may be necessary to examine things mentioned in passing and also to >examine under objects. That caught me out a few times but it's nice to see an author making use of objects mentioned in the location descriptions as well as objects specifically listed as being present. I was pleased to see that the bugs and spelling mistakes mentioned in other reviews of the games had largely been rectified by the time I bought my copy but there are still a few typos present; nothing too drastic though.

In summary, each game has its own merits. Velma is a nice "pick-me-up-for-a-short-play" game, not requiring too much thought or concentration, while Desmond and Gertrude is enjoyable because of the use of the two characters, the two different areas to explore and the resulting distribution of the items collected.

A Few Hints

To find a screwdriver. - .nretsic dna teliot eht enimaxE - To find the garage keys. - .levarg eht enimaxE - To enter the toolshed. - .god eht ot nekcich eviG - To open the kitchen cupboard. - .rabworc eht htiw ti esirP

Eclipse

Reviewed by Joan Dunn, played on the Spectrum 48k

Aliens have taken over Earth. Knowing their own planet was doomed, they scanned space looking for a new home. Earth they decided, was perfect and so an invasion took place. Vast space ships arrived and they were rapidly successful. USA and USSR fell defeated and eventually Great Britain was all that stood between the aliens and world-domination.

The aliens then set a massive solar screen to block off all light and heat and bring about

another ice age and destruction of all the inhabitants of this little island.

The screen must be destroyed if we are to survive. You have been picked to venture into space and rescue our people. The space centre where you start is very disorganised; doors are locked, equipment is scattered or hidden. So it's up to you - are you up to the task?

You start in the foyer of the space centre. You have an ID card and a remote control unit (RCU). The card has a number which you are unable to read. The RCU is very useful to operate the lift to other levels but it needs recharging at regular intervals. This can be done in the bookshop, but don't forget to remove it from your wrist first, otherwise you will be a burnt offering! If you find yourself at a different level and the charge runs out, you are unable to use the lift. Hard lines, you have to re-start. There is however, a warning signal which enables you to get back to ground level - but don't hang about. Early in the game you will find a journal. Examine this and you will read a list of five things you must do before you can venture into space.

The puzzles are not too difficult and there is

some useful information in the text. There are the usual direction inputs, Ramsave and Ramload also a percentage score to keep track of your progress.

I liked the clear white on black text, with objects in blue and danger signals in red. I did think fixing a cracked space helmet with glue rather dodgy, however you seem to survive. There is a small maze, not too hard - four moves gets you in - where you find an essential blue point. I rather liked the code word you are given from the telex - TWIT - now has that got a double meaning, and does it refer to the hapless adventurer?

This is an excellent game as are all Lawrence Creighton's and it is well worth playing.

A Few Hints

Is the feather duster any good? - .moor semag eht ni elbat eht tsud ,seY - I can't read the number on my ID Card. - .rebmun eht daer neht ,moor semag eht ni pmal eht enimaxE - The closet door keeps closing. - .nepo ti egdew of gnihtemos esU - How can I get something to cure my vertigo? - .noitpirserp a uoy evig lliw eh dna rotcod eht lleT - How can I lose weight? - .anuas eht ni emit emos dnepS - The laser needs repair. - .eriw hcattA

Enchanter

A Red Herring Review, played on the ST

It was a happy day for adventurers when it was announced that Virgin were re-releasing some of the deleted Infocom adventures. Ten have been brought out to date which was great news for people new to adventures, as it gave them the chance to experience the rich storylines and devious puzzles for which Infocom became so famous. The only drawback is that you don't get the original packaging with all the "extras" inside that used to be one of the perks we expected from the company.

Enchanter was the second Infocom I completed

and was for a long time one of my favourite games. I've always been a sucker for games with spellcasting and in Enchanter, magic plays a big part.

Many years ago, the Circle of Enchanters had foreseen that one day an evil Warlock would appear and take over the land. They also prophesied that a young and relatively inexperienced enchanter would appear to stop him because a more powerful enchanter would be detected at once. A novice, however, might slip through unobserved. The time has come and you are the one called upon to seek

out Krill and defeat him. Armed with just four spells, with such intriguing names as NITFOL and FROTZ, in your spell book, you will need brains, not brawn, to succeed.

Starting on a road a short walk from Krill's castle, one of your first tasks will be to find food and water because at regular intervals you will have to eat and drink to keep up your strength. You'll need to sleep too, as even enchanters need to rest from time to time, though your sleep may be disturbed by strange dreams, some of which may prove helpful.

More helpful, however, will be the extra spells you find on your travels. These are written on scrolls and, if the spell isn't too powerful, can be transcribed into your spell book using the gnusto spell. The scroll will vanish but you can memorize the spell directly from your book and cast it whenever you want. Other spells are more complicated and cannot be copied in this way. In this case, the spell must be cast directly from its scroll which, as before, will vanish, so you can only cast the spell once.

The game isn't especially large but it proves that adventures don't need to have a huge number of locations to make them good. Infocom have packed enough puzzles into under 80 locations and made the whole game ooze such

atmosphere that you rapidly get sucked into the plot. Rated standard level, it's not particularly hard - just hard enough to keep you thinking. The bit that caught me out for a long time was the maze in it. It's just 9 locations and no problem to map, but the puzzle connected with it (retrieving a powerful scroll while not allowing a formidable creature, which is imprisoned with it, to escape) had me completely baffled.

Enchanter is the first of a trilogy, the other two games being Sorcerer and Spellbreaker and the games get more difficult as you progress. So far only the first two have been re-released by Virgin and rumour has it that they aren't bringing out any more... which seems a strange bit of marketing. You'd think they'd at least finish the series! But it's worth mentioning that Special Reserve are listing Spellbreaker for the ST at just £3.99 in their August/September price list. PC and Amiga owners will, however, have to try to pick up secondhand copies; not easy since Infocom addicts usually hang onto their treasured games after completing them. Owners of other machines will have to do the same with the whole series since Virgin have only brought out ST, PC and Amiga Infocoms anyway, and the games were originally available over a wider range of machines.

The Lost Temple

Reviewed by Joan Dunn, played on the Spectrum 48k

Hundreds of years before white man discovered South America, the Incas and Aztecs roamed the plains and hills of Peru. Their wisdom and knowledge was great. You have been sent to Peru to try and locate the Lost Temple and to bring back the Mask of the Sun God which is hidden somewhere in the Temple.

It will be a hazardous journey through jungles and swamps swarming with insects and you will face obstacles that the Incas have placed in your

way. Can you overcome all these dangers and succeed where so many before you have failed? This is another of Lawrence Creighton's excellent games with good location descriptions and interesting problems.

You start in an Inca village and do your shopping for the trip. This is rather difficult as you haven't any money. However there is a Post Office and the dour teller sends a telex to your firm, so you are in funds again. You still haven't enough

money to buy everything you see, so you must decide what to leave behind.

A helicopter is standing by so once you have paid the pilot, he whisks you off into the jungle. On the journey he is full of tales of the many adventurers he has flown out and they have never returned. Quite puts you off the trip, doesn't it! Eventually you survive long enough to reach the Temple and, exploring the hidden rooms and passages, find the Mask of the Sun God. Now you have to find your way out, as the large stone door through which you entered slammed shut behind you... not easy!

The game accepts all the usual directions and Ramsave/Ramload. I found it very enjoyable and was sorry when I got to the end.

A Few Hints

How do I get some money? - .xelt a dneS - I can't pass the monkey. - .mih deef .yrgnuh s'eH - I'm overcome by the marsh gas at the swamp. - .yawa nrub lliw ti dna sag thgil - The ledge on the cliff is unsafe and will collapse at any minute. - .evael dna ylno smeti owt tcelloC .tuoba gnah f'noD - The stones by the pool are too heavy to carry. - .ti eganam ll'uoY dna gnihyreve porD - How do I get the cloak? - .meth tae woN .seirreb emos detcelloc evah dluohs ouY - How can I open the trapdoor? - .segnih eht liO - I can't get through the slimy passage. - .emils eht yawa nrub lliw ti dna egassap eht nwod erehps eht lloR

Might and Magic II

*A Red Herring Review,
played on the PC*

The land of Cron is in trouble. You know how it is - good and evil always seem to get into a scrap when they meet up. Everything started off peacefully enough with nothing but a void. A strange ether formed, then water appeared, followed by other elements, wind and fire, each with its own ruler; Acwalander the Water King, Pyranaste the Master of the Flame and Shalwend

the Master of the Wind. First one would gain the upper hand, then a change of power would occur and another would hold sway over the others.

Time for some new arrivals on the scene - the Emperors of Earth led by Gralkor the Cruel. Their appearance caused the other three lords to forget their squabbles and unite against this common foe but it did no good and Gralkor and the earth elements won the battle, setting their slaves to work afterwards and finally constructing the land of Cron.

Mortal creatures started to appear in Cron and the elementals, of all types, were surprised to see that these humanoids could, within limits, master all of them and shape their properties to fulfil their own needs. Plus, they could cast magic. It was only a matter of time before the humanoids and the elementals were at war, as Gralkor tried to get back the land that he felt belonged to him.

On the Isle of the Ancients, the spell-casters made an orb of power which rested on a base made of four claws. Each claw could control the element it represented. One human, Kalohn, went to do battle with the orb against the elemental lords. The land where they fought became the Dead Zone and Kalohn emerged the winner. The four elements were trapped in four corners of Cron, each behind a barrier and each section containing the relevant claw.

Life went on for a while, then the elementals struck back. Gralkor had by now also learnt magic and constructed the first dragon. The dragon and Kalohn (who was now King) met in the Savannah of Plenty and though Kalohn was killed he destroyed the dragon too and the Savannah became the Quagmire of Doom, an area of great evil. Somewhere in there is the Orb but no-one has managed to find it and the land of Cron is now ravaged by more dragons and other monsters.

This is the long, involved story behind Might and Magic II. Though you're not specifically told what to do, I guess your ultimate goal is to find the

detail because at the moment I'm more concerned with finding my way about the land of Cron and trying to map it. It's certainly huge and for someone like me who enjoys mapping, a real delight.

Anyone who reads SynTax will know that I have only ever finished one RPG (Demon's Winter) and that it took me a long time (8 months, off and on). Might and Magic II is the first RPG since Demon's Winter to catch my imagination in the same way. You can control a party of up to 8 characters, 6 of which can be carried over from Might and Magic I or created from scratch, which I did, and any remaining slots can be filled with hirelings who you'll bump into during your travels.

The display is forward-facing 3D with animated graphics for the encounters. Monsters come in loads of different shapes and sizes, over 200 in all, ranging from "easy" to "run for your life". Some have magic, others create havoc in the ranks (such as Jugglers who juggle the party, changing the marching order), explode, spit acid and generally mess up your hair-do. I'll never forget the time I met what appeared to be a pleasant looking horse but turned out to be a Winged Steed which breathes fire! Ouch.

At your disposal will be the usual range of weapons and armour (over 250 bits and pieces), and various artifacts (charms, potions, witches' brooms, hourglasses and the like) which carry magical changes. These can supplement your own range of spells, 48 clerical and 48 sorcerer spells over 9 levels, which are gained on advancing a level, purchased or given in exchange for helping one of the characters in the game. You can also learn secondary skills such as Mountaineer, Pathfinder, Athlete and, the most useful, Cartographer, which enables the auto-mapping feature, filling in the on-screen map, which can be displayed at the press of a key, as you pass through the locations.

As for the land of Cron itself, it is based around

maps of 16 by 16 locations - 60 of 'em! This makes it easy to map but you get though a lot of graph paper! There are five towns containing shops, inns, temples and the like, 16 caverns (some under the towns, others dotted about the countryside), castles (with dungeons) and... the great outdoors which contains the four elemental zones as well as the "safe" section where the towns etc are located. It was a while before the lads and I decided to poke our noses outside the gates of one of the towns and when we did, we found the monsters play rough out there. The difficulty of the encounters seems to be related to your party's level so don't expect things to get easier as you advance in experience.

I know from talking to other players of Might and Magic II that in the time I've been playing the game, I've scarcely scratched the surface of it as there are quests galore to be completed before you stand a chance of saving Cron from a nasty fate. Meanwhile I'm collecting cryptic messages, finding secret doors, drawing maps, drawing blood (sometimes my own) and generally having a whale of a time. I'm not expecting to finish Might and Magic II quicker than I did Demon's Winter - far from it. In fact, I intend to savour the game - after all, what's the rush?

Mission X

*Reviewed by Joan Dunn,
played on the Spectrum 48k*

Out for a walk one summer evening, the last thing you would expect to see is a Flying Saucer. But there it is in the middle of a field. You can hardly believe your eyes. You never really believed they existed. On a closer look you see that the hatch is open and being a brave and curious adventurer, you walk up the ramp and in. You black out and when you recover consciousness you are in a small village. This, however, is no ordinary village. It is a simulated one and the aliens are

using it to test your intelligence and so find out more about the human race. Your mission... to stay alive and find your way back to earth.

As you explore the village, you find there are limits to your movements. When you reach the outskirts, you are confronted by a force field and can go no further. Many things prevent your passage - an earthquake opens a chasm before you; doors have magnetic locks which can only be opened by remote control; a coffin contains a skeleton and it will chase and kill you if you don't deal with it correctly.

You need to examine and search everything. Sometimes twice or you may miss an essential item. Not a large number of locations, but most of them reveal something to help you in your quest. You find some useful dynamite but be careful you don't blow yourself up. There is a noun/verb input. The problems are numerous and varied, some easy but some you really have to rack your brains to find the answer.

The end of the game was quite a puzzle as although I thought I had done all the correct things, the space shuttle just wouldn't move and it took me a little while to sort that out and take off for home. Be sure to read the inscription on the memorial, as this provides some very essential information.

I liked this game and really enjoyed playing it. I know one thing, next time I see a Flying Saucer in a field, I'll keep on walking. I might not be lucky enough to get home safely again.

A Few Hints

How do I cross the chasm? - .ti tluov ot elop eht esU - The pigs drive me out of the sty. - .meth deef .yrgnuh era yehT - How do I pass the high wall? - .ti ni eloh a wolB - The Skeleton kills me. - .ssorc eht ti wohS - How do I unlock the Gazebo? - .enicham neila eht ni eciveD tresnl - The space ship is held by clamps in the generating room. - .lotsip tooHS

Plagues of Egypt

A Red Herring Review, played on the Spectrum 48k

Plagues of Egypt is a two-part text-only Spectrum adventure written using Gilsoft's PAW and based on the story of Moses' life in Egypt. The second part can only be played once the first part has been completed as you have to load in a saved game from part one.

The initial screens give the prelude to the story. Some time before, Pharaoh had become concerned by the fact that the Israelites living in Egypt were increasing in numbers so rapidly that they were threatening to out-number the native Egyptians. So he decided on a rather drastic method of birth control - any male Israelite children were to be killed!

Needless to say this didn't go down too well with the Israelites and they tried to save their children if possible. Moses' mother decided to put

her new-born son in a basket and hide him in the bulrushes where Pharaoh's daughter bathed each morning. When the princess found him, she decided to raise him as her own child, and so Moses grew up in luxury in Pharaoh's palace while, in the surrounding countryside, his people were treated as slaves by their Egyptian masters. He knew something was wrong but it wasn't until he grew into adulthood that he realised his destiny lay in freeing his people from this bondage... but how could he achieve this?

The game starts around this point, with Moses on the banks of the river Nile. Pharaoh's Palace is nearby, as is the town of Memphis and across the river, by ferry, lie the towns of Goshen (where the Israelites live), Succoth and Ethan and, across the desert, Midian and Mount Horeb. Most locations

are fairly readily accessible right from the start, apart from a few which will give the message "not until Part 2" when you try to go that way.

If you know your Bible stories, you'll know that Moses had a vision from a burning bush where he received divine instruction for carrying out his mission to lead his people out of Egypt, which ultimately resulted in his bringing down various plagues on the Egyptians until Pharaoh got so fed up with him that he was glad to see the back of the Israelites! The game follows the Bible pretty closely, in fact you are prompted to read the early chapters of Exodus if you need help, and I found this advice essential. For the majority of the game you take the part of Moses but briefly, again in keeping with the original story, you become Moses' brother, Aaron.

Because of the way the game sticks to the original story, it is very linear in nature. I found the burning bush pretty quickly but all it was doing was glowing and it wasn't until I brushed up on my Bible that I realised what I should do. Returning to the bush at the correct time resulted in it burning away like a good 'un, accompanied by an atmospheric change in the screen colours from the normal yellow on black to black/cyan/yellow on white - most effective.

This linearity is very apparent when you're playing because you will find that something will only happen in location A when you've performed an action in location B and so forth. Of course, this means that, should you get stuck at one problem, you've had it. Despite its linear nature, the game is nicely written though it contains a few spelling mistakes and a bug or two. There are a few anachronisms such as a suit of armour in Pharaoh's palace and Moses needing an identity card to enter certain areas, but generally the adventure is a faithful rendition of the Biblical story and would probably be enjoyable to all, whether religious or atheist.

A Few Hints

Can't get into the palace? - .tekcop ruoy ni drac ytiemedi na s'erehT - Want to help the slave on the building site? - !ti rof nur dna ydob eht yrub ,naitpygE lliK - Can't find a weapon? - .llah gniteem eht ni kool a evaH - Haven't got enough money? - ?naitpygE daed eht enimaxe uoy diD - Don't know how to perform miracles. - .ti evomer dna kaok ni dnah tuP .niaga ti teg dna dor porD - Can't talk to Pharaoh? - .og elpoep eht tel to yas dna noraA emoceB - Can't turn the river into blood? - .dor htiw retaw hcuot ,loop eht yB

The Secret of Monkey Island

Reviewed by Neil Monro, played on the Amiga

Meet Guybrush Threepwood. He's a young and enterprising wannabe pirate. So he goes to Melee Island where, as everyone knows, pirates hang out. Talking to the blind look-out, he is directed to three important-looking pirates at the Scumm Bar. There he learns of the three trials, and of the possible ingredients of grog - which may or may not include pepperoni... The Secret of Monkey Island is a graphical adventure in the style of Loom, but much better and very funny. Totally mouse-driven except when naming saved games, the simple command interface belies its potential. Click on an object and then click on a command. It's simple, and it works well. Graphically it's nothing special. Nice backdrops and a few close-ups, but

blocky characters and jerky scrolling spoil the presentation. The game plays well enough to disregard this for the most part however. Some 'piratey' sound-tracks add atmosphere, unobtrusively enough for sound effects to be heard above them. A witty story fleshes out Monkey Island to make it more than just a collection of locations and puzzles - the game is packed with jokes of many varieties. Puzzles vary from very easy to moderately challenging, and there's nearly always something else to do if you're stumped. The game forms a great introduction to graphic adventures while still being enjoyable to those with more experience. Unless you absolutely detest the genre, have a close look at The Secret of Monkey Island, me hearties!

Sherwood Forest + The Dragonstar Trilogy

A Red Herring Review, played on the Spectrum 48k

Fergus McNeill started Delta 4 Software in 1984 and between then and 1988 he produced a large number of adventures, many of them poking fun at other adventures, aspects of computing or life in general. However, his first two games, The Dragonstar Trilogy and Sherwood Forest, are essentially serious though they do make a few jokes at the expense of other games such as the Hobbit and Phipp's Knight's Quest (remember them?) and they are among the Delta 4 titles recently taken on by GI Games.

Neither game comes with any documentation but it is fairly easy to work out what is going on. In Sherwood Forest you take the part of Robin Hood himself and have to travel through the forest, the town of Nottingham and the surrounding countryside, righting wrongs and dealing with the villainous Sheriff of Nottingham, Guy of Gisburne and the sorcerer Simon de Belleme (though he isn't named). In The Dragonstar Trilogy, too, you have to sort out the forces of evil but the storyline isn't quite so clear. The three parts of the game can be played independently and each seems to feature a main adversary as you attempt to recover the Dragonstar Crystal though what exactly the crystal is and why it's important isn't explained until the end.

Sherwood Forest contains just over 40 locations and several NPCs. First of all, there are your Merry Men ... well, some of them. Little John and Will Scarlet are in the camp where you start and Friar Tuck isn't far away. Maid Marian flits from location to location and Hum the Hunter will take a pot-shot at you if you're in the right place at the right time; luckily he misses. There are also a couple of characters to rob if you feel inclined to increase your score. Considering this game dates back to 1984, having NPCs was quite an advance. But

unfortunately you can do little with them; in fact if you try to talk to them, you're told that "due to memory restrictions you shall not converse with other characters in this game." This is a bit frustrating when they seem to keep trying to initiate conversations.

A Few Hints

To repair the sword. - egrif eht tisiV - To escape from the dungeon. - .rewna eht sah nruH - To deal with the Sheriff. - .drows ruoy htiw mih kcattA - To sort out Gisburne. - .wob wey eht gnisu mih toohS - To finish off the sorcerer. - .drows ruoy esJ

The three parts of The Dragonstar Trilogy are quite different from each other, not only using different screen colours and displays but seemingly programmed in different ways. Parts 1 and 2 look Quilled but Part 3 doesn't. Part 1 is a real mapping exercise with over 150 locations but most of them are merely for atmosphere as there are very few objects to collect or puzzles to solve. Part 2 has a few one-way boat trips which seem to make it impossible to visit all the 37 available locations in a single game, you have to choose one of the two routes through it. Part 3 is smaller, 30-odd locations, featuring NPCs along the same lines as Sherwood Forest. Time passes if you take too long between inputs too.

You can't save your position in Sherwood Forest or Part 3 of Dragonstar. In the latter you must also be careful not to press the break key (on a +3, at least) as the game will crash. Sherwood Forest features simple, black-on-white, full screen graphics which can be disabled. Parts 1 and 2 of Dragonstar have similar multicolour graphics but those in Part 3 are much smaller and tucked away in the top left corner. Sherwood Forest and Part 3 also run a lot slower than the first two parts of



Spectrum 48K/128K+2.



Your life force fades the visions dim. All that remains are the tenuous memories. You recall a time of tranquillity and contentment in the bosom of your family. Lost forever, through treachery and greed, when your land was engulfed by the forces of evil.

