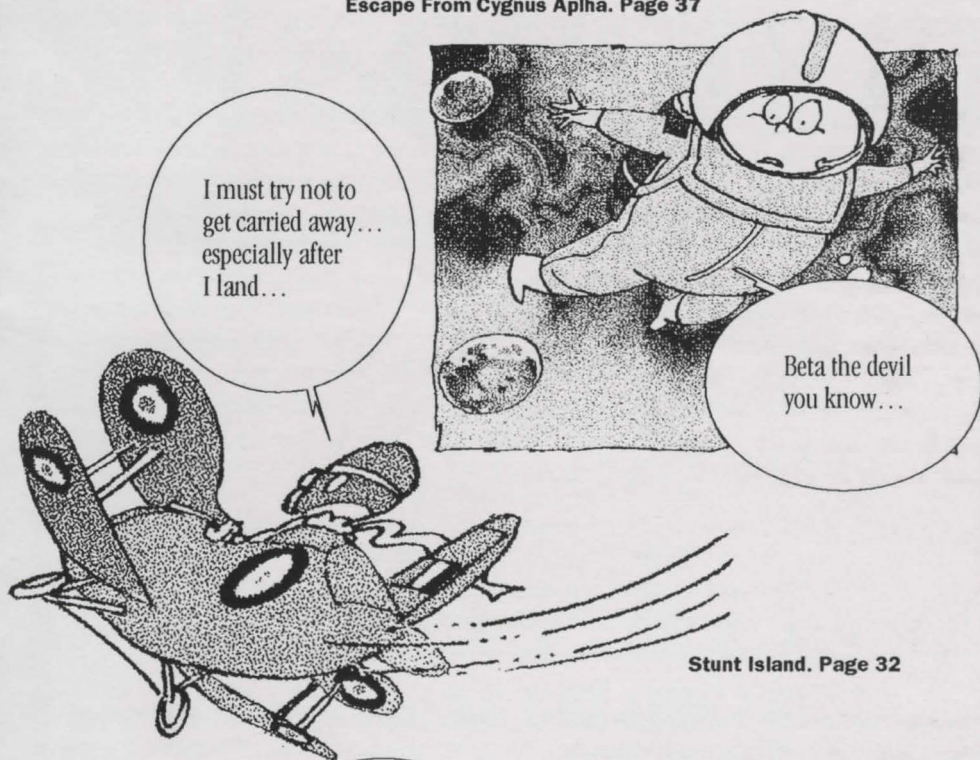
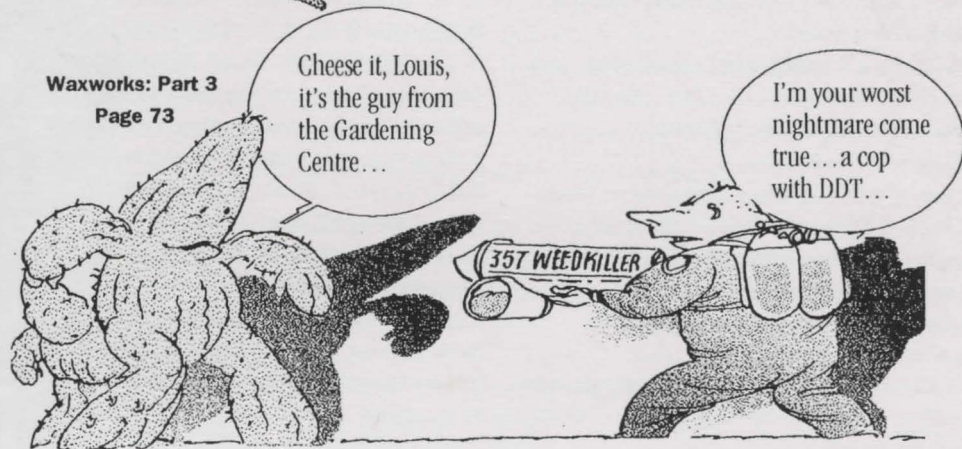


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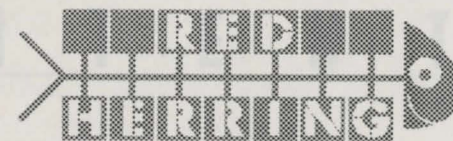
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Detective  
Dungeon Lord



Eric The Unready  
Escape From Cygnus Alpha  
Ishar: Legend Of The Forest  
Merlin  
Mystic Well  
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# EDITORIAL

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Ron Rainbird  
Phill Ramsay

## Red Herring

is edited by  
Marion Taylor  
& Sue Medley.  
Published by  
Marion and  
Friends.