You even remember the sound of your own screams as you were repeatedly tortured by the 'Abomination' and its insane minions.

You remember the period of 'limbo' that followed, the timeless waiting, the frustration and the need for revenge. But all this was before the legendary 'CHAMPIONS OF CHRONOS' recruited you to fight in the 'Great Temporal Struggle'. A task that you found impossible to refuse, a task that sparked off that indomitable urge to succeed.

The land of Dagda was the first 'rebirth' and deep down you know that there are others, or will be, for such is the existence of the 'traveller in black', the one they now call PHOENIX.

Once again you feel the need for help, so powerful that it crosses the barriers that cannot be crossed, allowing you yet again to be summoned to a time and a place not of your own.

You feel the pain of the 'rebirth' and when you open your eyes

PHOENIX

Notes : This game will support all the 'normal' commands such as EXAMINE THE ROBE or THROW THE SPEAR or OPEN THE GATE. It is also possible to link more than one command by the use of the word AND .. e.g. PICK UP THE RING AND EXAMINE IT. Whilst the use of the word IT is also useful when referring to the last named object ... e.g. TAKE THE MEAT AND EAT IT.

In order to keep a record of your progress throughout the game it is advisable to use the normal SAVE and LOAD commands to store a 'game-position' on the medium of your choice ... i.e. Tape users to tape, disk users to disk. However you can also use RAMSAVE and RAMLOAD to store and recall a position to memory. This is only a short term storage however and more permanent records should be made to TAPE or DISK.

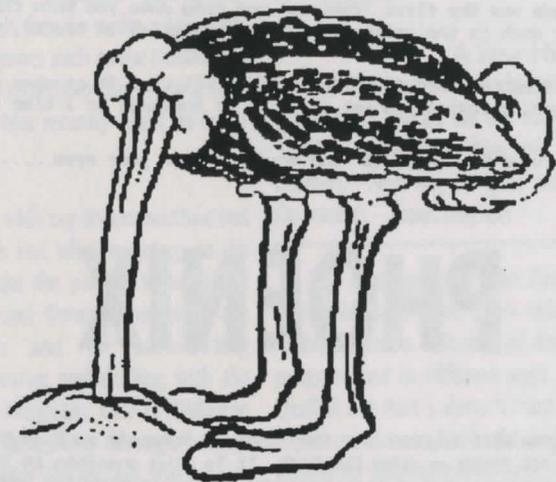
"The time for struggle is upon you and the 'Abomination' and its insane minions await your arrival, so gather your strength and compose your thoughts for it is time to do battle with those who must be destroyed. The 'Champions of Chronos' look to you, continue to uphold their beliefs and do your utmost to succeed in the 'Great Temporal Struggle' ..



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Dragonstar, in fact it is very easy to mis-key in Part 3. Generally you can't use abbreviations in Sherwood Forest or Part 3, not even for "examine", and the final message in Sherwood Forest goes off the screen too quickly to read.

A Few Hints

Dragonstar Trilogy Part 1: To kill the hydra. - .dleihS dna drows htob esU - What to do at the stone table. - .noitpircsni eht enimaxE - To find Draxol. - .rewot ES eht fo esab eht fo htroN egassap enimaxE

Part 2: To get started. - .epor mbilc ,epor worht ,ffik fo toof tA - In room with two doors. - .sdroc htob lluP

Part 3: Black archer kills you. - .dleihS eht yrraC - To kill the black archer. - .f'nac uoY - What to do with the scroll. - .rechra yb kcor tih ,ti enimaxE - To defeat

Moudren. - .ekal kcalb eht yb latsyrc pord ,mih yb slobmys enimaxE

It's necessary to take into account the age of both adventures and their original prices (The Dragonstar Trilogy first sold for £4.95 each part or £9.95 for the full set) when deciding if they are a good buy. Being a fan of Fergus's adventures, I feel that they are worth getting for their historical value alone, despite finishing Sherwood Forest in record time. The Dragonstar Trilogy is clearly a better buy as it is a three-parter. As long as you take these factors into account and don't expect a game as advanced as current Spectrum releases, you won't feel you've blown £1.99 on either of them.

SimEarth

A Red Herring Review, played on the ST

If you enjoyed being a mayor in SimCity and exercising your organisational skills, and if you also got a kick out of playing God in Populous, you can now indulge yourself completely with SimEarth by looking after a complete planet and all its inhabitants.

When you first buy the package, it looks somewhat daunting with a large, heavy box and a thick spiral-bound manual (plus a thinner manual for PC owners). The addendum was a slight problem for me as my copy was in French and it's a while now since I did my O levels! Luckily the nice man at Ocean sent me a new copy in English. However, despite initial impressions with all these pages to read and inwardly digest, the simulation is surprisingly easy to get into.

On loading, you're presented with a Help Window giving starting instructions (help is readily available throughout the simulation) and two maps, the Terrain Map and the Edit Map which gives greater details of the planet. Selecting

New Planet and passing the copy protection (no probs), you can choose from several different difficulty levels and eight planets, each of which has its own problems. The best one to try first is Random World as it can start from the effective birth of the planet (the Geologic Time Scale) though you can jump up the time scale if you want and pick Evolution, Civilised or Technology.

Starting in the Geologic Time Scale, you'll be presented with a virgin planet where the oceans are slowly starting to appear. The years tick by and life suddenly springs into being in the ocean and soon the most primitive Prokaryotes are giving rise to more complex Eukaryotes... evolution has begun. Meanwhile tidal waves, volcanoes and other natural events are shaping the continents. Once the Cambrian Age starts, more and more new species, both plant and animal, will start to appear and you can either watch them dispassionately or take a hand in their evolution by manipulating their environment in one of several ways, changing

factors such as the core heat of the planet, the axial tilt, amount of rainfall, solar input or air-sea thermal transfer. You can even affect the plants and animals themselves more directly by changing their reproduction and mutation rate or factors such as their thermal tolerance so that they can withstand greater ranges of temperature. Often changing several factors together will be necessary and the manual goes into great detail to explain the pros and cons of each possible change.

There are more windows and graphs to tell you how your world is progressing at every step. You can take air samples and that might show that you need to increase or decrease one particular gas to make the place more hospitable. Another graph will show the ratio of the different life forms on the planet. If you want you can place particular life forms or habitats yourself and see if you can get them to survive. In the early stages, because it's tempting to give nature a

bit too much of a helping hand, it's very hard not to find mass extinctions occurring through your interference but if you want to take charge completely, you can cause one particular life form to become extinct by the merest click of your mouse (oh, the power!). You can also vary the appearance of the Map Window to check on the water and air temperature, wind vectors and so forth.

Eventually life will appear on dry land with insects, dinosaurs and birds. Finally, mammals will evolve and from there it's but a short step (in geological terms) until intelligent life starts to take over. Civilisations will rise and fall, from the most primitive Stone Age Man to the Nanotech Age whose people may, if you're lucky, leave the planet

to terraform and colonise their own. I got this to happen once and it gave me a great buzz!

On the easiest Experiment Level - you can tweak away to your heart's content but on the harder levels, every move you make will cost energy points, e.g. 20 energy points to place a fish. The SimEarthlings produce energy during their daily lives and you can use it in whatever way you see fit.

This has been a brief look at one of the most complex packages I've used so far. But despite its complexity, it is very user-friendly. The idea behind SimEarth is based around the Gaia hypothesis developed by James Lovelock which essentially states that many of a planet's systems are self-regulating. In its extreme view, the Strong Gaia hypothesis, the planet is treated as though it's alive. In fact there is a Gaia Window in SimEarth which you can call up during the simulation and will show a face on the planet giving you hints to improve its quality of life. A smiling face will tell you "I like animals" while a grimacing one will state "this pollution is bad" and will complain bitterly should you click the cursor on its eye (but you wouldn't do that, would you?)

Theoretically any life on the planet, apart from the most primitive Prokaryotes or Eukaryotes, can become intelligent. This means you can actively foster the development of intelligent reptiles, or whatever. I'm currently working on intelligent dinosaurs but not having too much success and I haven't even tried some of the scenarios such as terraforming Mars or Venus! SimEarth may be expensive but there's so much to it that I believe it will be a long time before I get bored with it.



Supremacy

Reviewed by Neil Monroe, played on the Amiga

In a rather convoluted manner, four new star systems with associated planets have been discovered. These obviously need to be added to the collection and, as the local despot, this task has fallen on your shoulders. Easy enough except it seems that imperialistic (read: soil-grabbing) tendencies are not limited to mankind - there are aliens out there who want a piece (and preferably all) of the action too. The challenge set in Supremacy is therefore to colonise these worlds and rid each system of its alien menace.

The systems consist of between 8 and 32 planets. Each system has a different alien opponent of varying skill. You and the alien each start with one planet. New planets must be "formatted" with an atmosphere processor before colonisation then energy, food and mining factories can be sent, which start producing goods. The colonists can be taxed - too much and the population will decline - and the credits gained sent back to your home world, while cargo ships are used for bulk transportation of resources.

With no pacifist alternative, since each alien will quite happily do unto you whether you like it or not, an army must be trained and equipped, and units garrisoned on each planet you wish to keep hold of. Training and equipping can only be done on your home world so troop-transport ships must be bought.

Attacking enemy planets is achieved by landing troop-transport ships and sending out your units. Spies can be paid to gauge enemy military strength; they will also reveal (for more credits) what goodies are available for plundering and the number of civilians present.

The game is won when either side successfully conquers its opponent's home world. Controlled via icon-filled screens, the game seems worryingly complex at the outset; but within a few minutes the controls become second nature and gameplay takes

over. Quick routes between sub-sections are provided. Playing with a mouse, the only time you'll need to use the keyboard is when renaming things or to confirm scrapping of vessels. Overall the controls are well-thought out and more intuitive than many similar games.

Once your colonies start spreading across each system the once-simple tasks of overseeing tax rates, shuttling resources, training and equipping troops, ferrying army units to under-staffed worlds, and spying for potential booty, quickly become too much to handle; successfully maintaining more than a handful of planets can only be achieved with plenty of practice and patience - beating your opponent takes even more.

Various methods can be used to beat the first alien: "scorched earth"; hit and run; accumulation for an Armageddon-style end; or tit-for-tat. Any of these, or a mixture of them, will probably succeed. Be prepared to change your strategy though, as the later aliens can mess up even the most successful plans...

"Your will be done", states the manual. Depending on what your will is, Supremacy does a fair job. I feel that it missed some important points however. Assuming the technology for space ships and tactical nuclear weapons (both are available), missiles would seem a very cost-effective method of subduing a hostile planet from orbit; these are not an option, nor does the manual touch on this. The aliens exist in biologically-compatible atmospheres and eco-systems, and even use identical spaceships to your own; the advantage of this is that when conquering a hostile planet enemy vessels can often be snaffled, the downside is that it strains the rather implausible background story even further. With the careful thought that has obviously gone into the rest of the game, these two points could have been incorporated.

It is not a war game by any means - tactical decisions are limited to sending troops out from their transports, a four stage "aggression factor" - mostly useless unless you expect enemy reinforcements - and recalling your men again (it doesn't allow female soldiers).

Supremacy's presentation is top-notch. Colourful screens; good controls; natty animations which don't intrude on gameplay; reasonable background sounds, which can be switched off; and excellently-drawn ships, army equipment and aliens - all not really necessary for this type of game, but creating an almost hypnotic atmosphere. You can play Supremacy for hours at a time and still not be bored by its presentation. Each alien appears to follow not dissimilar strategies, but speed and number of planets forms an introduction to the game, allowing the player plenty of leeway and spare time; the second and third are quite dangerous opponents - more than a few mistakes can easily cost the game - the fourth one is the one to watch out for as it will often make a first strike before you even have an army! Also, it seems to know how to cheat!

The manual is quite comprehensive, and has a useful "Help" section, an index (hurrah!), a "walk-through" for those not masochistic enough

Treasure Island

A Red Herring Review, played on the Spectrum 48k

One of the books that I regret not reading is Stevenson's Treasure Island, especially now that I've tried to play an adventure based on it. I know the basic story behind the game and phrases like "Har, Jim, lad", "Pieces of eight" and "Agh, it's the Black Spot!" spring to mind. Luckily Jack Lockerby has thoughtfully provided a precis of the story on an A4 sheet that comes with the game.

The game itself is in two parts with you playing the part of Jim Hawkins, a young lad. The first part begins after Billy Bones, the old sea dog

to read every manual they get, and is generally quite well written. There's also a quick reference card, useful during the first game or to refresh your memory if you haven't played for a while.

In conclusion, Supremacy looks and feels very polished. The tactical element is weak, and it will not appeal to ardent wargamers (despite what the game box or magazines might say). Resource-managers will love it. Other games players should suck it and see. I found it very addictive over the short term but started picking holes after perhaps twenty hours of play - nevertheless I still play it occasionally.

A Few Hints

The population fluctuates, making supplies difficult to judge. - .noitalupop elbats a sevig %04 fo etar xat A - Which planets are best to hold on to? - . derrefsnart ecalupop eht ro noitnitxe omi dexat eb nac sternalp ssecE .siloportem a , melbop a si hsac fi dna ;slevel rehjih no eno cinaclov a ;dlrow laciport A - The enemy conquers a planet. What can be done? - .tibro morf setilletas ygrene yna evomer ,elbisaef ton si siht fl .spih ymene gnirutpac fo ecdnahc eht neve si erehT .tenalp eht no yps ,htgnerts ymene tuoba erusnu fl. elbissop fi ,ylkciuq ti ekat-eR

staying at the Admiral Benbow Inn, has suffered a fatal heart attack after receiving a piece of paper, the so-called "Black Spot", from the hands of Blind Pew. You know Pew is likely to return with more pirates so you send for help from the local Revenue Officers.

A quick look round the Inn, and especially in Billy's room, will turn up a treasure map. This must be what the pirates are after! And, as you expected, come they do, in force, looking for the map. If you're quick on your toes, you can elude

them and save the map and if you can find a sympathetic ear for your tale, you and two companions will soon be setting sail from Bristol aboard The Hispaniola, a grand ship but crewed by an unsavoury bunch including a one-legged man called Silver. Funny, Billy Bones had mentioned a one-legged man to you...

Part Two of the game takes place on the island itself. By now you all know the crew are not to be trusted and you must make provision against any mutiny they might (?) have planned. As expected, you are the advance party, sent to scout out the island and check that the stockade there is prepared for your arrival. You'll meet an old man, Ben Gunn, who will drop a gentle hint about a favour you could do for him, and you'll also get quite involved with the local wildlife, while keeping an eagle eye out for those pesky pirates.

Even without being familiar with the book, Treasure Island is a joy to play, as are all Jack's games. Mapping is the only problem as there are several mazes (none too difficult though) and the Hispaniola is built on several decks, each of which needs mapping and the routes between them indicated. There are lots of ups and downs on ships and since the voyage to the island is timed, taking five weeks, you only have a limited amount of time to find your way around and carry out all the tasks you need to before Part One of the game comes to an end.

The island is also tricky to map with its central knoll and stockade, the areas around these and, surrounding the whole lot, the coastline. However, if you map both sections, ship and island, neatly you'll end up with a couple of really well-designed playing areas. The island is also realistically constructed as a sense of distance is given when you travel from one end of it to the other and because of the place names given to major landmarks such as Haulbowline Head, Cape of the Woods, Mizenmast Hill and Twin Peaks... a damn fine

cup of rum there, Jim lad, and pass the cherry pie and doughnuts while you're at it.

Timing is also important in Part One when you have to find and then elude the pirates. It took me several goes to work out exactly what to do so as not to lose the map or my life, either at the hands of the pirates or, inadvertently, at the hands (or rather, the hooves) of the rescue party from the Revenue.

There are a few typos in the text but nothing to raise one's hands in horror over, and I found a couple of bugs, one of which I thought might be a problem (putting an item in a pocket and not being able to take it out again) but it turned out not to matter.

I found Part One pretty easy and was feeling a bit smug at finishing it when I noticed my score - 34%. Oops. Since your score is carried from one part to the next when you save your position at the end of Part One, I guessed I was 16% short (good at maths, huh?) and, sure enough, replaying Part One many times finally gave me the missing points. Part Two is harder, I reckon, but I am savouring the problems and in no rush to beg for help. A game like this is worth taking your time over, to get the most from it.

A Few Hints

Part One

To find the pirates. - .aes animaxe dna evoc ot oG - To escape the pirates. - .sehsuh eht ni edih ,esahc yeht nehW .tsrif tekcap ni pam tuP - To get rid of the cutthroats. - .tops kcalb eht meth wohS - To enter The Spy Glass Inn. - .htcap eye na raeW - Need money? - .taobgnol 'setarip eht dehcras evah dluohs uoY - To get rid of Silver. - .niatpac eht ot troper ot mih lleT

Part Two

To get rid of the bird. - .esohpromatem rallipretac a pleH - To meet Ben Gunn. - .ezam tserof eht hguorht oG - You've found some droppings but no goats? - .doof etiruovaf rieht deen ll'uoY

The Balrog's Tale

"Well stuff me gently!" yelped the Balrog, glancing up from the copy of YOUR UNFAIR that was balanced precariously against the jar of pickled Dragon's wings in the middle of the kitchen table. "Would you believe it, that plonker Drarreg has only gone and given in his damn notice and left the poor adventurers of this world high and dry." With that, he flicked a large bluebottle off the top of his coffee and raising the steaming mug to his lips proceeded to down the best part of it in one noisy swallow. Wiping the drips from his chin, he turned to the cat and said, "After all these years of having Ekim's grinning face peering down at you from the top right-hand corner of the page that old adventure column just ain't gonna be the same."

For the next few moments both the cat and the cockroach gazed in the direction of the old Balrog and wondered just what his next move would be. Despite the fact that they had been his constant companions for many a long year they were never sure what scheme he was hatching in that devious mind of his and more often than not were quite taken aback with what resulted from a moment of serious thought. The cat glanced apprehensively in the direction of the door and the cockroach quickly nodded his agreement. Then just as they were about to head for the safety of the doorway the Balrog looked up and yelled, "Bleedin' Ekim has got no right to up sticks and go off like this, not without informing us just who his successor is going to be, at least and definitely not without giving us time to arrange some sort of farewell piss-up. The selfish sod has given no thought to the needs of others!"

As the cat slunk beneath the table and the cockroach dived for the relative safety of the space beneath the fridge, the Balrog paced up and down the kitchen mumbling to himself. "Hmmm, wonder what that idiot Andy Ide is going to put in charge of the adventure column? Bet it turns out to be some



slip of a girl whose biggest adventure so far has been a night out on the town with Greg Ingham. She'll never be able to cope with questions like... 'How do you fill the toilet bowl full of green gas in BEHIND CLOSED DOORS III?' or even 'What use is the banana in LOST TEMPLE?' From beneath the table came a plaintive purr and the Balrog turned to look at the cat. "Maybe you could do the column?" purred the cat, but before Balrog could answer the cockroach squeaked, "No chance, there would be a conflict of interest being as how he is the owner of the major publishers of Spectrum adventures in the land and probably the guy responsible for submitting 90% of all the games sent in for review. Not even a long-haired hippy like Andy Ide would stand for that!"

Balrog kicked the leg of the kitchen table, causing the jar of pickled Dragon's wings to wobble dangerously close to the edge. and as the copy of YOUR UNFAIR floated to the floor he said, "Yep, I guess you're right. We will just have to wait and see what happens in the coming months but in the meantime don't just sit there doing nothing, we have plenty of games to get ready for release and stacks of orders to process." As he shuffled towards the door out of the kitchen, Balrog looked over his shoulder and grunted, "No matter what happens, one thing is certain, old Ekim Drarreg will be sorely missed."

(Editorial Note: As all YS readers will know, Mit Pmek has now taken over from Ekim.)

Origins of Origin

By Sue Medley

Who would have thought that such a successful company as Origin, producers of the Ultima series and a whole range of other games, could have started off as a school project?

Back in 1977, young Richard Garriott was taking a programming course at high school and, as part of it, had to come up with a programming project. As he had a keen interest in Dungeons and Dragons, he decided to try to do a version of a role playing game on computer. He got so engrossed in this feat that it ended up taking up his last three years in school and got up to version 28, though it was only in text, the only possible illustrations on the sort of teletype terminal/modem link that he was using being alphanumeric characters, as still seen in games like Hack and Larn.

While waiting to go to college he discovered the Apple computer and was intrigued by the idea of putting graphics into a computer RPG. During the summer he wrote a game called Akalabeth, packaged it himself using zip-loc bags and sold less than 12 copies through a local computer shop. One found its way to the software publishers California Pacific who offered him a contract and Akalabeth ended up selling 30,000 copies! Since the game had been written primarily for fun, not profit, Garriott realised that if he wrote a game that was actually intended for publication, he could earn money doing something he enjoyed. The seeds of the Ultima series were sown.

The first Ultima game was programmed in Garriott's closet in his bedroom, emptied of his clothes and furnished with a desk and his precious Apple. It took just over a year to write and was again published by California Pacific in 1980. Almost at once, work commenced on Ultima II but California Pacific went bust in 1981 so by the time the game was finished, Garriott was looking for another publisher.

There were many firms who were keen to do business with him but Garriott had some

stipulations. He wanted the game packaged in a box with extensive documentation - this at a time when most games were still being sold in zip-loc bags. But one thing was more important... the idea of the time doors which are such an integral part of Ultima II had come from Garriott's avid viewing of the film Time Bandits and especially the map with which Randall and the other dwarves found their way from time zone to time zone, so he wanted a cloth map included in the packaging. The only publisher willing to do this was Sierra On-Line, so Ultima II was published by them. 50,000 copies were sold in the early days and that figure has doubled by now.

However, there was a "falling-out" with Sierra over the production of a PC version. Wary of further problems with a publisher over future games, Garriott and his brother, Robert, decided to form their own company, Origin Systems, in 1983. The first offices were in their parents' garage in Houston, Texas and Robert became the business manager and president while their mother Helen, a professional artist, drew the cloth map and other illustrations. Though it was a bad time, businesswise, to start up a new company (the software industry went into a slump in 1983), Ultima III sold over 120,000 copies worldwide.

By the time Ultima IV was being programmed in 1985, Origin had moved from Texas to offices in Londonderry, New Hampshire and there was no longer any need to work in a closet. But though Garriott found the atmosphere of New England (especially the weather) less enjoyable than his previous life in Texas, Ultima IV was an even bigger success than the previous games, selling over 200,000 copies.

The time had come to expand, because until this stage Garriott had done most of the work himself. Programmers were hired and Origin started to grow. Garriott returned to Texas where a game development office was opened in Austin while publishing and marketing were handled from New

Hampshire. Ultima V was released in 1989, distributed by Broderbund.

Almost ten years had passed since a young lad had sat down in high school to work on his computing project. By the time work started on Ultima VI, 40 staff were based in Austin, there were over 15 titles in Origin's catalogue, including games such as Windwalker and Knights of Legend, and the offices took up 12,000 feet of space in an office block.

Origin was the tenth fastest growing independent software company in 1990, ranked at 55th overall, an improvement on their ranking of 75th in 1989 and Richard Garriott has just been named Young Entrepreneur of the Year by the Austin Chamber of Commerce. So the company looks set to continue for many years, building on a decade of experience, especially with regard to the Ultima series. Ultima VII is due out in the near future and uses a new design system called

Terramorph Draw and the design of the system has cost the company a quarter of a million dollars.

Spin-off games such as Savage Empire and Martian Dreams are only the first of many; other planned scenarios include piracy in the Caribbean and the myths and legends of ancient Greece. As for the Ultima series itself, Garriott hopes it will continue for ever, and there seems no reason why it shouldn't since every Ultima from Ultima III onwards has sold over 100,000 copies, each gaining a Gold plaque from the Software Publishers Association for its exceptional sales. On the non-computer side, a pen-and-pencil Ultima is on the cards, as are a series of fantasy novels about the magical land of Britannia. It's interesting to speculate on what the NEXT ten years will bring!

*Bibliography - The Official Book of Ultima.
Shay Addams/Computer Books*

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An Introduction to Play By Mail

By Tim Lomas

Greetings one and all, this is the place in Red Herring where the PBM gaming action takes place. I'll apologise to any of you who actually have any contact with Postal Gaming for this column, most of you probably haven't the faintest idea of what's going on so I'm going to use this space to explain. Firstly, who am I? Well, there are two reasons for me being asked to write this; the first is that I've been playing in postal gaming for 20 years or so and I should know something about it by this time. The second (and the real reason I'm here) is that I'm probably the only person Marion and Sue know who actually knows anything about the subject.

A quick potted history of myself so you know what I'm about; I started playing postal games in the late sixties when I ran out of opponents for chess (I wasn't actually very good but my family and friends were worse). I played postal chess for some years and then moved into Diplomacy, a seven player game played by post in the seventies. When I went to University I got into Dungeons and Dragons (not by post this time) and then just after I left I found that there were suddenly a lot of games being run postally. I started playing them in 1981 and I've been at it ever since. In the mid '80s I started designing games as well and writing about it here and there. Currently I have one of my games running in both the UK and the US, I still play games, about 20 at the moment and I also edit a small zine for one of them. I still write occasionally for one of the two postal games magazines in the UK and sometimes for other smaller zines when I have the time and the inclination.

Right, that's me. What is this postal gaming lark and why would you be interested in it? Simple as it might seem, postal gaming is simply playing games by post. In these you're playing against the imagination (and sometimes the programming ability) of the designer. In arcade games you are playing against a design but will also require rather more in the way of co-ordination. Then there are Role Playing games such as Dungeons and Dragons. Here you are

playing within a standard world of one sort or another but in the particular setting designed by your Dungeon Master. In postal gaming, most of the time you are playing against other humans. The design will have been produced by someone but when actually playing the game you will be up against opponents like yourself, people who make mistakes, people who have sudden flashes of inspiration and more to the point people who can be unpredictable. That's what makes it different, people are not the same and in the same situation different people have different reactions. You might find yourself up against a player you know well, having played with them before many times, you might know their style of play, but your opponent also knows you, he might just decide to do something you are unlikely to expect.

A postal game consists basically of three elements. The game and its GM (Game Master, often nowadays called a Game Moderator) who actually runs the game; yourself, your fellow players and the Postal Service which is the medium through which you communicate. Occasionally games are run through Electronic Mail but this is effectively the same thing. Somewhere the game will have been designed, this as far as you are concerned is not really relevant, the person you will be talking to will be the GM. This may well be the same person but it doesn't matter. The GM is the person who runs the game. The game design is vital, a good game design can be ruined by being run badly but there's no way a bad game can be made worth playing just by having a good GM.

One problem for a new player in deciding what game to play is simply that you don't know what the games on offer are like. There are a number of ways you can get the information you need to make an informed choice, the first and often the best is a personal recommendation; if you've got a friend who plays PBM ask them about the games they play, ask them which they recommend. There's nothing PBM players like more than being asked for their advice, they love it (yes, it gives me a buzz too which is why

I'm writing this!). The better you know the other player the better you'll be able to filter their personal tastes out of their advice, a dedicated Role Player is unlikely to recommend a tactical Science Fiction game (and vice versa). The other thing to do is tell them the sort of thing you want and ask them what they know about the games on offer, if your friend is an active player then they're liable to have a number of contacts who will probably have played half the games in sight. Before writing this particular bit I went off and CHECKED my database for the names of people I've met over the years in PBM. I knew there were a lot but even I was surprised when I managed to come up with over 400 contacts, most of whom I've spoken to over the last year or two... if I can't get the information I need out of that lot then I'm in trouble.

Another place to go looking for information (or ideas for games to play) is PBM magazines. These are not the sort of magazines you'll find on the shelves of W. H. Smith, the circulation is too low, but they are available and relatively cheap. Their advantage is that

you'll find (usually) unbiased opinions of games with reviews, news and all sorts of other goodies. The third place to go for information is the GMs themselves. If you've got a game in mind and the name and address of the GM then just write, tell them you're interested in playing and if you're new to PBM, then ask for details of their game. If you've got particular things you want to know, just ask. You can check up on the current prices, the length of time between turns (after all, it's not worth playing in a game which is run once a week in Mongolia when you live in the Hebrides!). If you want to see a review of the game and you don't know if, or where, one was printed ask the GM, he'll certainly know what reviews have been printed and might even have arranged to send out reprints to new players. A number of GMs have done this in the past and at least two I know of do it now.

The next item on my little list of things to mention is GMs. The range of types here is quite staggering. There are a few firms running PBM games full time, employing people and actually making money out

of it (not many I'll admit). A larger number run their firms part time, designing and/or running games after spending their days doing a real job to keep a roof over their heads, often with the help of their spouses and sometimes employing maybe one or two people on a very part time basis, for very little more than pin money. The last type are individuals who run games on their own, again making a living in the real world and fitting the games into their spare time. That might seem to imply that the big firms are the best, most efficient and the best way to get good service. Not at all, one of the best known names in PBM has been running for nearly 10 years, with the help of his wife and doing a real job to at the same time. The majority of GMs give a good service, be they big or small, those who don't find their players go elsewhere.

What to look for in a good GM is next, this really depends on what you want from him. The first thing, of course, is that they run a game you want to play, if they don't then it doesn't really matter how good or bad they are. Assuming this is the case, then you want to know that they'll be running a good service with efficiently run games at roughly the turn-round they've said they will and at a price you're prepared to pay. You may have personal preferences, you might want a GM who runs just a few games (or in some cases just one) but who provides a very personal service. In my time I've known (and know) a large number of GMs. A small GM may well know his players individually, you might walk up to them at a convention and expect him to know who you are as soon as you mention your name. Mostly he will but less so as games get bigger and GMs have more players. A GM with fifty players can probably know all his players (I chose fifty as that was the maximum number I had when I ran games myself and I knew them all) whereas a GM with five hundred or a thousand players can't possibly know them all. They'll probably know a lot but there's no way they can be expected to know every player who plays just one position in one game they run. If they employ a number of people who deal with turns and correspondence they may never have heard your name, it doesn't mean that they're not providing a good and efficient service, simply that what

applies to the small GM doesn't apply to the large GM.

There are as many different types of players as there are games. For some reason Civil Servants and computer programmers seem to be especially fond of PBM, at any meet you're liable to find both in quite high proportions but in my time I've bumped into Police Officers, Prison Warders, dustmen, shop assistants, pensioners, students and those still at school and once, a priest. The thing they all have in common is that they like playing games (obviously) and in general they tend to be very sociable people. A lot of PBM players (including myself) like meets and conventions and you'll find small meets (usually held in pubs) all over the country.

PBM is a fairly small hobby, estimated recently by one of the magazine editors at about ten thousand players in the UK. That being so you won't find the magazines on the shelves of your local newsagents, they're subscription only. The oldest still running and the winner of the magazine award at all the London conventions, is Flagship. This has been published since 1985 (I think). It's edited by Nicky Palmer (currently living in Switzerland) but the administration is done in the UK. This is a nicely produced mag, the latest arrived through my letterbox yesterday and runs to fifty six pages. It contains reviews, letters, articles, various small bits such as feedback from previous issues and an editorial. I've known Nicky since 1984 when I first bumped into him in a game and I see him annually at the London convention. I also communicate regularly with him via Compuserve (an Electronic Mail network) and I've just found myself in another game with him, the first for many years. He knows his subject and produces what is considered to be the more serious of the magazines, they do have humour but the articles and reviews tend to be a little more 'in depth' than elsewhere. You can get hold of Flagship by writing to: Flagship, PO Box 1733, Handsworth, Birmingham B20 2PP. As it happens my subscription is just due for renewal so I've got this little piece of paper in front of me quoting the prices. Flagship publishes bimonthly and costs you £9.25 for 4 issues, £15 for 8 or £23 for 12. Well worth the money in my humble opinion. They also have a money back guarantee for new subscribers. Send a subscription and if you

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decide you don't like the first issue you get, cancel your sub, get your money back and keep the offending issue. Can't be bad, if you don't like it you end up keeping your hard earned cash. I asked how many refund requests they'd had and the answer was two.

The other of the big magazines is PBM Scroll. This one is younger than Flagship, it's now on issue 16 and after a slight hiatus at the end of last year, seems to be as strong as ever. It is edited by John Woods, someone else I've known for a few years and who I meet most months at the London meets. Scroll is less 'serious' than the Flagship and the coverage tends not to be quite as deep, although it does come out well on top when it comes to coverage of sports games. The contents tend to be somewhat similar to Flagship (but then they are covering the same field for essentially the same audience). John has had a fairly major change in production and distribution lately which means the standard of appearance has improved and distribution is better than it used to be. Overall the last year has seen it change from what I always considered to be the best of the

'amateur' zines to compare in format and appearance to Flagship. Scroll is now the only other large scale PBM magazine following the demise of PBM Monthly this year and looks good for many years to come. I rang John to check on his sub rates and they are currently £6.80 for 4 issues (that's a year, it publishes quarterly). The address to write to is: PBM Scroll, 91 Wandle Rd, Morden, Surrey.

Well, that's about it for the intro, your editors have been foolish enough to invite me to drop by each issue so I shall be back next time. I plan to spend that column reviewing a few of the better known games which have been running for some time. A number of these are rather good for new players. In the meantime feel free to drop me a line if you have any questions, requests for coverage of anything in particular or suggestions.

You can contact me by writing to Tim Lomas, 211a Amesbury Avenue, London SW2 3BJ, or if you use Compuserve my ID is 100014,1767, I connect daily so anything sent to me that way should be answered within 24 hours.

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Spellcasting 101: Sorcerers Get All The Girls

A Red Herring Solution, played on the PC

Legend

Ernie Eaglebeak has just two ambitions in life - to become a sorcerer and to win the love of Lola Tigerbelly, whom he secretly worships. Unfortunately the first of these ambitions looks unlikely. At the start of Spellcasting 101, Ernie is locked in his room by his wicked stepfather Joey Rottenwood and about to be apprenticed to a man in the Dragon Tending Guild. His chances with Lola look even more remote because, to put it bluntly, Ernie is a bit of a nerd, but, with the style and humour we've come to expect from ex-Infocom employee Steve Meretzky, he's going to have a lot of fun trying to reach his goals. And, who knows, he could get lucky!

Spellcasting 101 can be played as a straight text adventure or as a text/graphics game or even from a command menu using the mouse, getting rid of the need to type at all, with various extras such as an on-screen compass, optional map, animated graphics, sound effects and an excellent soundtrack.

It can be played in two modes, naughty or nice, much as in one of Steve Meretzky's other games, Leather Goddesses of Phobos. This solution is the "nice" one so as not to scorch the paper!

Escape:

Starting locked in your Room. Examine desk - open drawer - get note and application - read note - read application - Joey enters, threatens you and leaves - get application - N - open door - get potty - open grate - D - you squeeze through and tumble down into an alley, losing your clothes in the process - examine shed - open it - it's locked but you know the key is under the flat rock nearby - lift rock - you see the key but hear Lola coming - get key - your old school teacher Minnie arrives and puts her foot on it - push Minnie - she falls back into the mud; meanwhile you hear Joey chatting up Lola - get key - unlock shed with key - open door - W - get overalls - wear overalls - E - E - you push past Joey and Lola and escape to the Sorcerer University.

Sorcerer University:

In Donkeydung Hall, waiting to register. Stand in line - wait - until you reach the registrar. Answer his questions; the answers are in the game packaging. You're presented with your spellbook and a few weeks pass.

Tuesday. Get newspaper - examine it - read editorial - read news - read arts - read sports - E - NE - Professor Tickingclock invites you to dinner on Wednesday at 7.30pm - SW - Mythology 101 is just starting - take notes - wait - until class finishes - W - NW - you're invited to a party at I Phelta Thi at 8.00pm - SE - SW - you're invited to a party at Tappa Kegga Bru at 8.00pm - NE - E - wait - until Ethics 101 starts - take notes - wait - until class finishes - E - Simulation Lab - sit in chair - you can do this section several times quite safely, learning the closely-timed sequence of actions you must follow; for the moment, we'll ignore it. Once back in the Lab - stand up - W - W - NW - wait - until the party starts, then keep waiting until a young woman, who is feeling dizzy, asks you to escort her outside - escort woman - she is the president's daughter. She passes out after asking you to take her somewhere safe - S - E - to your Room - drop Gretchen - search her - an embossed key drops to the floor - get key - W - N - SW - someone at this party asks you to take care of a spell box - examine box - open it - open it - you gain the

SKONN spell - NE - S - E - sleep - you wake in the morning to find a note - get all - read note - from Gretchen.

Wednesday. W - SW - unlock door with key - open door - NW - the President's House where you see the Sorcerer's Appliance - examine appliance - get box - open it - you gain the FRIMP spell - SE - E - N - get newspaper - E - wait - until Spellcasting 101 starts - take notes - wait - until each time you're asked to cast BIP - BIP - wait - until class ends - read editorial - read news - read arts - read sports - U - Library - get popular book - read sign - U - well, it was worth a try - SKONN bust - one of the statuettes expands - climb bust - get box - open it - you gain the KABBUL spell - D - D - wait - until Mythology 101 starts - take notes - wait - until class finishes - open trapdoor - oo! It's too heavy - FRIMP trapdoor - open it - D - A maze of Maize Rooms; map it and note the letters in each location - SE - S - E - E - SW - W - S - W - W - an opening appears in the floor; you followed a route marked "This way out" - D - get box - open it - you gain the DISPAR spell - U - N - N - N - N - E - FRIMP trapdoor - open it - U - W - S - wait - until 7:30 - U - The Housemaster's Suite - examine surfboard - wait - Tickingclock mentions the Appliance - ask professor about appliance - wait - he'll talk about it, then fall asleep - help Hillary - you wash the dishes and leave - E - Your Room - wait - until you feel sleepy - sleep - get all.

Thursday. W - N - get newspaper - read editorial - read news - read arts - read sports - E - wait - until Math and Science 101 starts; you're given a map - take notes - wait - until class ends - wait - until your mother appears, gives you a talisman and the university is attacked! When you come round - get all - E - sit in chair - you find yourself by a Moat; if you had time you could read your spell book and find you have some extra spells - GUB tree - ZEM me - S - you're attacked by an atomic dragon and hear a scream from the tower window - kill dragon with sword - VAI ivy - climb ivy - pull lever - release damsel - out - you "die" and return to the lab - stand up - read spell book - you've retained the VAI, GUB and ZEM spells. If you'd done the simulation before this point, the spells would have been removed when you finished it - W - SW - U - get surfboard - a bolt of energy zaps you! - DISPAR surfboard - get it - a spell box falls from behind it - get box - open it - you gain the BLUBBA spell - D - SW - Professor Peelerofsmallfigs is dying here; listen to his words - examine surfboard - put it in water - stand on it - turn left dial to 6 - turn right dial to tick - push button - wait - until you arrive at...

The Island of Lost Soles:

From now on, remember to "sleep" when necessary and when you awake, "get all" - Read sign - (you learn you must restore 80 lost souls to human form. The KABBUL spell must be cast on the person's proper name, and their non-human form will be a pun on their real names. The messenger nymph will give some names as you complete this section which has been divided up by area).

The Meadow:

KABBUL Blaise, Ashby, Charlie, Charlotte, Bernie - SE - The Riverside - Sandford, Clifford, Brooke, Rod, Barb, Bridgitte - NW - NE - Forest - Gail, Leif, Robin, Wolfgang, Woodrow, Dawn, Ernest - S - West of House - Matt, Carmen, Peg, Jack, Dolly, Mikey, Belle, Jim - Open door - E - Living Room - open safe - read legal document - examine pedestal - Penny, Wilbur, Wilton, Wilma, Wilhelm, Willie, Ty, Jules, Buck, Kitty, Adam, Nicholas, Adlai, Pierre, William, Will - E - Kitchen - Sherry, Stu, Pat, Patty, Frank, Ricky, Waldo - U - Attic - Bill, Tom, Bo, Kermit, Knute, Bunny, Teddy - D - W - D - E - Cellar - Dusty, Goldie,

Gabby, Betty, Lacey, Daisy, Archie, Hardy, Connie, Lucy - E - British Aisles - Laurie, Bobby, Lucille, Billy, Lulu, Gaylord - SW - Sound Studio - Melody, Winnie, Mike, Cy, Carol, Blair, Humphrey, Noel - N - as you move, you're met by the islanders and presented with a big key and escorted back to the meadow - stand on surfboard - turn left dial to 4 - turn right dial to pig - push button - wait - until you arrive at...

The Island Where Time Runs Backwards:

In this section you must perform all actions in reverse by noting the program's "responses" to actions you are about to carry out - or have you already done them? Confused? As an example, when you arrive you're told a large piece of waybread rises into your hand so you must...

Drop waybread - you go north - S - you go NE - SW - jump through window - wait - wait - you rise from the small mudbath - climb into small mudbath - climb into medium mudbath - climb into large mudbath - U - eat small waybread - eat medium waybread - eat large waybread - play chess with small nun - play chess with medium nun - play chess with large nun - IN - open door - read sign - NW - examine pedestal - N - give box to director - get off surfboard - time returns to normal - open box - you gain the BUNDEROT spell - turn left dial to 8 - turn right dial to slug - push button - wait - until you arrive at...

The Island of the Amazons:

During this section the Amazons will set you certain "tasks" at regular intervals.

These have been omitted from this solution.

SW - you're invited to stay by the Amazons - W - VIP Suite - examine pedestal - wait - until Ursula leaves - open chest - get shoes - climb into vent - you drop down into the SIP Suite - open cabinet - get gown - climb into vent - E - S - get all - sword, lipstick, magazine and pomegranate - N - W - look under bed - see a bonnet - get bonnet - you can't reach it - FRIMP bed - get bonnet - remove cloak - wear gown - wear bonnet - wear lipstick - wear shoes - E - NE - the Amazons don't recognise you through your disguise - remove gown - wear cloak - remove shoes - remove lipstick - remove bonnet - stand on surfboard - turn left dial to 14 - turn right dial to bat - push button - wait - until you arrive at...

The Restaurant at the End of the Ocean:

You see a MAJJELLO spell box floating in the water - get box - it's swallowed by a pygmy shark - IN - you're given a menu - read menu - order shark - examine pedestal - your meal arrives - BUNDEROT shark - you find a slightly-chewed spell box - open box - you gain the MAJJELLO spell, the restaurant closes and you're thrown out - stand on surfboard - MAJJELLO map - there's a hidden island at Boa 10 - turn left dial to 10 - turn right dial to boa - there isn't a boa setting! - MAJJELLO right dial - boa appears - turn right dial to boa - push button - wait - until you arrive at...

The Island of the Gods:

Unlock island with big key - N - read sign - N - examine pedestal - W - wait - you hear people approaching - hide behind drapes - wait - until Glock leaves - stand up - wait - Ocarina asks if you'll help with her crossword - help Ocarina - she offers you a GWEEK spell box - take box - Glock arrives, throws you in the rubbish dump and tells you to clean it up - open box - you gain the GWEEK spell - GWEEK trash - BUNDEROT trash - it's all gone! You see a spell box - get box - S - open box - you gain the GOBERDUNA spell - S - S - stand on surfboard - turn left dial to 13 - turn right dial to pig - push red button - wait - until you arrive at the lagoon, you see a Lok Pik Monster - GOBERDUNA monster - you tie its neck into a knot - E - you arrive at...

Fort Blackwand:

This looks familiar - GUB tree - ZEM me - S - kill dragon with sword - VAI ivy - climb ivy - the damsel in distress is Lola! - pull lever - release Lola - get purse - open trapdoor - D - you see three gates, three x's and a painting - KABBUL Art - the painting changes into Art, who offers his help - Art, stand on gold x - Lola, stand on silver x - stand on bronze x - all three gates are now open - W.

Stunning Climax:

You find out that the evil mind behind the attack on the University and the disappearance of the Sorcerer's Appliance is none other than Joey Rottenwood! Open purse - get flamethrower - wait - until Joey is about to operate the Appliance - give popular book to Joey - he sits down to read it; the Appliance goes into self-destruct mode. The only thing that can stop it is 7 tons of whale poop. An EKSLAKSIA spell box drops out of the Appliance - BLUBBA - a whale appears but your spell book is knocked out of your hands - burn spell book - open box - the whale poop arrives!

Reunited with your friends from Sorcerer University, who had been held prisoner by Joey, your Mother and, surprise, surprise... your Father, you return in triumph to the Uni - except for the fact that you're told off for unauthorised use of high level spells and get an overdue bill for tuition. Unfortunately Joey escapes when his guards get engrossed in the book, and Lola heads off for Balmoral City, credit cards in hand, for a shopping spree. Oh well, at least you got early advancement out of Spellcasting 101 and who knows what will happen in the follow-up - Spellcasting 201: The Sorcerer's Appliance...?

The Trial of Arnold Blackwood

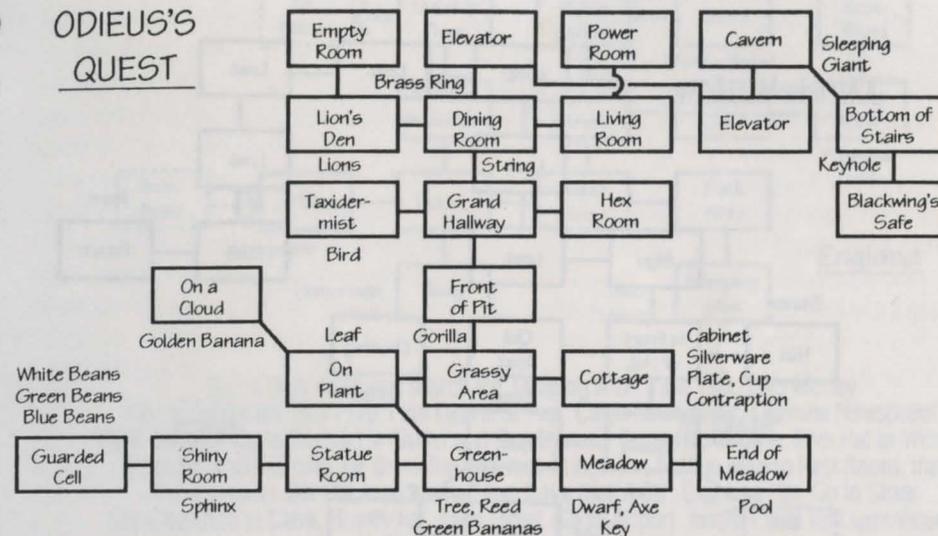
Solution from John R. Barnsley, played on the Amstrad

The start location is random, but often E - North is the Oak Door.

From the Oak door... E - E - TAKE BLOWLAMP - E - N - N - N - N - N - N - TAKE COAL - W - TAKE SHOVEL - E - S - S - E - KILL TRIFFID - (with blowlamp) - DROP BLOWLAMP - N - N - DIG MOUND - (to find an amulet) - TAKE AMULET - S - S - S - S - S - S - DROP COAL - TAKE HAMMER - S - S - W - TAKE FLASHLIGHT - W - W - W - W - W - N - W - N - TAKE LIGHTER - W - N - E - N - W - N - E - N - W - N - E - N - E - TAKE KEYS - W - W - N - TAKE FLUTE - S - E - S - W - S - E - S - W - S - E - S - W - S - E - S - E - S - E - E - N - OPEN DOOR - (with keys) - DROP KEYS - FLASH ON - N - N - READ SIGN - N - PLAY FLUTE - E - N - W - N - E - TAKE BOOK - READ BOOK - DROP BOOK - N - TAKE REVOLVER - E - TAKE CLOCK - W - S - W - S - S - S - E - S - E - N - TAKE CUE - EXAMINE CUE - DROP CUE - (password) - S - DROP FLUTE - W - TAKE PISTOL - N - W - S - S - E - E - E - N - E - S - S - W - W - W - W - W - W - W - W - SHOOT DOG - SAY "NO" - DROP REVOLVER - TAKE CORPSE - N - E - N - W - N - E - N - W - N - E - N - W - N - E - N - W - N - E - E - E - DIG GRAVE - DROP SHOVEL - W - W - W - S - E - S - W - S - E - S - W - S - E - S - W - S - E - S - E - S - E - E - E - N - N - N - N - E - N - W - W - W - W - N - TAKE GLASS - N - DROP CLOCK - TAKE BATH PLUG - S - S - S - TAKE FOOD - E - S - BREAK MIRRORS - (with hammer) - W - S - TAKE TRAY - E - E - DROP PISTOL - TAKE TURNER - N - E - S - S - E - E - E - N - N - N - N - N - N - N - DROP HAMMER - S - S - S - S - S - S - W - W - W - N - N - E - S - DROP TURNER - N - TAKE BOTTLE - W - W - TAKE CIGARS - N - TAKE KIPPER - N - E - N - E - N - E - DROP BATH PLUG - W - S - W - S - S - E - N - E - THROW KIPPER - (at Bonzo)...

Scoreword = CUE. (Carry at the end: Food, Amulet, Cigars, Claret, Tray, Glass and Lighter).

ODIEUS'S QUEST



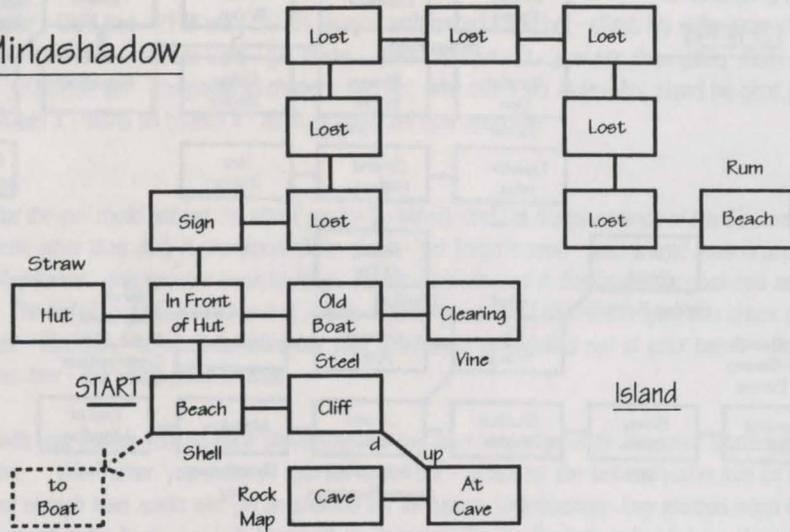
A Red Herring map and hints, played on the PC

AXE : Give Silverware to Dwarf for it.
BANANA, Golden : Give it to the Gorilla
BANANAS, Green : Examine Banana Tree in Greenhouse.
BEANS, White, Blue and Green : Plant two lots in the Greenhouse to grow a Beanstalk. Throw the third set into the Hot Pool to cool it.
BEANSTALK : Water Plant in the Greenhouse.
BIRD, Sleeping : Wake Bird beside the Giant.
CABINET : Chop Tree. Examine Tree for Key. Unlock and open Cabinet. Look to see the Contrivance.
CONTRIVANCE : Polishes the Plate.
CUP : Fill Cup with water when the Hot Pool is cold.
FURNITURE, Singing : Insert Reed in Magic Horn.
GIANT, Sleeping : Wake Bird to get rid of him. Look for Exit Down.
GORILLA : Give it the Golden Banana to get into the Pit.
HANDLE : Tie String to Handle for Whip.
HORN, Magic : Insert Reed in Horn.

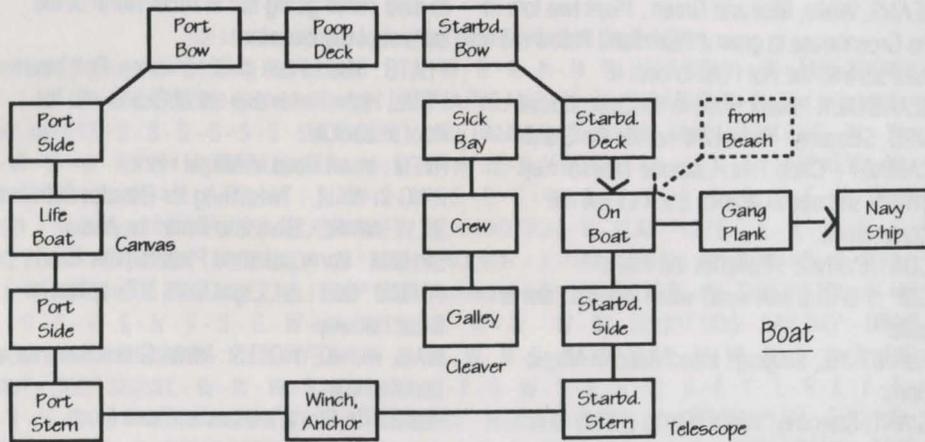
KEY, Jewelled : Chop Oak Tree and examine it.
LEAF : Roll Leaf. Light Stick for Torch.
LIONS : Carry Whip. Tame Lions.
OBJECT : Screw Object Into Hole in Power Room to stop Torch going out in room North of the bottom of the Elevator.
PLATE : Insert Plate in Contrivance. Pull Lever.
POOL, Hot : Throw one set of Beans into the Pool to cool it.
REED : Insert Reed in Magic Horn.
RING in WALL : Twist Ring for Elevator Entrance.
SILVERWARE : Give it to Dwarf for Axe.
SPHINX : Carry polished Plate to pass it.
TORCH : Roll Leaf. Light Stick at Fireplace in Great Hallway.
WALL with KEYHOLES : Insert Green Bananas into Keyhole.
WHIP : Tie String to Handle. Tame Lions.

The Game ends when you insert the Bananas into the Door with the Keyholes in the Secret Passage.

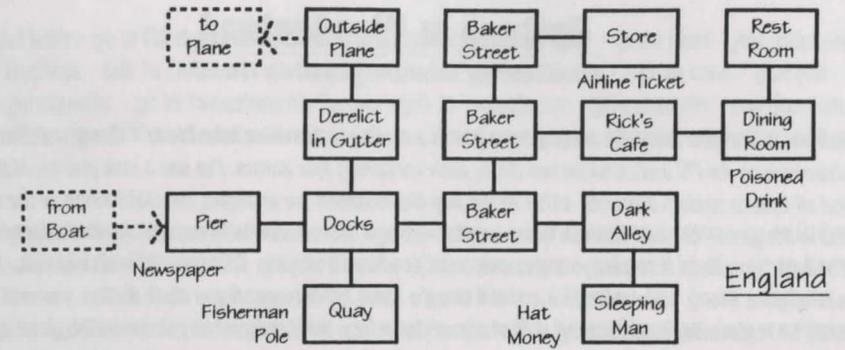
Mindshadow



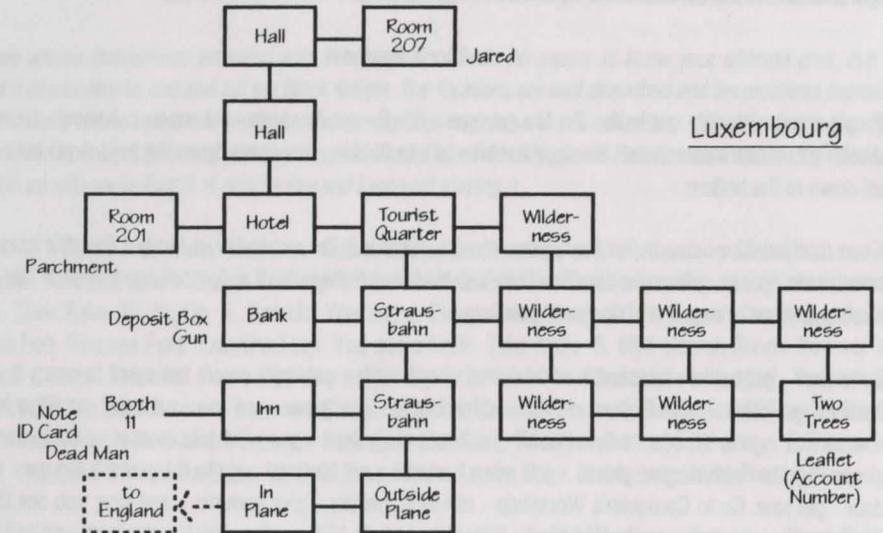
Take the Shell on South Beach. Go to Hut and Take Straw. Go to Boat and Take Steel. Go to Oasis and Take Vine. Go to Cliff. Tie Vine To Rock. Drop All. Climb Down. Enter Cave. Take Rock. Dig and Take Map. Climb Up. Take All. Go to Hut. Follow Map from Hut to other Beach and Take Rum. Go to South Beach and Bang Steel With Rock. When Captain appears, Give Rum.



Go to Crew's Quarters and Hit Man. Go to Galley and Take Cleave. Go to Anchor and Cut Chain With Cleave. This stops the boat. Go to Lifeboat and Take Canvas. Go to the end of the Plank and board Royal Navy Ship.



Go to Dark Alley and search the sleeping Man. Take Hat. Take Money. Go to Fisherman. Buy Pole. Fish Debris at Pier. Catch Newspaper. Examine Newspaper. Think Arcman. Go to Derelict in Gutter and Buy Byword. Go to Rick's Cafe. Give Hat to Woman. Go to Bar and Examine the Drink the Waitress brings. The Follow Man to Rest Room, then Think Tycoon. Get Hat from woman and leave Rick's Bar. Examine Hat. Go to Store. Say Chandral to Clerk, Buy Ticket. Take Ticket. Go to Airport. Board Plane for Luxembourg.



Go to Inn and to Booth 11. Search the dead man. Get Note. Get ID Card. Examine both. Think Jared. Think Bob Masters. Go to Hotel. At Room 201, Wear Canvas or Duck to avoid poison Dart. Get Parchment. Go to Wilderness location with two Trees. Dig for Leaflet. Examine it for Account Number. Go to the Bank. Give Teller the Account Number. Open Safety Deposit Box. Get Gun. Go to Hotel to Room 207. Shoot Man. Get Message. Examine it. Think William.

Battune in Wonderland

A Red Herring Solution, played on the PC

Battune is a lovable alien who accompanies you in a series of adventures from Merle K Goodman. The games are shareware on the PC and come on two disks, each containing four games. I've had a look one set of them so far and all feature random elements, either in the way the locations are arranged, the distribution of the various objects in the game - or both! This can cause a certain amount of confusion until you realise what's happening.

The best thing to do is to save your game as soon as you start playing. That way, if (or should I say "when") something goes wrong, you can restore and still use the same set of maps. If you don't do this, you will single-handedly be responsible for destroying at least a small bush from the rain forest as you remap the game umpteen times.

Battune in Wonderland, as you'd expect, follows the story of Alice in Wonderland and starts in Alice's Garden when you meet the White Rabbit and it disappears down a hole. A bit of preparation is necessary before you follow him as a long drop can prove fatal. Once into the main part of the game, you'll meet all the familiar characters from the original book, each of whom needs a particular object which you must provide in order to gain another item from them. Most of the problems are very logical and the game shouldn't take too long to complete. But with several adventures on one disk, the game is good value for money and will provide a bit of light entertainment in between some more intensive adventuring.

In Alice's Garden

E - get sheet - W - W - get knife - E - N - get rope - S - S - get scissors - cut rope - cut sheet - tie rope to sheet - you make a parachute - N - look Rabbit - talk to Rabbit - he jumps down the hole - go hole - you fall down to the bottom.

From this location onwards, in each game the locations will be arranged randomly. For this reason the commands "go to <place>/<character>" are used although there isn't a "go to" command in the game! You'll just have to map it and find your own way.

Go to Den - get bottle - look bottle - "drink me" - look table - get key - you're too small to reach it - go to Bakery - get cake - go to Bottom of Hole - drink bottle - you grow - get key - eat cake - you go back to normal size - go to Woods - talk to Rabbit - he wants his gloves - go to Rabbit's House - unlock door - get gloves - go to Rabbit - give gloves - you see a hammer - get hammer - go to Carpenter's House - unlock door - get saw. Go to Carpenter's Workshop - talk to Carpenter - give hammer - and saw; you see the Red King's chair - get chair - go to Red King's Chamber - talk to King - give chair - get crown - go to Edge of Forest - talk to White Queen - give crown - get pipe - go to March Hare's Home - unlock door - get tobacco (sic) - go to mushrooms - talk to Caterpillar - give pipe - and tobacco - get ladder.

Go to Forest Path - talk to Knight - help Knight - onto his horse using the ladder - get coin - go to Tea Party - talk to Hatter - cash only - give coin - to Hatter, he drops a cap - get cap - give cap - to Dormouse - get turtle trap - go to Lake of Tears - look lake - talk to Mock Turtle - "try and catch me" - get Mock Turtle - go to Walrus - talk to Walrus - give Mock Turtle - get shovel - go to Sandy Beach - look sand - get clams - need shovel - go to Mad Hatter's House - unlock door - get grinder - go to Dormouse's House - unlock

door - get knife - go to Garden - talk to sunflowers - get plant - need knife - grind plant - you make pepper - go to Duchess - talk to Duchess - give pepper - get pot - go to Kitchen - talk to cook - give pot - and clams - get chowder - go to Tweedledum's Garden - talk to Tweedledum - give chowder - you give him half - get crutch - go to Tweedledee's Garden - talk to Tweedledee - give chowder - the other half - get bandages.

Go to High Wall - look Humpty - talk to Humpty - give bandages - and crutch - get catnip - go to Bottom of Tree - look tree - see Cheshire Cat - talk to Cheshire Cat - give catnip - get paint brush - go to Knave of Hearts' House - unlock door - get can - of red paint - go to Knave of Hearts - give brush - and can - get tarts - go to Red Queen's Garden - give tarts - get scepter - go to Red King's Chamber - look mantlepiece - look mirror - you see the Jaborwocky waving the Red Queen's scepter - wave scepter - your reflection waves back at you - go mirror...

You return though the mirror to Alice's garden.

The Black Knight

Solution by Joan Dunn, played on the Spectrum 48k

There are no instructions provided with this game so there's no means to know your ultimate goal, but I assume it is probably to find and kill the Black Knight. The locations are well described and the problems logical, in fact in some cases, rather too obvious. The atmosphere is good and you often hear voices or feel a ghostly presence, but nothing frightening seems to appear. I have, however only played Part 1, so perhaps all the spooks will catch up with me in Part 2. A good game and I enjoyed playing it.

N, W, N, E. Climb tree. Take Mistletoe. Search Branches. You see a Cleft. Look in Cleft. You see a Lodestone. Take Lodestone. Down, W. Drop Mistletoe. W, E. Examine Tools twice. You see a Hammer and a Rake. Take Rake. W, N, Up, E. Search. You see a Chest. Take Chest. W, N. Search. You see a bed. Examine Bed. You see Furs. Examine Furs. You see a Knife. Take Knife. S, NW. Search Room. You see a shelf and a Hook. Examine Hook. You see a Chastity Belt. Stand on Chest. Look on shelf. You see a Tinderbox. SE, W. Search room. You see a Couch. Examine Couch. You see a Pillow. Take Pillow. E. Drop Chest. Down. Search Fireplace. You see a Rack. Examine Rack. You see a Lance. Take Lance. E. Examine Rushes. You see a Bone. Take Bone. W, S, S. Drop Pillow, Lance, Rake, Knife, Lodestone, Tinderbox.

S. Pick Daisies. E, E. Give Bone to Dog. E, N. Take Ladder. Up. Search Wreckage. You see a Stool. Take Stool. Down. Examine Rubbish. You see a Torch. Take Torch. E, N. Take Axe. S. Look under Bed. You see a Bucket. Take Bucket. W, S, S. Feed Daisies to Cow. Milk Cow. N, N, E, S. Pour Milk. Take Butter. Drop Stool. N, W, S, W, W, W, N. Drop Butter, Torch, Ladder. S, NW, W. Search Wreckage. You see an Anvil. Examine Anvil. You see a Horseshoe. Take Horseshoe. E, S, W. Examine Carving. Press Carving. You hear a click. Look on Altar. There's a Recess. Look in Recess. You see a Bible. Take Bible. E E, N. Drop Bible, Horseshoe. S, S, W. Look behind Barrel. You find another room. Move Barrel. W. Search Debris. You see a Grille. Smash Grille. Drop Axe. Look in Grille. You see a gold Coin. Take Coin. E, E, N, N. Your score is 45%.

E. Get Water. W. Take Lance, Rake, Knife, Lodestone. West. Pour Water (on Slab). Sharpen Knife. Drop Bucket. N, W Search Great Hall. You can see Rushes on floor. Rake Rushes. Look under Rushes. You see a Trapdoor. Open Trapdoor (with Lance). Down. Examine Rushes. A metal object is attracted to the Lodestone. You now have a Key. Up, E, Up. Unlock Chest. Examine Chest. It contains a Rope. Take Rope. Down, S, S. Drop Lodestone, Key, Rake. Take Pillow. Rip Pillow. Drop Rags. Look. You see some Oats. Get Oats. Drop Knife. S, NE. Look under Bench. You see Arrow. Take Arrow. W, E, N. You meet an ugly Dwarf. Give Coin to Dwarf. He runs away. N. You are by a River and you see a Boat on the other side. Throw Rope. Pull Rope. Enter Boat. N, N, N. There's a wild Stallion here. Give Oats to Horse. S, S. Drop Arrow.

S, S, S, W, N, S, S, W. Look behind Bar. You see some Mead. Get Mead. E, N, N. Take Ladder, Torch, Bible, Tinderbox, Mistletoe, Arrow. S, E, N, N, N. Drop Mistletoe, Bible, Ladder. Take Horseshoe, Butter. S, E, N, N, N. Drop Lance, Horseshoe, Mead. Take Ladder. N, E. Examine Doors. They're rusty. Oil Doors. Light Torch. E, E, E. Search. You see a Shelf. Examine Shelf. You see a Prayer Scroll. Take Scroll. E. Examine Table. Take Bell. W, W, W, NE. Search. There's a hole in the ceiling. Up. Take Incense. Down, SW, W, W, S. Your score is 85%.

Drop Scroll, Incense. Take Mead, Horseshoe, Mistletoe. N, W. Drop Mead, Horseshoe, Mistletoe. E, S. Take Bible, Incense, Scroll. N, W. Drop Torch. E, S. Take Arrow. N, W. Drop Arrow. Take Torch. There's an Evil Force in the Cave. Wave Bible. The light increases. Read Scroll. Ring Bell. The Evil Force is dead. Drop Bible, Incense, Scroll, Bell. Take Mead, Horseshoe, Mistletoe. West, North, W. You meet a drunken Warlock. Give Mead to Warlock. N. Take Spellbook. Read Spellbook. *"To make ye Magicke Bowe, stir in ye sprig of Mistletoe."* S. Put Mistletoe in Cauldron. Look. You see a Bow. Drop Tinderbox. Take Bow. E, S, NE. You are at the Track. Drop Horsehoe. Take Arrow. E, N, N. You are before a Chasm with a Swing Bridge on the other side. Shoot Arrow.

The Arrow slices through the ropes and the Swing Bridge slides over the Chasm towards you. Congratulations, you have scored 100% and your password to Part 2 is PICKET.

The Secret of Monkey Island

Hints by Neil Monro, played on the Amiga

Melee Island Hints: No file? Give gopher repellent to prisoner. No credit? Ask shopkeeper, watch carefully, ask to see Swordmaster.

Monkey Island Hints: Need another rope? Flood river bed. Can't get past totem pole? Feed the monkey. Not enough bananas? Go to footholds, push artifact twice, go up and push rock. Ghosts can see you? Plead with the head.

Ron Rainbird's Help Lines

GHOST TOWN

- (1) When night is falling, go to Hotel and sleep in bed. (2) Examine Hat in Barber Shop.
- (3) Visit the Store. (4) Take the Bell from the Saloon. (5) Rob the Hotel Counter. (6) Before breaking the Mirror - tape it! (7) Don't forget to show your appreciation when the Pianist plays.
- (8) Stables are perfect for digging around in.
- (9) Spur "Paint" then investigate.
- (10) The Horseshoe is magnetic. (11) Look behind safe. (12) The Jail door bolt is metal.
- (13) Repair the broken wires. (14) Say "GIDDY-UP" to Paint and "HOW" to ghostly Indian.
- (15) Shoot Snake, then dig. (16) Line shack floor-boards are not very tight.
- (17) Ravine brush is very inflammable.
- (18) In the Telegraph Office, make a Gun-powder Keg. (19) Use the telegraph in the Line Shack.
- (20) There is a candle in the Mine.
- (21) Try dancing in the dark in the Saloon.
- (22) Don't forget to collect \$200 for passing "go".

VOODOO CASTLE - Early Hints

- (1) Look in the coffin for a ring. (2) Shift the the soup kettle. (3) When holding chemicals, carry the shield. (4) Mix chemicals for height reduction.
- (5) To travel by chute, wave ring.
- (6) To go in the crack, wave bag.

PERSEUS and ANDROMEDA

- (1) The Beggar needs a drink. (2) Knock the hat from the Statue. (3) Discus is made for throwing.
- (4) Pray at the appropriate place. (5) Wear a magic gift. (6) Wait on the Pedestal.
- (7) Fly North then Down. (8) Give berries to Blind man. (9) Fly up to gather fruit. (10) Feed peasant with fruit. (11) Helmet renders you invisible.
- (12) From Pedestal, fly North then Down.
- (13) Explore the cave. (14) Temple roof needs netting. (15) Take Eye from Graiae - then relent!
- (16) On reflection, kill Medusa.
- (17) Behead Medusa - but do not leave it behind.
- (18) A horse needs a Halter.
- (19) Medusa's Head will conquer the Kraken.

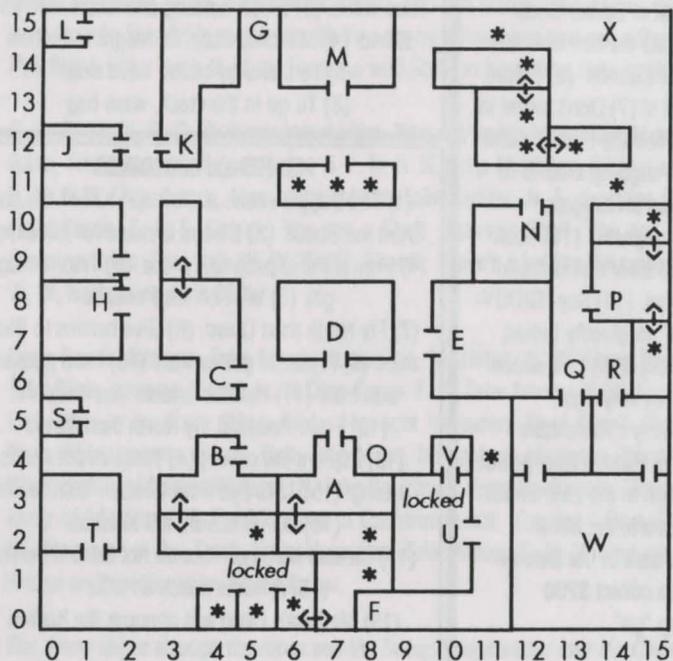
ENCHANTER

- (1) Look in shack for 3 essential items. (2) Visit the Village for a Spell. (3) Talk to the Frogs.
- (4) Go underground for a Stained Scroll. (5) Be guided by your dreams. (6) Persuade the Turtle to follow you to the Hammer Room. (7) Talk the Turtle into retrieving Scroll - but don't follow him.
- (8) Dreaming of Portraits? Examine the lighted Portrait. (9) To get the Ceremonial Dagger, offer yourself as a sacrifice, but cache your belongings in a safe place. (10) Unable to recover from being a sacrifice - OSMOO yourself first. (11) Keep visiting the Hall of Mirrors until another poor adventurer appears. Enlist his help to open Guarded Door (with the aid of ZIFMIA and VAXUM). (12) Investigate where the rat tracks lead. (13) Use pencil and eraser to re-trap the Terror in a different part of the Catacombs by altering lines on the map. You can then get an important Scroll. (14) Cannot trap the Terror? Use the following formula - draw a line on the map from F to P, examine, erase lines from V to M and P to F. Now draw a line from M to P which should trap the Terror in another part of the Translucent Room. (15) Stairs giving you problems? Cast KULCAD. (16) For the final duel with the Krill, memorize GONDAR and CLEESE.

MIGHT and MAGIC II

Maps and Hints by Sue Medley

MIDDLEGATE - TOWN



KEY

- A - Middlegate Inn
- B - S J Blacksmith
- C - Slaughtered Lamb Tavern
- D - Gateway Temple
- E - Turkov's Training
- F - Passage to Caverns
- G - Town Exit
- H - Lock & Key Ltd.
- I - Track & Trail
- J - Local Magician's Guild
- K - Edmund's Expeditions
- L - Otto Mapper Esq.
- M - Sleepy's Mage Guild
- N - Brain Detoxification
- O - Fountain of Clairvoyance
- P - Travel Moore
- Q - Arena Entrance
- R - Arena Exit
- S - Poorman's Portal
- T - Nordonna
- U - Nordon
- V - Skeleton Closet
- W - Arena
- X - Fountain

* = Encounter

↕ = Pass Through Walls

MIDDLEGATE - A ROUGH PLAN OF ACTION

Co-ordinates are given as x,y. Please refer to the maps for more info.

Your party starts from the Middlegate Inn. The first place to visit is Otto Mapper Esq. at 0,15. Here you can learn cartography which will enable the auto-mapping featuring - a real must. Next, join the Local Magicians' Guild at 0,12. Your sorcerer will then be able to buy spells at Sleepy's Mage Guild at 7,14. Clerics can buy their last three level 1 spells at the Gateway Temple 7,7.

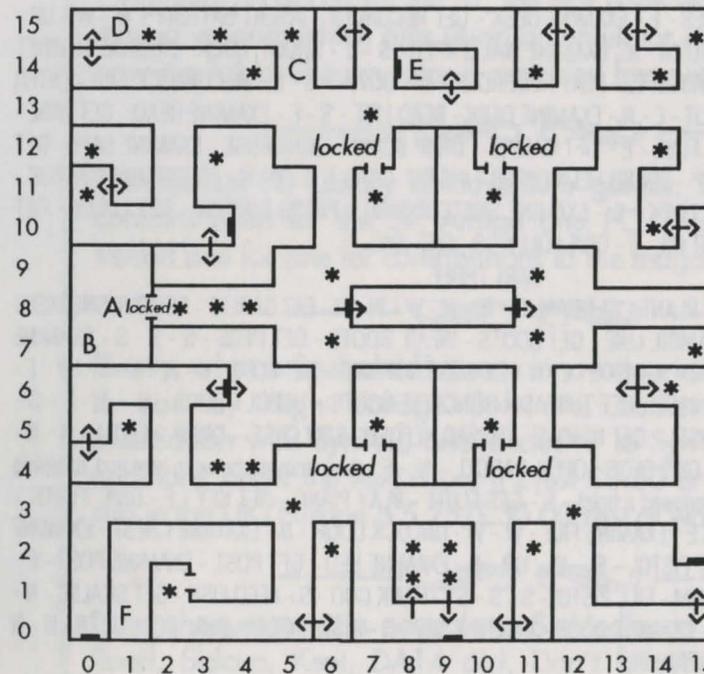
Visit Nordon at 10,2 and he'll ask you to recover his goblet from the caves below. Rumour at the Slaughtered Lamb Tavern will tell you it's at 0,7. The door to the Goblins' Lair is locked and trapped (what a surprise!). After battle, collect the goblet from 0,7 and return to Nordon.

He'll give you a total of 2000 experience points and the eagle eye spell (S2-1) and searching will net you a useful 1000 gold. You can enter the Skeleton Closet off Nordon's room for a good scrap. It is locked and locks again behind you.

Nordon also tells you to visit his sister Nordonna. She's at 1,2. If you go there before fulfilling Nordon's quest, she'll give you short shrift. Now she asks you to rescue her children Drog and Sir Hyron from the Kobolds below. Again, rumour at the Tavern gives the location - children at 0, 15. If, as I did, you reach this location and just find empty manacles, enter it again by using the jump spell (S2-4). Return to Nordonna to be told her sons are for hire at the Inn and that you should travel through portals to all towns, donate at the temples and visit Feldecarb Fountain (14,15).

Other points - buy a green key at Lock and Key Ltd. (1,8), and a green ticket at SJ Blacksmith (4,4) to be able to fight in the Arena (13,2). Use the jump spell to avoid encounters in the caverns below if you want. Note down any messages you find. The area entered by going north from 8,0 is tricky; four locations with difficult fights and you can't use magic or rest!

MIDDLEGATE - CAVERN



KEY

- A - Goblins Lair
- B - Goblet
- C - Kobold HQ
- D - Sir Hyron + Drog / Manacles
- E - Green Interleave
- F - X marks the spot. (Search to find gold)

* = Encounter

↑ = One-way only

↕ = Pass through walls

▮ = Message on wall

American Suds

Solution from John R. Barnsley, played on the BBC

PART ONE

N - GIVE TICKET - S - E - S - GET STRING - GET PAPERWEIGHT - READ MANUAL - GET HAMMER - GET TUBE - GET SCISSORS - GET PISTOL - N - W - S - EXAMINE COMPUTER - PRESS BUTTON - PENDRAGON - GETTICKET - N - N - GIVE TICKET - S - E - N - GET LOLLIPOP - BREAK LOCK - GET BOTTLE - EXAMINE BOTTLE - S - E - E - THROW PAPERWEIGHT - BOARD JET - EXAMINE SEAT - DRINK ANTIDOTE - GET SPANNER - EXAMINE RACK - GET SHEET - CUT BELT - MAKE PARACHUTE - N - MEND GEORGE - S - S - S - OPEN HATCH - JUMP - E - MUG DUCK - GET WALLET - EXAMINE WALLET - E - E - E - N - EXAMINE BUSHES - GET LEAFLET - READ LEAFLET - W - W - W - S - BOARD CAB - E - GIVE LOLLIPOP - E - PRESS BUTTON - E - E - E - E - GET FLARE - EXAMINE FLARE - LOAD PISTOL - W - W - N - E - EXAMINE PAINTING - READ LEAFLET - DIAL 4549 - EXAMINE SAFE - GET CONTRACT - READ CONTRACT - EXAMINE DESK - GET PIN - PRICK FINGER - SIGN CONTRACT - W - W - UP - E - FIRE FLARE - BOARD HELICOPTER.

PART TWO

N - E - E - GET SACK - GET BRUSH - EXAMINE STRAW - GET GUN - EXAMINE STRAW - GET KEYS - EXAMINE STRAW - GET STARCH - W - W - S - W - SHOOT ROOSTER - S - E - E - EXAMINE WALL - REMOVE BRICK - GET HAT - N - E - E - N - FEED DUCK - DROP SACK - GET BATTERY - N - N - W - W - GET MARTINI - S - E - PAINT HAT - DROP BRUSH - WEAR HAT - UP - W - N - N - E - EXAMINE FLOORBOARD - LIFT FLOORBOARD - GET MATCHES - E - EXAMINE DESK - GET RECORDER - INSERT BATTERY - W - W - UP - STIFFEN MARTINI - GIVE MARTINI - N - EXAMINE WALLPAPER - S - E - SHOOT LOCK - EXAMINE CABINET - GET CASSETTE - INSERT CASSETTE - PLAY RECORDER - W - DOWN - S - S - W - UNLOCK CAR - ENTER CAR - DIAL 956 - DRIVE - OUT - E - N - EXAMINE DESK - READ LIST - S - E - EXAMINE HEAD - GET WIRE - W - S - GET JELLY - INSERT FUSE - E - LIFT CARPET - DROP BOMB - LIGHT FUSE - EXAMINE SAFE - GET CARD - W - DIAL 368 - N - UP - BOARD HELICOPTER - INSERT CARD - S - E - N - E - EXAMINE CACTUS - GET THORN - W - S - PICK LOCK - E - EXAMINE SWITCHBOARD - PRESS BUTTON - GET LOLLY - GET SPADE - W - W - S - S - LIGHT OIL - E - GIVE LOLLY - S - DIG - DIG.

PART THREE

E - GET HAIR - S - EXAMINE PLANT - GET GARLIC - N - W - W - W - N - EAT GARLIC - REMOVE SNEAKERS - DROP SNEAKERS - N - EXAMINE LINE - GET BOOTS - WEAR BOOTS - GET PEGS - S - S - S - EXAMINE FIELD - GET CASE - FILL CASE - N - E - E - E - N - EXAMINE NOTHING - GET ROPE - S - W - S - S - UP - E - TIE ROPE - DOWN - GET CHISEL - GET THREAD - CONCRETE BOOTS - UNBOLT DOOR - N - N - E - S - CHIP CONCRETE - DROP CHISEL - GET NEEDLE - THREAD NEEDLE - SEW CASE - DROP NEEDLE - N - N - GET WORM - S - W - W - N - GIVE PEGS - OPEN PARCEL - N - E - (keep moving between here and adjoining locations until the mice have gnawed a hole) - E - GET FLUTE - PLAY PIANO - GET KEY - E - GIVE FLUTE - GET PIE - OPEN PIE - GET FILE - EXAMINE FILE - W - W - UNLOCK DOOR - N - EXAMINE CHEST - EXAMINE HANDBAG - GET CARD - GET PISTOL - S - W - UP - E - EXAMINE BED - GET POST - EXAMINE POST - E - DROP CASE - DOWN - E - SWIM - FILL PISTOL - S - S - S - THANK COD - S - FEED FISH - GET SCALES - N - N - W - S - FIRE PISTOL - S - EXAMINE DOOR - INSERT CARD - S - INSERT FILE - RUN COMPUTER - N - N - N - E - E - S - UP - S - S - WEIGH PIE.

PART FOUR

TEST IQ - E - GET TWINE - EXAMINE SHELVES - GET JACK - W - UP - W - PRISE BARS - DROP JACK - EXAMINE MATTRESS - GET MATTRESS - E - N - GET KNIFE - CUT MATTRESS - EXAMINE MATTRESS - GET

SynTax

SynTax is a bi-monthly disk magazine, running in colour, and it's the only diskmag dedicated to adventures, RPGs and related software and books. It contains information sections, articles, screenshots, reviews, maps, solutions and hints including the popular SynTax 3-in-1 hints where you can pick subtle or sledgehammer hints. The disks build up into a useful reference collection and specially labelled disk boxes are available to keep them organised.

Originally produced for the ST, the first issue was in July '89 and an Amiga version, which runs using an emulator in an external drive, is now available. The emulator is provided free with your first disk.

The SynTax PD Library of adventure games, solutions and demos contains disks for the ST, Amiga and PC. They can be bought or traded one for one for contributions to the magazine on disk.

Finally, what is Brainchild? It's an innovation in adventuring brought to you by High Voltage Software, authors of Cortizone, in association with SynTax, and exclusive to SynTax readers. To find out more, order the next issue; it's just £3.50 or £20.00 for a year's sub in the UK/Europe (£5.25/£30.00 rest of world by airmail).

Send cheques or POs payable to S. Medley to SynTax, 9 Warwick Road, Sidcup, Kent, DA14 6LJ. Don't forget to say whether you want the ST or Amiga version.

Zenobi Software ADVENTURES

In the mid-eighties many an ardent adventurer journeyed into the ancient world of YGOR to attempt the test of the KOBAYASHI NARU, or as it was referred to by those who had failed and fallen by the wayside ... the ULTIMATE TRIAL.

A few intrepid souls survived the challenge and live to tell the tale of their exploits on bleak winter evenings and surrounded by lesser mortals aghast at the horrors that befell them. One or two even embellish their tales with slight exaggerations of their own prowess and of the ferocity of the creatures with which they did battle. It is only harmless fun and whilst the more knowledgeable of the listeners smile knowingly, the younger element sit entranced by the tale and agog at the skill of the teller.

But now their time has come, now is the hour for them to enter the world of YGOR and see for themselves the dangers and hazards that abound there. Now is their chance to strive for fame and immortality for the test of KOBAYASHI AG'KWO is upon us and some must make their way to YGOR.

However it is written that those who have gone before will stand the greatest chance of success, for the bleached bones of their failed companions stand testament to the immensity of the task in hand and surely 'experience' will triumph over 'youthful endeavour' any time.

So be you an adventurer of many years or a sallow novice of little standing, now is the moment to embark upon

KOBAYASHI AG'KWO

You find yourself on the world of YGOR, a place much spoken of but rarely visited. However much has changed since the days of the 'Ultimate Trial' because the land is now under the rule of the ETHERIONS. They are a strange, slightly humanoid, race who have taken it upon themselves to alter the 'NARU' into the 'AG'KWO' and to offer this as the trial for those who wish to experience the ultimate.

This trial is only for the 'Immortals' and has been fiendishly conceived by the Etherions as the ultimate test for all foolish enough to undertake it. YOU can, if you wish, be the first 'Immortal' to attempt it. Think carefully, for it matters that you walk the right path and that you 'size' up the situation correctly.

If you choose to undergo the KOBAYASHI AG'KWO then your task is a simple one ... merely find and recover the FOUR artifacts hidden by the Etherions before the allotted time runs out. Amongst these artifacts are the 'Golden Mythos' and the 'Ebony Icon', though the true identity of the other two is known only to those who hid them in the first place

NOTES : Beware of the level of your strength, it wanes quickly on this planet. However the Etherions are a generous race and each time you do something to please them you will be awarded a number of credits. You must amass 100 credits to succeed. Use the monitor to gain clues to the various 'ZONES' and then beam to the zone of your choice. Should you choose the wrong zone then it is possible to BEAMOUT again but this will use vital strength. Some useful commands are ... STORE to save a position to MEMORY and RECALL to load a position from MEMORY. Use FONT1, FONT2 or FONT3 to change the style of the character set.

Spectrum 48K/128K+2.

ADVENTURE

KEY - DROP MATTRESS - GET DYNAMITE - LENGTHEN FUSE - GET GUN - GET CROSSBOW - EXPLODE BOMB - S - OPEN LOCKER - DROP KEY - EXAMINE LOCKER - GET UNIFORM - WEAR UNIFORM - GET LIGHTER - E - N - EXAMINE DESK - GET MAGAZINE - LOAD GUN - EXAMINE WARDROBE - GET HABIL - KICK HABIL - GET BADGE - WEAR BADGE - S - S - S - W - N - EXAMINE HORSE - REMOVE STONE - DROP KNIFE - GET STONE - EXAMINE NOTE - GET BOLT - LOAD CROSSBOW - S - E - S - EXAMINE TRASHCAN - LIGHT FUSE - THROW DYNAMITE - S - S - TEST IQ - UP - W - S - S - S - S - FIRE GUN - S - GET TOKEN - N - N - DOWN - S - S - GET TWIG - UP - EXAMINE DOOR - DIAL 246 - W - FREE ARSENIC - OPEN SESAME - GET KEY - E - DOWN - N - N - UP - N - E - E - E - S - S - FIRE CROSSBOW - DROP CROSSBOW - GET AXE - EXAMINE SHOWCASE - GET COIN - EXAMINE COIN - S - OPEN SARCOPHAGUS - EXAMINE SARCOPHAGUS - GET BANDAGES - MAKE CATAPULT - N - N - N - E - N - W - GIVE COIN - DRINK TEA - EXAMINE CUP - GET BONE - DOWN - ANSWER PHONE - UP - E - S - GIVE BONE - E - REMOVE UNIFORM - WEAR HABIL - S - BREAK DOOR - S - GIVE CUP - N - N - E - S - EXAMINE TURNSTILE - INSERT TOKEN - S - DOWN - S - BOARD TRAIN - UP - S - E - FIRE SLINGSHOT - BOARD FERRY - N - UNLOCK DOOR - ENTER - MORON - E... to complete the game!

The Grail

Solution by Dave Barker, played on the BBC

GET POUCH - *that's the green thing under the tree in the left of the screen!* - CLICK BILLOT - CLICK WIZARD and now CLICK THE TEXT. *You do this every time when you have to click a creature.*

CLICK BILLOT - CLICK WIZARD - CLICK WIZARD - TRY SPELL ON MONSTER - SPARE CREATURE'S LIFE - UP - CLICK MUTANT - CLICK WIZARD - CLICK MUTANT - CLICK WIZARD - RISK BREATHING THE CONTAMINATED ATMOSPHERE - CLICK GNOME - CLICK WIZARD - CLICK GNOME - CLICK WIZARD - DISPOSE GNOME - CLICK WIZARD - CLICK WIZARD - DOWN - CLICK WIZARD - DOWN - CLICK WIZARD - CLICK BILLOT - CLICK BILLOT - LEAVE BILLOT.

*IF THERE IS NO CREATURE THEN STAND UP AND SPEND THE NEXT NIGHT HERE
UNTIL THERE IS A CREATURE.*

CLICK CREATURE - CLICK BOTTLE AT THE LEFT IN THE SCREEN IN THE WINDOW - CLICK WIZARD - HELP HIM - CLICK CREATURE - CLICK WIZARD - CLICK WIZARD - GO TO THE FOREST - RIGHT - STRAIGHT AHEAD - LEFT - CLICK CREATURE - CLICK CREATURE - CLICK WIZARD - HELP HIM - CLICK CREATURE - CLICK WIZARD - CLICK CREATURE - GO BACK TO THE CASTLE - CLICK WIZARD - GO BACK CASTLE - DISPOSE GNOME - DOWN - DOWN - GO SLEEP - CLICK WIZARD - UP - CLICK WIZARD - GO TO THE HIGH TOWN.

IF THERE ISN'T A GNOME THEN GO BACK SLEEP UNTIL THERE IS A GNOME.
CLICK GNOME - CLICK WIZARD - CAST A SPELL - CLICK GNOME - CLICK WIZARD - SPARE LIFE - CLICK GNOME - CLICK WIZARD - CLICK WIZARD - CLICK GRAIL - CLICK WIZARD - EAST - EAST - EAST - NORTH - CLICK CREATURE - CLICK WIZARD - HELP CREATURE - CLICK CREATURE - SOUTH - WEST - WEST - WEST - WEST - WEST - SOUTH - WEST - CLICK WIZARD - CRAWL INTO IT - CLICK WIZARD - EXPLORE - WEST - NORTH - NORTH - GO FORWARD - CLICK WIZARD - CLICK WIZARD - CLICK GRAIL - CLICK WIZARD - CLICK GRAIL - CLICK GRAIL - CLICK GRAIL - CLICK WIZARD - CLICK ALL THE PEOPLE - CLICK BILLOT.
THE END

Robin Hood

Solution by Joan Dunn, played on a 48k Spectrum

We've had Errol Flynn, Richard Green and many others and now it's your turn. You are Robin Hood and must gain entry into the Castle of the Sheriff of Nottingham, kill him, rescue Maid Marion and bring back the treasure. Easy? Well, we shall see.

The first problem after collecting a few useful items is getting into the castle. The drawbridge is up and if you try swimming you come to a very wet end! Once inside the castle, there are many locations, all well described, but the graphics add little to the game. Killing the sheriff is easy, as long as you are well protected. There are really very few problems, but make sure you don't miss any secret doors. Quite an enjoyable game, but it does not exercise the little grey cells very much. An ideal game for a new adventurer.

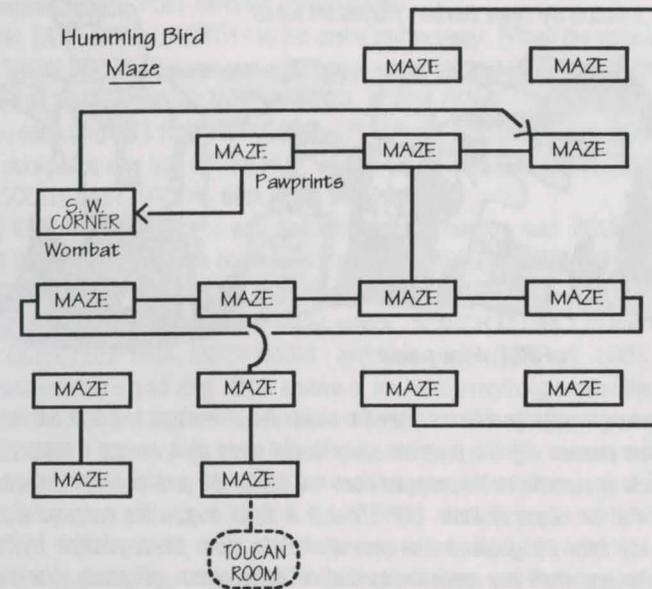
Take Lamp. South. Take Flint. Examine Tree. You see a dark opening in the trunk. Light Lamp. In. Take Bone Key. Out, North, North. You are beside a small tree with a sign. Read Sign. "Minor Oak". Below the sign is an opening. In. Take Curious Key. Out, South. Drop Flint. West. You see a locked door. Unlock door with bone key. In. Drop Bone Key. Take Food. Take Knife. Take Bucket. Out, South. You see a well. Drop Food. Down. You see a gold coin and a safe. Unlock safe with curious key. R. You see a crock of gold. Drop Curious Key. Take Crock. Take Coin. Up, North, East, East. Drop Crock. West, West, South. Take Food. North, East, East, South, South, Up. Cut Rope. You are catapulted and land on a haystack in a courtyard.

Down. You see a well. Fill Bucket. South, West. Examine Drawbridge. You see an iron handle. Turn Handle. East, East, Southeast, South. Pay Blacksmith. Wear Helmet. North, Northwest, East. You see a guard. Examine Guard. He looks hungry. Feed Guard. East. Score 28%. East, East, East, Down, South, West, South. Take Shield. North, East, South. Take Ham. North, North, Up, West, West, West, Up, West. Examine Throne. Drop Knife. Take Silver Key. North. You see chain mail. Drop Ham. Take Armour. Wear Armour. Take Ham. South, Southeast, East. Examine Library. You see a leather bound book. Drop Ham. Take Book. Read Book. "Certain locations when searched reveal secret passages." Drop Book. Take Ham. West, Northwest, East, Down, East, East. Search Hall. You see a secret door. Drop Silver Key. Drop Ham. West, South, East, Up, Up, West, North, North. You see the sheriff. Kill Sheriff. Score 50%.

Examine Poker. It is loose. Extinguish Fire. Lift Poker. Drop Bucket. Take Torch. Insert Torch. North. Pull Rope. Score 70%. South, East, East, South, West. Examine Bed. You see a hat pin. Take Hat Pin. West, North. You see boots. Take Boots. Wear Boots. Score 79%. South, East, East, North, Down, West, Down, East, East. Take Horn. Enter Door. Up, Up, Up. Pick Lock with hat pin. In. You see Maid Marion tied up. Untie Marion. Examine Marion. She is weak and tired. Feed Marion. Carry Marion. Out, Down, Down, Down, Out, West, West, Up, East, Up. Lift Poker. Take Torch. Insert Torch. Drop Hat Pin. North, In. You are in the room with the treasure. Take Treasure. Out, South, East, East, Down, West, Down, West, West, West, West. Turn Handle. West, North, North. Take Crock. West.

Do not open the chest in the smoky room - poison gas. Maid Marion throws her arms around your neck. Congratulations. You have rescued Marion, killed the Sheriff and acquired the treasure. Score 99%. (I was unable to find the one missing point!)

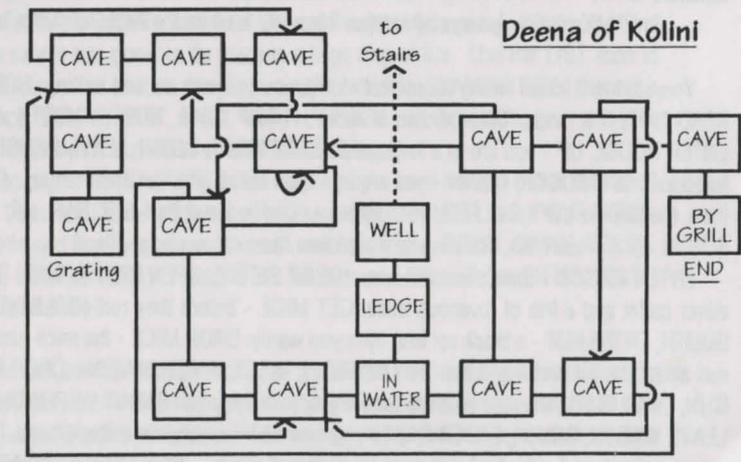
One Of Our Wombats Is Missing



FROM TOUCAN ROOM
 N - N - N - E - N - W -
 lleten (a scuffling
 sound, pawprints
 leading south) - S -
 (find the wombat!) -
 gve Fosters - N - W -
 S - W - S - S - S.
 (Toucan Room).

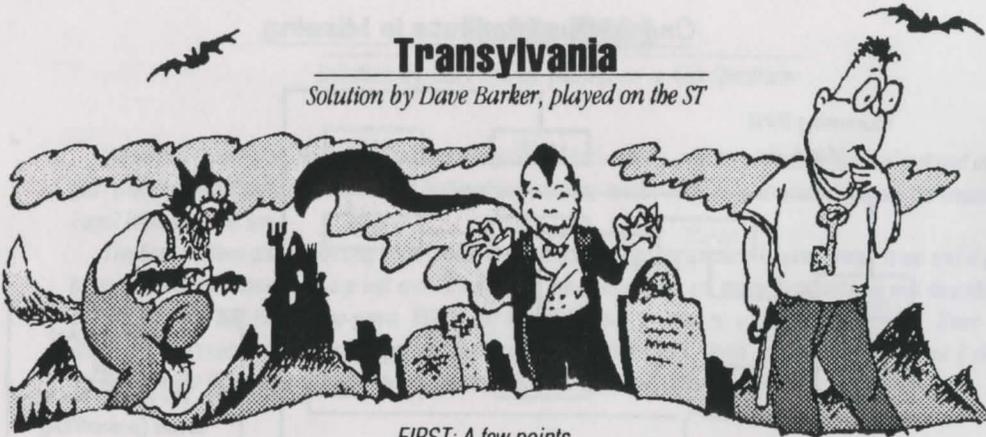
"Now... was that North twice and East once?
 Crash! Ouch! Phut! Ooooooh! It's gone all dark.
 Help... someone... anyone... anybeing!"

FROM STAIRS
 Touch mirror
 (Well, lamp on
 wall. Turn lamp
 to go back) - D
 - D (Cave
 System,
 underground
 river) - turn
 bottle (liquid
 flows
 upstream) - N
 (Dark - carry
 the Prince and
 see in the dark
 I) - E - E - S
 (Grill) - examine
 grill - play flute.



Transylvania

Solution by Dave Barker, played on the ST



FIRST: A few points.

(1) The ST version of this adventure is slightly different from the earlier 8-bit versions in that it has two extra locations and a couple more puzzles. (2) The program saves to the game disk, so use a copy. (3) Remember where you drop objects as sometimes the program does not redraw the graphic and/or tell you in the location text description that the object is there. (4) There is a small bug in the program! It is important that you obtain the key from the goblin before you attempt to move the tombstone in the graveyard. If you do not have the key when you move the tombstone the program will crash. Also the program has a tendency to crash if you return to the graveyard and the open grate later on in the game without the key. (5) You can only hold a limited number of objects at any one time. (6) When the werewolf appears you have only one move in which to shoot him. So if you do not have the pistol loaded with the silver bullet move to another location immediately. (7) A giant eagle will randomly appear and transport you to another location in the forest. As there are not very many locations in the forest this should not be much of a problem. (8) There is a vampire that roams the castle. To dispose of him you must have the wooden cross. You have only one move to show the cross to the vampire or to vacate that particular location.

This solution ignores all random elements such as the eagle, vampire, and werewolf.

You start in a forest facing an ancient stump covered with ancient writing. NORTH, WEST, GET NOTE, READ NOTE - it reads, 'Sabrina dies at dawn'. DROP NOTE. NORTH, NORTH, NORTH, NORTH, EAST, ENTER HOUSE, UP - you are in a large attic. GET PISTOL, DOWN, LEAVE HOUSE. NORTH - by a closed trapdoor. OPEN DOOR, DOWN - you are in a dark cellar, you can see nothing. FEEL WALL - something from the wall to the floor. FEEL FLOOR - you find a metal bar. GET BAR, UP, SOUTH, WEST, WEST, SOUTH - at a crossroads, standing near a broken horse-drawn wagon.

ENTER WAGON - there's a coffin here. DROP PISTOL, OPEN COFFIN WITH BAR - to find a corpse, a silver bullet and a trio of ravenous mice. GET MICE - before they run off. LEAVE WAGON, EAST, EAST, SOUTH, ENTER HUT - a black cat who eyes you warily. DROP MICE - the mice jump out of your hands and run away, the cat chasing them. NORTH, WEST, WEST, ENTER WAGON, DROP BAR, GET BULLET, GET GUN, LOAD GUN. [The next time the werewolf appears you can SHOOT WEREWOLF, then DROP PISTOL.] LEAVE WAGON, SOUTH, ENTER CABIN - on one wall you can see a stag's head. PULL ANTLER - the wall spins around and you find yourself in a secret room. GET CLOAK, WEAR CLOAK, SING SOME

ENCHANTED EVENING - you sing and a voice joins in. The wizard Zin appears and leaves you a cross before vanishing again. PULL ANTLER, LEAVE CABIN

NORTH, EAST, NORTH, NORTH - to the castle entranceway. [When the vampire appears you have one move to SHOW CROSS. The vampire will change into a bat and fly away. You can now DROP CROSS.] EAST, GET FLYPAPER, WEST, NORTH, DOWN, DOWN, DOWN - to a low chamber. OPEN COFFER - inside you see a ring. GET RING, WEAR RING, UP, UP, UP, SOUTH, SOUTH, SOUTH, EAST, SOUTH - you are back outside the clay hut. ENTER HUT, GET ACID, GET BROOM, LEAVE HUT, NORTH, WEST, WEST, SOUTH, SOUTH, EAST, SOUTH - back by the ancient stump.

READ WRITING - it's covered with sediment and too fuzzy to read. POUR ACID - it sizzles over the writing. It is readable now. The bottle falls and breaks. READ WRITING - the writing says, 'Knock here'. KNOCK ON STUMP - Poof! You are in a large dark cave. GET FLIES - with the fly paper. READ BOOK - the only page left tells you how to use magic elixirs. SEARCH CLOAK - to find a lock pick. GET PICK, UNLOCK DOOR, DROP PICK, ENTER ROOM - in this cave is a crystal ball. LOOK BALL - you see a statue and a wizard wearing a gold ring. With a wave of his hand everything around the statue goes ablaze with bright green fire. You feel a jolt of thunder and return to your senses, stepping away from the crystal ball.

RIDE BROOM - it soars high over Transylvania and as it plunges towards a lake, you are shaken off, into the crown of a willow tree. READ SIGN - you that you are on the property of Zin the wizard. DOWN - on a lakeside by a frog and a boat. GIVE FLIES TO FROG - he tells you to say 'IJNID' to the goblin for him. EAST, NORTH, NORTH, EAST, EAST, EAST - you are in a sandy field. A fat little goblin is standing here twirling a tiny gleaming key. SAY IJNID - he drops the key and flees screaming. GET KEY, NORTH, WEST, WEST, WEST, NORTH - you are in a clearing with a statue. EXAMINE STATUE - it appears to be made of fine marble. A quavering, muffled voice within the statue cries 'HELP!'. WAVE HAND - a stream of white fire shoots from the ring onto the statue and an alien creature is released. He thanks you and crushes the ring.

EAST - a gloomy cemetery, by a tombstone. MOVE TOMBSTONE - to find a grate under it. EXAMINE GRATE - locked. UNLOCK GRATE, DROP KEY, DOWN - to a secret chamber, a vial of elixir is nearby. GET ELIXIR, UP, WEST - to a grassy clearing within the forest. WAIT - here until just after 2am when a deafening roar comes from the sky, and a blaze of fire knocks you unconscious! When you awaken you see a flying saucer in front of you. ENTER SAUCER - fantastic! Oh no! Everything is getting black! You find yourself back in the clearing, the saucer has gone. In its place is a huge ring of fire. Use the 'LIST' icon to check your inventory. You will discover that you are carrying a small black box. EXAMINE BOX - there is a button on its smooth black surface. SOUTH, EAST, EAST, NORTH, NORTH - in the castle again. NORTH, UP, CLIMB LADDER - to a tower chamber. A bundle of vines lies in a clump.

MOVE VINES - to find a sarcophagus. PUSH BUTTON - a dazzling light from the box blows the lid off the sarcophagus. You can see a beautiful damsel sleeping within the casket. WAVE ELIXIR, POUR ELIXIR, CLAP HANDS - Sabrina stirs a little and finally awakens. She will now follow you. DOWN, DOWN, SOUTH, SOUTH, SOUTH, WEST, SOUTH, SOUTH, SOUTH - back at the lakeside and the sailboat. ENTER BOAT - it's called 'The HUMBOLT'. SAIL HUMBOLT...

After a precarious few minutes the journey goes smoothly. A somewhat tired and bewildered Princess Sabrina graciously thanks you as you return to her kingdom. The King is suitably impressed and asks that you be sent to deepest Africa to save his other daughter. That evening, you sneak out in peasant clothes, plotting your rescue of Sabrina from the King's castle.

The Boggit

A Red Herring Solution, played on the Spectrum

Part 1

Wait at the Start until Gandalf does a 'Tarzan' through the Window. Throw the Chocolates through the Window. Open the Chest, Climb into the Chest, Get and Read the Diary, Climb out of the Chest. Type 29285 (Fordo's date) to open the Door and go Out. Answer the riddle. Say 'Nothing'. Speak to Gandalf, say 'Follow Me' and say the same to Thorny. Listen to the Theologist for a clue concerning the Trolls. Say 'Lux' to turn them to Putty. Get the Stone Key from the Trolls when they are Putty. Use it to open the Rock Door. Get the Rope from the Cave. Use it in the Goblin's Dungeon and in the Boat. Get the Sword from the Cauldron in the Troll's Clearing. Climb Into Cauldron. Eat Luncheon when Smelrond offers it, but you'll only get it if Grandalf is following you. Get the Credit Card, the Cigarette, the Marmalade Sandwich and the Security Card. Go to the Goblin's Cave and wait to be captured.

Part 2

In the Goblin's Dungeon, Dig Sand, Look, Smash Trapdoor, Look for Torch and Cash. Get and examine the Torch. Get Battery. Insert Battery into Sword. Get the Goblin's Cash. Escape from the Dungeon by throwing Rope at Window until the Rope catches. Then Pull Rope. Remember to Get the Rope when you're outside. Answer Goldbum's Riddle. Say either 'African' or 'European'. Get the Egg and the Gold Ring. Wear the Ring to avoid the Goblins. Wait for the Eagle at the Tree.

Goblin's Dungeon Mazes

From Outside Dungeon to Lake: SE, S, W SW. From Lake to Goblin's Gate: N, NE, DOWN, N, NE, S, W, E, UP. From Lake to Gold Ring: N, N. From Lake to Big Goblin's Cave: N, NE, DOWN, N, NE, S, E. From Gold Ring to Big Goblin's Cave: N, DOWN, N, NE, S, E. From Big Goblin's Cave to Goblin's Gate: E, W, E, UP.

Part 3

Smoke the Cigarette to get rid of the Beholder. Insert Security Card in Slot to get in and out of the Asylum. Free Drain for the Small Curious Key and drop it beside Lard. Wait in the Elvenking's Dungeon until the Pink Door is unlocked then go North to the Toilet and Get the Pink Key. Wait in the Cellar until the Butler opens the Barrel. Climb into the Barrel and wait again till the Barrel opens, then Climb Out. Climb Into the Boat, Tie Rope, Wait, Climb Out Of Boat. Drop the Credit Card beside the Minion for Duty Frees. Give the Marmalade Sandwich to the Spider to kill it, then Pull Web and move in a direction. Talk to Lard. Drop the Small Curious Key and Duty Frees beside him and he'll give you a Bow and Arrow. Read the Notice beside the Bird and drop the Goblin's Cash. The Bird will drop a piece of paper which tells you how to deal with the Dragon. Carrying the Bow and Arrow, shoot the Dragon in the Tail and get the Treasure.

Having done all that, go back to the Waterfall and go South. The Wooden Elf will capture you and put you back in the Elvenking's Dungeon. Go to the Hall and Examine the Magic Door. An Elf will open it for you. Once out, going West from the Elvish Rubbish Tip takes you back to the start of Part 3. Reload Part 1 and load your saved date from Part 3. Return to the Hall, Climb Into the Chest and Drop the Treasure.

Final Score: 136 Lenslocks.

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Crispin Crunchle

Solution by Dave Havard, played on the Amstrad

You start in a cell

Call Guard, Guard, Give Me Food, Peel Banana, Eat Banana, Drop Skin, Call Guard, South, West, South, South, South, South (To washroom), Get Knickers, Examine Knickers, Get Elastic, Drop Knickers.

East, South, East, East, South, West, West (To Kitchen), Get Lard, Get Bone, East, South, East, South, South, East, (To Workshop), Get Ball-bearing, West, North (x7), East, East, East (To Compound), Give Bone To Dog, Get Stick, Examine Stick, Tie Elastic To Stick.

West, West, West, North, North, West, West, West (To staff sleeping quarters), Fire Ball At Engineer, Get Overalls, Examine Overalls, Get Key, Wear Overalls, South, East, South (To typists office), Unlock Drawer With Key, Open Drawer, Get Magnifying Glass.

East (To Hinson's Office), Get Paper, Read Paper (You can't, so...) East, South, South, West (To Lecture room), Get Crayon, Rub Crayon Onto Paper, Read Paper (You still can't, so...) Read Paper With Glass.

East, North, North, East, East (Type...) NE1, Open Safe, Get Token, East (To Medical Room), Get Clock, Examine Clock, West, West, West, South, South, South, South, East, East (To stores, ignore warning if wearing overalls), East (To Stores), Give Token To Man.

West, North (To Lab. No.3), Remove Overalls, Get Suit, Examine Suit, Wear Suit, North (To Lab. No.2), Read Notice, North (To Lab No,1), Open Freezer, Enter Freezer, Leave Freezer, South (To Lab No.2).

East (To Missile Room), Cut Padlock With Bolt Cutters, Open Panel, Examine Chamber, Wind Clock, Put Clock Into Chamber, Get Mechanism, West, West, South, South (To End of Corridor), Enter Lift, Press Button, Leave Lift.

East, North, East, South, Get Oar, West, South, East, East, Hit Crocodile With Oar, South (To Beach), Remove Suit, East, Enter Shed, Examine Boat, Leave Shed, East, Get Wood, Examine Wood, West, West, West, Up (To Cliff-top), Light Wood With Magnifying Glass, Down, East, East, East, Climb Into Boat, Up, (To Submarine Deck).

Wonderland

A Red Herring Solution, played on the PC

This tribute to Lewis Carroll's book of *Alice In Wonderland* was released in 1991 and featured a revolutionary system with different, resizable windows for text, location graphics, items in room, inventory, map and compass. Items in the location graphics could be selected using the mouse and examined or operated in several different ways and many of the graphics featured detailed animation. Objects could also be dragged from the room inventory to a personal inventory (and vice versa) to simplify the gameplay. Movement from one location to another could be via a GO TO command accessed from the map window.

Though borrowing heavily from the original book, *Wonderland* still featured a lot of original puzzles but also included some old ideas. Its release had been anticipated for a long time by players as it had been delayed for almost two years for various reasons. When it arrived, hot on the heels of *Spellcasting 101*, the two were often compared, usually to *Wonderland's* detriment as its system had almost too many features to be practical to use and it also contained an inordinate number of bugs and spelling mistakes.

The GO TO command is used in this solution. It is more reliable to use from the map than as a typed-in command so in some cases in this solution the nearest convenient location is named and a bit of back-tracking will need to be done.

START: On a Riverbank with your sister, Emily.

E - get pear - W - SW (the pear turns into a lantern) - W - wait (until the rabbit arrives and vanishes down the hole) - W - S - S (ignore the jar as you fall) - wait (until you land) - stand up - search leaves (you find a key) - get key - examine it (a locker key with a 10 on it) - W - NW (A Music Room with dancing chairs) - examine piano - get sheet music (the chairs stop dancing) - examine it (you find a key in C on it) - get key in C - SE - E - unlock door with key in C - S - get card shoe, overall and hanger - wear overall (it's too small for you) - N - E - SE - Examine table - get bottle - examine it - read label ("Drink me") - look under table - get box - examine it ("Eat me"; it contains a cake) - go to Music Room - put music on piano - wait (until one chair dances by the piano) - get music - open piano - examine it (there's a key in G in it) - stand on chair - open bottle - drink potion (you shrink) - jump into piano - get key in G - out - wait (until you return to normal size) - Go to Long Hall - wait (for the rabbit who drops a blue fan and gloves, then leaves) - get fan and gloves - examine fan - open it - wave it (you shrink a little) - wear overall - wait (until the rabbit returns, asks you to fetch his pink fan and gloves and gives you a key) - E (you meet the Knave of Hearts who says he'll help you complete your dream if you steal the Queen's tarts for him; you see a stick insect, sticking) - get insect (it runs off) - get stick.

The White Rabbit's House

E - N - examine line - get peg - untie line - get it - unlock front door with front door key - N - N - examine rack - get egg - examine it (pink!) - open cupboard - examine it - get cup - N - E - put hanger in vice - straighten hanger - open vice (you take the hanger) - W - S - S - U - examine basket - get pouch - open clock - examine it - examine card - get it (it flies into the card shoe) - examine door - put music under door - put wire in keyhole - pull music - get key - Unlock door with bedroom door key - N - open chest - look in it - get gloves - examine shelf - get bottle - examine bed - get fan - examine desk - examine inkwell (it contains white fluid) - S - D - S - S - W - N - W - get gardening gloves - E - S - E - SE - SE - NE - NW - NE - get fork - NE - N.

The Duchess' House

E - wear peg on nose - examine table - get gazettes - drop them - get card - examine bookcase - get glasses case - open it - look in it (a lens) - U - E (look under bed - get slippers - W - S - remove shoes - wear slippers - E (A Dumb Waiter) - wear blue gloves - pull rope (the dumb waiter descends) - W - examine rack - get knife - examine table - get glass key - open cupboard - get jug - E - wear gardening gloves - pull rope - W - remove slippers - drop them - wear shoes - remove gardening gloves - N - D - E - examine cabinet - unlock it with glass key - open it - get pass - read it ("Admit one")

The Palace

Go to Palace - N - show pass to guard (rabbit arrives) - give pink fan and pink gloves to rabbit (he gives you a paint brush). Open door - E - unlock locker 10 with number 10 key - open it - examine it - get number 3 key - unlock locker 3 with number 3 key - open it - examine it - get number 7 key - get card - unlock locker 7 with number 7 key - open it - examine it - get boots - examine them (they would keep out the damp) - W - drop boots (for now as you can't get them past the guard. You will, in fact, be prompted with a YES/NO each time you try to leave past the guard. This prompt and response has been omitted from this solution).

The Chef and Conservatory

W - examine plaque - read it (it lists the cards you have collected so far) - go to Palace Kitchens - ask chef about paper (he asks you to collect the ingredients so he can make treacle tarts) - examine table - get steak - D - unlock door with ancient key - open it (it's jammed) - U - E - S - S (A Conservatory) - read plate - turn handle anticlockwise - again (the handle comes off).

The Cheshire Cat

Go to the Horse Chestnut - get pouch - pour cream into saucer (the Cheshire Cat appears, drink the cream and vanishes, leaving sugar in the saucer!) - get saucer.

The Puppy

S - S - W - W - throw stick (the puppy comes back with something shiny in its mouth) - give steak to puppy (he drops a key) - get silver key - E - E - N - N - NW - unlock door with silver key - open door (you can now return to the Long Hall when you wish).

The Compost Heap

Go to the Back Garden - wear peg on nose - wear gardening gloves - search compost (find a card) - get card - remove gloves.

The Treacle Well

S - S - S - S - SE - SE - NE - NW (A Treacle Well) - examine well - examine winch - turn it (it hasn't got a handle) - fix winch handle to winch - get rope - tie rope to jug - turn handle clockwise - turn it anticlockwise - examine jug (it contains treacle) - drop rope - untie rope from jug - get jug.

The River and Mad Hatter's House

NE - NW - W - SW - SW - SW - get card - NE - E - U - get tub - open it - examine it (lard) - E - examine table - get tea chest - SW - examine chair - examine napkin (it has breadcrumbs on it) - fold napkin (so you don't drop them) - get it - E - get sack.

The Caterpillar

W - NE - W - D - W - NE - NE - E - SE - SW - SE - SE - SE - S - ask caterpillar about hookah (it runs on sherbet) - ask caterpillar about sherbet (he can always use more) - go to Palace - examine fountain (shrouded in a sherbet mist) - put left pouch in mist (you catch some sherbet in the pouch) - S - S - E - SE - SE - NE - SE - SE - S - give sherbet to caterpillar (he leaves after telling you the left side makes you grow, the right makes you shrink).

The Telescope

Go to Palace - N - U - E - open cabinet - examine it - get large lens and bottle - W - W - open queenside drawer - examine it - get wooden key - examine pillow - get card - E - U - drop chest - examine telescope - look in it (you see a card) get card - insert large lens in large end - insert small lens in small end - stand on chest - turn telescope SE - look through it with right eye - close left eye - look through telescope with right eye (you can see more clearly and spot a card stuck on the tree house).

The Walled Garden and Tree House

D - D - W - examine coat of arms (it's hanging on a hook) - get it - drop it - get hook - E - S - S - S - E - SE - SE - NE - SE - NE (you see a loose brick in the wall) - get brick with fork (there's a card in the hole it leaves) - get card (it blows through the hole into the garden) - SE - U - put arm through hole (to get the card) - W - tie line to limb - D. Drop line - get card - wear gardening gloves - open sack - get hedgehog - put it in sack - close sack - examine trapdoor - put hook in small hole - open trapdoor - D - N - get green bottle (if you open it you'll find it's mineral water) - get wedge - open door - N - U - give green bottle to chef - give lard to chef - give treacle to chef - give sugar to chef - give napkin to chef.

The Tiny Door

Go to Tree House - D - SW - S - cut right side with knife - put chunk in right pouch - cut left side with knife - put chunk in left pouch - go to Long Hall - examine doors (you also see a tiny curtain) - pull curtain (you find a tiny door) - unlock tiny door with key in G - open tiny door - get chunk from right pouch - eat it (you shrink) - W - S - wait (you're asked to help paint the roses red) - paint bush (you're rewarded with a bag of flour) - W - W - NE - NW - unlock door with wooden key - N - go to Palace Kitchens - give flour to chef (he goes to make the tarts and throws you a key) - wait - catch key - E - examine chest - unlock it with crystal key - open it - get invitation - read it (invitation to croquet match).

The Duck Pond

S - E - E - get boots - W - W - N - W - D - S - S - U - U (the line) - E - D - go to Palace - S - W - S - remove shoes - wear boots (or you'll catch a chill) - S - get card - N - remove boots - drop them - wear shoes.

The Throne Room

Go to Palace - N - W - open left door - S - stand on Queen's throne - get chunk from left pouch - eat it (you grow) - pull bell pull (an exit opens south) - S - get key - examine it (for the Guards' Room) - get card.

Finding a Flamingo

Go to Rabbit's Bedroom - clean brush with remover - dip brush in inkwell (it's covered with whitewash) -

paint egg - go to Giant Elm Tree - open quartz bottle - drink rabbit's potion - put egg in mouth - wait (until your neck grows; you see a pigeon and its nest) - examine nest - put egg from mouth into nest - wait (until you return to normal) - wait (until your score goes up) - open box - get cake - eat it (you grow as tall as the tree; in the nest is a flamingo) - get flamingo - wait (until you go back to normal).

The Mad Hatter's Tea party

NE - SE - SE - S - cut right side with knife - again - go to Beaver's Hole - E - U - E - SW - open door - S - W - stand on table - eat chunk (you shrink a bit) - get onto teapot - eat chunk (you shrink even more) - climb into teapot (you see the sleeping dormouse and a card) - get card (the dormouse is lying on it) - shout at dormouse (he stirs and frees it) - get card - climb out of teapot (you grow a bit) - E - wait (until back to normal size) - leave table.

The Gryphon and Turtle

Go to Palace - S - W - S - SE - SW - E - S - SE - W - D (you see a sleeping gryphon) - wake gryphon (he takes you down to meet the turtle) - wait (until you've heard ALL their conversation explaining the seniority of cards).

The Croquet Match

NE - N - E - NW - NW - show invitation to guard - wait (until the guests start to arrive) - SW (your invitation is checked) - wait (until the Queen gives the rules and says it's your turn to play) - open sack - wait (if necessary, until the hedgehog falls out) - hit hedgehog with flamingo (it rolls south-east) - SE - hit hedgehog with flamingo (it rolls into a hole; you see a card in there too) - get card (it's the last one; the shoe and cards vanish and you're left with a suit of diamonds).

The Tailor's House and the Tarts

NW - NE - NW - NE - N - E - E - give suit to tailor (he takes it and leaves you a chef's overall) - get overall - examine it - get pantry key - W - N - N - close guard room door - lock it with red key (so you aren't caught in a few moves) - W - W - N - W - unlock pantry door with pantry key - NW - examine shelves - get tray - SE - E (the Knave arrives, takes the tarts and leads you into the courtroom where you are accused of their theft).

The Courtroom

(Note the roster of jurors as it is called. The card mentioned first is most senior as explained by the turtle because it's the one that arrived at the Courtroom first) - wait (as each witness is called, you're asked to nominate a juror to speak in your defence; each time pick a more senior card than the one that accuses you. Do this six times and you'll be acquitted).

The Knave reappears once the room has been cleared and, true to his word, escorts you from the Palace, through the woods to the river. He gives you a push towards a willow tree and, looking back, you see that he has vanished. Turning back to the willow you see Emily putting down her book and saying it's time for tea. But as you both walk away, you hear a rustling from the undergrowth and a voice from behind a tree saying he'll be late... but he just has time to give you your final score and congratulate you on completing your dream.



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STAC Games. Text/graphics unless stated.
PD4: STAC demo plus The Case of the Mixed-up Shymer.

PD6: Wizard's Tower. Ver. 1.65

PD7: Invasion

PD8: The Payoff

PD34: Assassin

PD89: Snatch & Crunch. Adult. Text.

PD90: The Elven Crystals

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STOS games.

PD91: Time Switch. Text/graphic. D/S.

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Aimed at 5-9 year olds.

UNCLASSIFIABLE!

PD152: Dungeons and Dragons creator - roll characters and populate a city to use in D&D-type games. The character creator isn't 100% complete as this is a shareware disk

PD158: Mapper. Utility for drawing,

saving and printing maps for RPGs and text games. AM + EMULATOR.

PD163: Character generators for Traveller and Star Frontiers.

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PD166: Selection of UMS scenarios. RPGs with rudimentary graphics.

PD5: Hack! Ver. 1.03 complete with ramdisk. D/S.

PD25: Larn. Ver. 1.00

PD37: DDST

PD78: HASCS. MONO German RPG with mono emulator. D/S.

PD127: Nethack. Ver. 2.3. 1 MEG. D/S.

PD147: Hero II. RPG/arcade adventure. Demo. 1 Meg. D/S.

DEMOS etc.

PD13: Demo of Zak McKracken

PD14: Playable demo of the RPG Bloodwych. Needs two joysticks.

PD21: Infocom sampler

PD22: Sundog demo

PD24: Demo of The Pawn

PD26: Playable demo, King's Quest II

PD27: Non-playable, Black Cauldron

PD28: Non-playable, Tanglewood. D/S.

PD30: Non-playable, The Jade Stone

PD31: Rolling demo of Lancelot

PD51: Zeitgeist demo.

PD128: Elvira demo. D/S.

PD135: Iron Lord demo. D/S.

PD136: Personal Nightmare demo.

PD137: Space Quest I and King's Quest III demos

PD138: King's Quest IV and Larry 2 slideshow. D/S.

PD150: Captive demo. Resets in 5 min.

PD154: Non-playable demo of Debut and demo of Elvira

PD155: Non-playable, Damocles

PD241: Demo of 3D Construction Kit

EAMON Adventures. Text-only.

PD16: EAMON, Deathstar and Quest for the Holy Grail. NOT STE-comp.

PD17: EAMON plus Zyphur and Devil's Tomb. NOT STE-compatible.

PD18: The Crypt Crasher.

NOT STE-compatible.

AGT Adventures. Text-only.

None will run on the Amiga.

PD38: The Adventure Game Toolkit. American adventure writing system to produce text-only Infocom-style adventure games. Now on Ver. 3.1 which includes AGTBIG

PD39: AGT Source Code, 1 - 10 AGT adventures. Requires AGT disk to run.

PD41: A Dudley Dilemma

PD42: Tark

PD50: Love's Fiery Rapture

PD63: Der Ring Des Nibelungen

PD64: Star Portal. D/S

PD65: Susan. Adult only.

PD66: Tamoret. D/S

PD67: Pork. Zork spoof.

PD68: Son of Stagefright

PD69: Easter Egg Hunt

PD70: Fast Lane

PD71: House of the O's

PD72: Pork II

PD73: Pyramid of Muna

PD74: Quest for the Holy Grail

PD75: Sir Ramic Hobbs and the High Level Gorilla

PD76: The Battle of Philip

PD77: The Pilot

PD146: Dragon Slayer. Adult.

PD161: Mold 1

PD183: Disenchanted

PD184: Mystery of Old St Joseph

PD212: Lasar. A fantasy game.

PD213: Andkara. Classic fantasy game.

PD214: Escape from the ELI

PD216: Weekend Survival

The above two games were written during research into Computer Assisted Language Learning for students learning English as a second language.

PD218: Magic Mansion.

PD221: NMR2. This time, you're a research chemist investigating invading creatures who can transform their appearance and must use an NMR Spectrometer to save the world (see PD 233 NMR).

PD223: Pyramid

PD225: Storms

PD 231: Orientation to the Van Pelt Library. A strange one this.

PD233: NMR. Originally written as a game to help people learn how to use

the Bruker NMR Spectrometer.

PD235: Whatever We Decide To Call This Game. From Australia. It's your first day at Tumbulgum University.

PD256: Crusade. Rescue the King's daughter from the wicked baron.

PD261: Deena of Kolini. Adult. Text.

STAWS Adventures.

PD188: ST Adventure Writing System. Adventure writing system for text games. Includes about 9 sample games.

TADS Adventures.

PD177: Text Adventure Development System. Write your own games. Register to get full instructions. Includes the game Ditch Day Drifter. Needs 1 meg.

PD178: Deep Space Drifter. Written with TADS. Needs 1 meg.

MISCELLANEOUS ADVENTURES. Text-only unless stated otherwise.

PD9: Colossal Cave, Once a King and (AM + EM.) City out of Bounds.

PD10: Enchanted Realm, Sherlock and Beyond the Tesseract.

PD15: AdvSys/AdvInt adventure writing system plus Starship Columbus. NOT STE-compatible.

PD19: Asylum. NOT STE-compatible.

PD20: Dobbyworld, NOT STE-compatible, Crowley's House and Prisoner of the Dark House.

PD23: System 5, NOT STE-compatible, and Paranoia.

PD40: Darkness is Forever. Text in medium res. Some graphics in high res.

PD46: Treasure Hunt Jersey. Mouse-controlled graphic game.

PD79: Article on writing adventures with GFA Basic. Dungeon, graphic maze-type game. Magik, text. Moonstone, text (all low res). Mercy Mission (any res), text, by author of Darkness is Forever (on PD 40).

PD 80: Under Berkwood. Arc/adv + ed.

PD126: World

PD161: Isthorn. Text, spot graphics.

PD164: Grampa Howard Mysteries (text, multiple-choice) and Naarjek Data Systems (hacking game).

PD185: Hassle Court Adventure

PD189: Escape!

MIKE and the MECHANICS DEMOS.

PD35: Batman demo. NOT STE-compatible.

PD36: UFO demo

PD43: Dr Who demo. D/S.

PD48: NASA Slideshow. 1/2 meg version, no sound.

PD49: NASA Slideshow. 1 meg. Sampled music. D/S.

PD 52: Randall and Hopkirk (Deceased) demo. D/S.

MIND GAMES... and BOARD GAMES.

PD84: Puzpuz. MONO jigsaw program from Germany with mono emulator.

PD85: Colour jigsaw program

PD86: Drachen. German colour version of Shanghai.

PD87: Around The World in 80 Days - like the board game. Runs in mono but a mono emulator is provided.

UTILITIES.

PD32: DC Formatter, Filefix 2, QuickRUN, QUICKFIND, Restart, DC STuffer and Word Processing Toolkit.

PD33: ST Writer Elite now v4.1. Excellent PD word processor which saves as ASCII - ideal for sending in your SynTax and Red Herring contributions!! D/S. AM + EMULATOR.

PD45: Address book, by Clive Swain.

ST NEWS. NONE of the following are STE-compatible.

PD95: Vol 1, Compendium

PD96: Vol 2, Issue 1

PD97: Vol 2, Issue 2

PD98: Vol 2, Issue 3

PD99: Vol 2, Issue 4

PD100: Vol 2, Issue 5

PD101: Vol 2, Issue 6

PD102: Vol 2, Issue 7

PD103: Vol 2, Issue 8

PD104: Vol 3, Issue 1

PD105: Vol 3, Issue 2

PD106: Vol 3, Issue 3

PD107: Vol 3, Issue 4

PD108: Vol 3, Issue 5

PD109: Vol 3, Issue 6

PD110: Vol 3, Issue 7

PD111: Vol 4, Issue 1

PD112: Vol 4, Issue 2

PD113: Vol 4, Issue 3

PD114/115: The Final Compendium + Two DOUBLE-SIDED disks, contains the best of ST News. £3.50 the pair or £2.50 plus a blank disk.

SLIDESHOWS - complete with Tinyview program.

PD82: SF pix

PD83 Fantasy pix

COMMS PROGRAMMS.

PD132: UniTerm. Ver. 2.0c

PD133: VanTerm. Ver. 3.8

PD134: StarTerm. Ver. 1.11

AMIGA DISKS.

PD 182: ST emulator for Amiga. Will run SynTax and copes well with non-graphics disks. I have marked any I know will run with AM + EMULATOR. **If any Amiga owners would like to try any of the other disks listed here to see if they'll also run, if they don't, I'll refund their money.**

PD190: ADVSYS. Text adventure writing system (with full documentation), plus an extended version of Colossal Adventure (with speech, so runs sl-o-w-ly!).

PD191: Castle of Doom. Text and graphics adventure.

PD192: The Golden Fleece. Complex text adventure from Jim MacBrayne.

PD193: The Holy Grail. Jim's second text adventure. Needs 1 meg.

AMIGA HELP DISKS.

PD204: Amiga Solution Disk 1. 60 16-bit adventure solutions.

PD205: Amiga Solution Disk 2. More 16-bit adventure solutions.

(204-205 are auto-load and run. Type MOST <space><no> to display required solution.)

PD206: Amiga Solution Disk 3. 25 16-bit solutions.

PD207: Amiga Solution Disk 4. 8-bit sols for those with C64s too.

PD208: Amiga Solution Disk 5. 8-bit sols.

(206-208 are CLI-accessed disks with files in ASCII format.)

PD209: WWF 'ACE' Amiga Help Disk - auto-load with musical soundtrack.

Cheats for 100 games and over 30 solutions. However, the files are crunched in some way and there may be problems loading one of two of them. That still leaves plenty though!

PD210: WWF Amiga Help Disk 2 - more cheats, solutions and maps.

PD211: MWB Amiga Solution Disk - mostly Sierra, Lucasfilm and RPG solutions.

PC DISKS.

Will run on the ST + PC Emulator. Text-only unless stated.

PD53: Crime, Island of Mystery, The

Haunted Mission, Nuclear Submarine Adventure, Terror in the Ice Caverns.

PD54: Landing Party, menu-driven SF game. Marooned Again, text adventure with very rudimentary graphics.

PD55: Palace Adventure, Gymnasium.

PD56: Kingdom of Kroz (arc/adv), Beyond the Titanic.

PD57: Golden Wombat of Destiny

PD62: Quest for Kukulkan, Under the Ice.

PD153: Jacaranda Jim

PD157: Humbug. Evaluation copy, saves/loads to RAM only.

PD167: Betty Carlson's Big Date

PD168: Deena of Kolini. Adult.

PD169: Christian Text Adventure, Lottery.

PD170: Advanced Xoru. Evaluation copy of text adventure.

PD171: Moraff's Revenge (RPG)

PD172: Evets (RPG)

PD173: Dungeons and Dragons (RPG)

PD174: Nirvana

PD194: Adv551 (enhanced version of Colossal), Enchanted Castle.

PD195: Andkara

PD196: McMurphy's Mansion

PD 97: Museum, Caverns City, Wonderland and Sailor.

PD198/199: AGT for the PC. £3.50 for two disks.

PD200: What Personal Computer?

PD201: Adventure (version of Colossal), Castaway, South American Trek, Hellfire, Sam Spade.

PD202: Dragon's Lair, Magic Land, Skullduggery (text with on-screen map).

PD203: Dracula in London (text/graphics) and Moon Mountain Adventure.

PD215: Escape from the ELI

PD217: Weekend Survival

PD219: Magic Mansion

PD220: Mold 1

PD222: NMR2

PD224: Pyramid

PD226: Storms

PD228: Two Ways

PD229: Crime to the Ninth Power. Detective game, winner of the 1990 AGT Contest. Features pop-up hints!

PD232: Orientation to the Van Pelt Library

PD234: NMR

PD236: Whatever We Decide to Call

this Game

PD237: AGT Utilities - AGTBIG (write larger games), POPHINT (create a pop-up hint system for your game).

PRETTY ('pretty print' AGT source files), SCRIPTURE (script game to a disk file). Would presumably work with the PC version of AGT with an emulator.

PD266: Crusade. Rescue the king's daughter from the wicked baron.

PC ONLY ADVENTURES.

Will NOT run with an emulator on the ST.

PD230: Humongous Cave - an expanded version of Colossal with 1000 points, over 200 creatures and treasures, 300 locations and 10 'secret' words. The first person to find them wins \$100! Needs a hard disk or high-density floppies.

SHAREWARE.

The next few ST disks are shareware so they cost £3.50, £1.00 more than PD software because £1.00 of the price goes to the author.

SW2: Toil and Trouble. STAC. Text/graphics, plus datafile.

SW3: Datafile for Shymer. Adventure on PD4.

SW4: Les Rigden's Dungeon Master Guide

SW5: Les Rigden's disk of maps for Xenomorph

SW6: Evaluation copy of Operation Blue Sunrise

LICENCEWARE.

Zenobi Software ST Adventures £3.49 for two-disk games and £2.99 for one-disk games.

Ref: Jade Stone

Ref: Three Of The Best (Mutant, Hammer of Grimmold & Domes of Sha)

Ref: Border Warfare

Ref: Whiplash & Wagonwheel (2 disks)

Ref: Lifeboat

Ref: Two For One (The Challenge & The Thief)

Ref: The Adventurer

Ref: End Day 2240

Ref: Davy Jones Locker

Ref: Souldrinker

Ref: Into The Mystic

Ref: Cortizone (2 disks)

Ref: The Magic Shop

Ref: The Enchanted Cottage

If you have any disks suitable for inclusion in the list, please contact me.

FROM BEYOND SPECTRUM PUBLIC DOMAIN ADVENTURES.

 The Spectrum Public Domain Library was started by Gordon Inglis (all the hard work of getting the main bulk of the owners was down to Gordon) and the running and upkeep of it has now passed over to me (Tim Kemp). Each game costs 99p + a second class postage stamp, and Cheques and Postal Orders should be made payable to Tim Kemp. Orders should be sent to Tim Kemp, 36 Globe Place, Norwich, Norfolk NR2 2SQ.

BEHIND CLOSED DOORS I

48/128k. Text Only. Author: John Wilson. Rib Tickler.

BEHIND CLOSED DOORS II

48/128k. Text Only. Author: John Wilson. Rib Tickler 2.

A LEGACY FOR ALARIC

48/128k. Text Only. Author: Palmer P. Eldritch. Fantasy/Humorous

THE PLAGUES OF EGYPT

48/128k. Text Only. Author: Mike Young. Biblical 2 part epic.

NOAH

48/128k. Text Only. Author: Mike Young. Biblical epic.

SOLARIS

48/128k. Text/Graphics. Author: Clive Wilson. 2 part Sci-Fi.

MICRO DRIVIN

48/128k. Text/Graphics. Author: Clive Wilson. Treasure Hunt style game.

THE DAMNED FOREST

48/128k. Text/Graphics. Authors: J. DeSalis & T. Huggard. RPG-based.

THE REALM

48/128k. Text/Graphics. Author: Ian Williams. Fantasy.

THE CRYSTAL OF CHANTIE

48/128k. Text Only. Author: Gary Power. Fantasy.

AMSTRAD ADVENTURE PD LIBRARY.

 Please make cheques and payable to : Adventure PD, 10 Overton Road, Abbey Wood, London SE2 9SD.

TAPE and DISK

AMS 01 - Can I Cheat Death? (Adults only), Doomlords I-III, Roog, Spacy And Welladay. All by Simon Avery.

AMS 02 - Adult II, Boredom Blues (both Adult only), Dungeon, Firestone, Jason And The Argonauts, Tizpan Lord Of The Jungle. All by Simon Avery.

AMS 04 - The Lost Phirious Trilogy.

AMS 05 - Bestiary, Kidnapped, Labyrinth, The Secrets Of Ur, Underground + 3 help programs.

AMS 07 - Cacodemon, Dick-Ed, Foxy, Nite Time, Storm Mountain.

AMS 09 - House Out Of Town, Total Eclipse Trainer, Rouge Midget, The Search For Largo Grann.

AMS 10 - 12 Lost Souls, Labyrinth Hall, Tulgey Woods, Lost Shadow, Escape From An Alien Spaceship.

AMS 12 - The Antidote (2 parts),

Space Station, Search For The Fifty Pence, Escape From Planet Of Doom.

DISK ONLY

AMS 00 The-Stock-List-On-A-Disk, full reviews, free adventure, Mark Eltringham's full list of adventures ever released on the Amstrad, Map Maker, latest news, and lots more... *FREE*

AMS 03 - Blue Raider I and II, Use Your Loaf, Shades - using the new Adlan program.

AMS 06 - Eve of Shadows by Bob Buckley. Very good graphics.

AMS 08 - The Search for Mithrillium (6128 only), Bew Bews, Haunted House, Quadx, The Race, Stripey And Treasure.

AMS 11 - Ghost House, Use Your Loaf, The Race, Supastore. Utilities for early Infocom adventures to get the score/moves on the top of the screen, step by step instructions in ASCII format. Word Processor not needed.

CP/M

CPM 01 - The Base (two parts), The Island, The Holiday, The River, Escape: Planet of Death.

CPM 02 - Classic Adventure, The

DOLLARS IN THE DUST

48/128k. Text Only. Author: Gary Powers. Spaghetti Western.

MATT LUCAS

48/128k. Text/Graphics. Author: Ian Williams. Miami Vice-style detective game.

SHADOWS OF THE PAST

48/128k. Text/Graphics. Author: John Lammon. Fantasy.

There are a few more titles in the pipeline that should be released around about Christmas time. If there are any adventure writers out there who are reading this then dig out your old Spectrum adventures and send them to us. We don't make money by selling them (that's the whole idea of PD) but you will at least have the pleasure of knowing your games are being seen by an appreciative audience.

Send a S.A.E. for a free copy of the latest Adventure booklet.

Caves, Mell, Traekk.

TAPE ONLY

TPE 01 Cave Capers by Philip Robson.

TPE 02 - Ghost House, Use Your Loaf, The Race, Supastore, The Antidote I-II.

HOW TO ORDER

Each selection takes up one side of a 3-inch disk or tape, so please make sure that you send enough disks or tapes, as well as a Stamped Self-Addressed Jiffy Bag. The Jiffy Bag must be large enough for your order.

Each selection cost £1.00. If you would like the disk to be provided, then add an extra £3.00 per disk. Only Amsoft and Maxwell disks will be accepted and used. If you send any other brands, then your order will not be accepted. Cheap disks ruin the drive and I refuse to accept them.

464 owners: It is recommended that you send unused TDK C60 (or C90) tapes, as they have proved to be 100% error free. No guarantee can be given for loading onto cheap tapes. Please check and make sure that you have chosen a tape selection and not disk.

Solutions

Send a First Class Stamp for each solution requested and a SAE. This isn't the full list, so if you don't see what you need... ask!

1942 Mission	Castle of Riddles	Demons' Winter	Football Frenzy	In Search of Angels	Mafia Contract I	Pawn	Ruby Runabout
Adventure 100	Castle of Terror	Denis Through Drinking	For Your Thighs Only	Inca Curse	Mafia Contract II	Pawns of War	Runaway
Adventure 200	Castle of the Skull Lord	Glass	Forest at World's End	Indiana Jones	Magic Castle	Pay Off	Runes of Zandos
Adventure Quest	Castle Thade	Der Ring des Nibelungen	Forgotten Past	Inferno	Magic Mountain	Pen and the Dark	S.D.I.
Adventureland	Castle Thade Revisited	Desert Island	Fortress of Keller	Infidel	Magician's Ball	Perry Mason: Mandarin	S.M.A.S.H.E.D.
Aftershock	Cavern of Riches	Devil's Island	Frankenstein	Ingrid's Back	Malice in Wonderland	Murd.	S.T.I.
Agatha's Folly	Challenge	Diamond Trail	Frankie	Inner Lakes	Manhunter New York	Perseus and Andromeda	Sample Adventure (AGT)
Alice	Changeling	Doctor Goo and the	Frog Quest	Island (Duckworth)	Manhunter San Francisco	Personal Nightmare	Sandman Cometh, The
Alice in Wonderland	Chaos Strikes Back	Samorons	From Out of a Dark Night	Inspector Flukeit	Maniac Mansion	Peter Pan	Scapeghost
Alien Research Centre	Critical Mass	Domes of Sha	Future Tense	Intruder Alert (PAW version)	Mansion Quest	Pharaoh's Tomb	Scary Mansion
Alter Earth	Chronoquest I	Doomsday Papers	Future Wars	Into the Mystic	Marie Celeste	Pilgrim, The	Scoop
Amazon	Chronoquest II	Double Agent	Galaxias	Invasion	Marsport	Pirate Adventure (US Gold)	Sea of Zirun
Amity's Vile	Circus	Dr. Jekyll and Mr. Hyde	Gateway	Invincible Island	Masquerade	Pirate Adventure (W. Pooley)	Seabase Delta
Apache Gold	City Out of Bounds	Dracula	Gauntlet of Meldir	Iron Lord	Masters of Midworld	Pirate Gold	Seas of Blood
Appleton	Claws of Despair	Dracula Island	Jester Quest	Island, The	Masters of the Universe	Planet of Death	Seastalker
Appleton (Extra)	Cloud 99	Dragon Slayer	Ghost Town	It Came from the Desert	Matt Lucas	Planetfall	Secret of Monkey Island
Arazok's Tomb	Codename Iceman	Dragonworld	Giant's Adventure	Jack the Ripper	McKensie	Play It Again Sam	Secret Mission
Arrow of Death Part 1	Colditz	Dream Zone	Gnome Ranger	Jade Necklace, The	Mean Streets	Plundered Hearts	Secret of Bastow Manor
Arrow of Death Part 2	Colonel's Bequest	Dudley Dilemma, A	Goblin Market	Jade Stone	Merhownie's Light	Police Quest I	Secret of St. Brides
Arthur	Colossal Adventure (Level 9)	Dun Durach	Goblin Towers	Jersey Quest	Merlins's Apprentice	Police Quest II	Se-Ka of Assiah
Ashkeron	Colour of Magic	Dungeon Adventure	Gods of War	Gem of Zephyr	Message from Andromeda	Populous	Serpent from Hell
Atalan	Commando	Dungeons, Amethysts, etc.	Gold Rush	Jewels of Babylon	Methyhel	Pork I	Serpent's Star
Aural Quest	Computer Adventure	Dungeon Master	Golden Apple	Jewels of Darkness	Mickey's Space Adventure	Pork II	Sex Vixens from Outer
Axe of Kolt	Confidential	Dusk Over Elfinton	Golden Baton	Jhothamia 6	Microman/Project X	Prehistoric Adventure	Space
Ballyhoo	Conquest of Camelot	Earthshock (Graphic	Golden Rose	Jinxter	Mind Forever Voyaging	Price of Magik	Shadowgate
Balrog and the Cat	Corruption	Version)	Grail, The	Joan of Arc	Mindbender	Pride of the Federation	Shadows of Mordor
Bard's Tale 1	Count, The	El Dorado	Great Pyramid, The	Jolly Duplicate	Mindfighter	Prince of Tyndal	Shard of Inovar
Bard's Tale II	Countdown to Doom	Elven Crystals	Greedy Gulch	Journey	Mindshadow	Project Nova	Shards of Time
Barsak the Dwarf	Coveted Mirror, The	Elvira	Green Door	Journey One Spring, A	Mindwheel	Project Volcano	Sherlock (Infocom)
Battletech	Crash Garret	Emerald Isle	Gremkins	Kayleth	Mission Asteroid	Prophecy, The	Sherlock (Melbourne House)
Battune in Wonderland	Cricket Crazy	Emmanuelle	Grimoire	Kentilla	Mission X	Puppet Man	Shimmerkin
Behind Closed Doors 2	Crimson Crown	Empire of Karn	Ground Zero	King Solomon's Mines	Molesworth	Puzzled	Ship of Doom
Bestiary	Crown of Ramhotep	Enchanted Cottage	Gruds in Space	King's Quest I	Moonmist	Pyramid	Shipwreck
Beyond Zork	Crusade	Enchanted Realm I	Guild of Thieves	King's Quest II	Monster	Pyramid of Muna	Shrinking Professor
Big Sleaf	Crystal Caverns	Enchanted Realm II	Gunslinger	King's Quest III	Mordon's Quest	Quann Tulla	Shogun
Black Cauldron	Crystal of Chantie	Enchanter	Hacker 1	King's Quest IV	Moreby Jewels	Quest (Hewson)	Sinbad
Black Knight	Crystal Quest	End Day 2240	Hacker 2	Knight Orc	Moron	Quest for Glory I	Sir Ramic Hobbs
Blackscar Mountain	Crystals of Carus	Energem Enigma	Hammer of Grimmold	Knight's Quest	Mortville Manor	Quest for the Golden Eggcup	Skegpool Rock
Blade the Warrior	Cuddles	Erik the Viking	Hampstead	Kobyashi Naru	Motor Cycle Crazy	Quest for the Holy Grail	Skelvullyn Twine 1
Blizzard Pass	Cup, The	Escape from Pulsar 7	Harvesting Moon, A	Kristal, The	Mountain Palace Adventure	(AGT)	Skelvullyn Twine 2
Bloodwych Guide	Curse, The	Espionage Island	Heavy on the Majick	Kult	Mountains of Ket	Quest for the Holy Joystick	Slaughter Caves
Boggit, The	Curse of Shaleth	Essex	Helm, The	Labours of Hercules	Murder at the Manor	Quest for the Time Bird	Sleeping Gods Lie
Book of the Dead	Curse of the Seven Faces	Eureka	Heroes of Karn	Labyrinth	Murder at the Rue Morgue	(partial solution)	Smuggler's Cove
Border Zone	Custerd's Quest	Everyday Tale, Seeker of	Heroes of the Lance	Lapis Philosophorum	Murder Hunt	Quest of Merravid	Snowball
Bored of the Rings	Cutthroats	Gold	Hero's Quest	Lancelot	Murder on the Waterfront	Questprobe 3	Snowqueen, The
Borrowed Time	Cyborg	Excalibar	Hillsfar	Last Will and Testament	Murders	Questron I	Soapland
Breakers	Dallas Quest	Extricator, The	Hitchhiker's Guide to Galaxy	Leather Goddesses of	Mutant	Questron II	Soho Sex Quest
Brian the Bold	Dance of the Vampires	Eye	Hobbit, The	Phobos	Mystery of the Indus Valley	Realm of Darkness	Sorcerer
Brimstone	Dargonscrypt	Eye of Bain	Hobble Hunter	Legend of the Sword	Myth	Rebel Planet	Sorcerer of Claymorgue
Buckaroo Banzai	Dark Lore	Fable	Holiday to Remember 1	Leisure Suit Larry I	Necris Dome	Red Lion, The	Castle
Buffer Adventure	Dark Storm	Faerie	Holiday to Remember 2	Leisure Suit Larry II	Never Ending Story	Red Moon	Cauldron
Bugsy	Darkness is Forever	Fahrenheit 451	Hollow, The (Graphic	Leisure Suit Larry III	Nine Princes in Amber	Retarded Creatures &	Soulhunter
Bulbo and the Lizard King	Dead End	Fantastic Four	version)	Les Manley	Nord and Bert	Caverns	Souls of Darkon
Bureaucracy	Deadline	Fast Lane	Hollow, The (Text version)	Life-Term	Odieus' Quest	Return to Doom	Space Rogue
Canasto Rebellion	Deeds of Glengarry Hall	Faust's Folly	Hollywood Hijinx	Lifeboat	Odyssey, The	Return to Eden	Space Quest I
Case of Mixed-up Shymer	Deena of Kolini	Feasibility Experiment	Hound of Shadow	Loads of Midnight	Once a King	Return to Ithica	Space Quest II
Castle Adventure	Deja Vu I	Final Mission	H.R.H.	Loom	Once upon a Lily Pad	Rigel's Revenge	Space Quest III
Castle Blackstar	Deja Vu II	Fire and Ice	Hulk	Lord of the Rings	Oo-Topos	Rings of Zilfin	Space Rogue
Castle Colditz	Demon from the Darkside	Fish!	Ice Station Zero	Lords of Time	Ooze	Roadwar 2000	Spectre of Booballyhoo
Castle Eerie	Demon's Tomb	Football Director II	Imagination	Lost Orb	Operation Berlin	Robocity	Spellbreaker
				Lucifer's Realm	Operation Stealth	Robin Hood (Arctic)	Spellcasting 101
				Lurking Horror	Operation Turtle	Robin of Sherlock	Spiderman
				Madcap Manor (Graphics	Orbit of Doom	Robin of Sherwood	Spoof
				version)	Orc Island	Robyn Hode	Spy Trek
				Madcap Manor (Text	Paradise Connection	Rogue Comet	Spyplane
				version)	Paranoia (AGT)	Ronnie Goes to Hollywood	Squynchian Adventure

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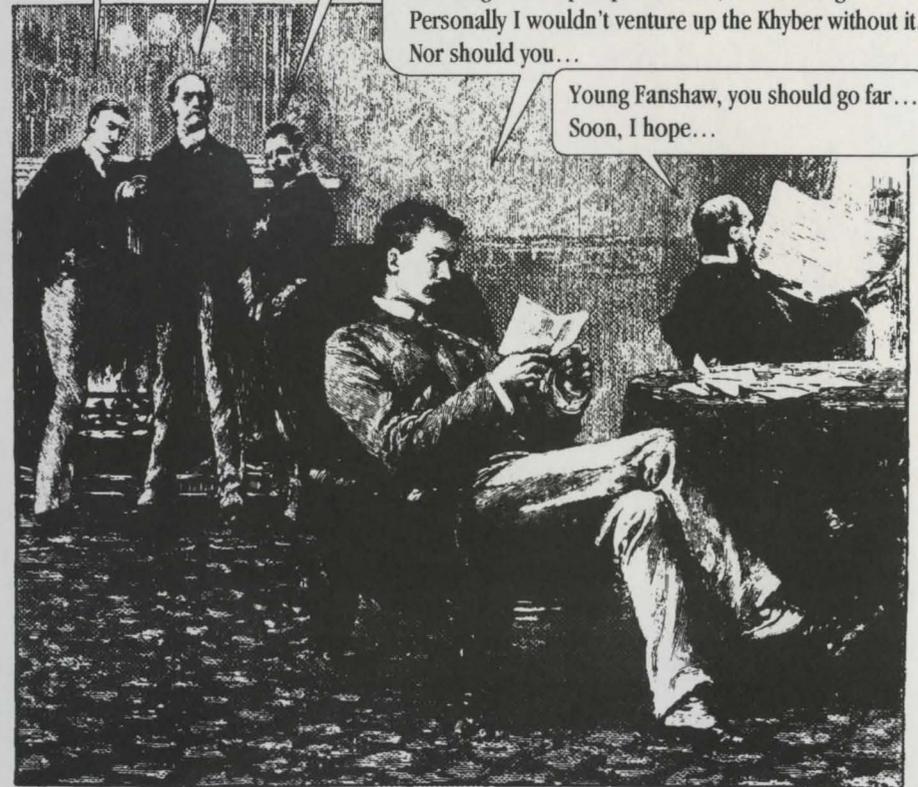
There's that irritating
brounder Fanshaw,
what's he reading?
Does anyone
know? Looks like a
very small book...

Apparently it's A5, and the title of the thing is *Red Herring*, damn silly name for a book, if you ask me. But I've got more important things on my mind. For one thing, I keep getting *killed* all the time. And it's *very* upsetting. I've lost *umpteen* points, most of my treasure and a quite substantial amount of hair.

I'm in the same boat. A problem compounded by the fact that I appear to be stuck in some far from fragrant body of water, with no means of forward propulsion.

Though *extremely* unpopular with other members of the club, because of my winning ways, I manage to steer clear of troubled waters, thanks to this highly diverting and helpful publication, *Red Herring*. Personally I wouldn't venture up the Khyber without it. Nor should you...

Young Fanshaw, you should go far...
Soon, I hope...



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