No wittering on from me in this editorial — ok, you don't have to cheer so loudly — it's because the RH mail for publication has been a lot larger than usual this issue and I didn't allow enough space... cough. So apart from telling you that Sue has redone the SynTax PD pages and I... cough again... put the updates in the main section, so you'll have to check out all the pages to find the new additions... cough yet again... Therefore, the rest of this space is being taken up by letters and I hope the writers will forgive me for not putting them in with the rest.

Laurence Creighton writes about the Four Symbols, "... I'm playing this game and personally I think it's probably the finest Spectrum Adventure I've ever played. I am full of admiration for anyone who can write so well with almost no bugs or errors, and create so many intricate and intelligent puzzles. 10 out of 10..." Coming from someone who writes great Spectrum adventures himself, that's praise indeed. Four Symbols is, of course, also available for the Amiga, PC and ST.

Margo Porteous writes about an addition to our Dragonstar solution, "... I have recently completed it and in Part II it is possible to get to both sections, making only one boat trip. In the cave above the Dungeon (the same cave that you eventually go up from to get to the Northern edge of Elbar Forest) there's an iron bar. Get this and SMASH WALLS. You can then go West to a narrow ledge then Down to the Southern edge of Black Lake, North, East, South then East to the House with the old man. You can then return via the Field of Drandon and back into the tower. You can go West into the Tower from the river bank, but like the cave, this is a one-way route so you can't return that way. Once inside though, you can go back to the cave and go out that way again, if necessary..." Thanks Margo, I've added this to our solution.

Sheila Thomas writes about doors, "... In one area of the multi-user game 'Shades', written by Ambushbug, there is a door. The description of this door makes it sound rather ugly and it ends up with the words, 'It must be cursed!' — and the way to open it is CURSE DOOR..." Oh, the trouble we've all had with doors... the variety of ways to open them seems to be endless and just when you think you've seen it all, some fiendish programmer comes up with yet another variation.

Jean Childs writes about Jim Johnston's Believability article, "... I understand exactly what he means. I have found when writing an adventure that 'unbelievability' can creep into the game and I have had to change quite a chunk of the game to get over it. But ... Winnie The Pugh! I wanted more, I couldn't put it down. I must have read it four or five times..."

That's it for the extra letters. The next is number THIRTEEN! Eeeeek! I must remember NOT to do anything to RH on Friday the 13th. Of course, that's nonsense, pure superstition — nothing can go wrong — can it? *Marion*



"... Over the past year, adventure sales on the Spectrum have been diminishing at a rapid and alarming rate. Now, with the sad loss of From Beyond and the news that Your Sinclair is also to stop publication, I can no longer see any hope for the adventure scene on the Spectrum as I know it.

I am now at a point where my own personal customer list of adventure players is down to around 30 people and SAM Coupé customers adds only about 10 to this number.

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

Although I have always written adventures mainly for enjoyment, there comes a point when the effort outweighs the pleasure gained. I have now reached that point and after writing 16 adventures have also been finding it harder to keep my originality and standards high.

I would like to take this opportunity to thank everyone who has supported me over the years and to wish all those still playing adventures the best of luck in the future.

I will of course keep track of what's happening in the adventure scene and continue to fill any orders I receive etc., but there will be no more new games from Compass Software.

In a way, I am glad that *THE LOST TOMB OF ANANKA* was my last game, as I think I have managed to end on a good one! Goodbye friends..."

*John Lemmon, Compass Software*

"... I'm afraid I'm calling a halt to buying any more 'graphic adventures', because outside of *Legend of Kyrandia*, they almost invariably include arcade sequences at which I am next door to hopeless. I reach the Zeppelin sequence in *Indiana Jones And The Last Crusade* only to find a maze in the Catwalk leading to a bi-plane which I must negotiate whilst at the same time avoid hordes of guards. These move at twice my speed and when they catch up with me I am beaten in a fight. Why must the programmers include such a scene in a RPG? I spent many hours trying to get through without success, so now I've given up.

In Operation Stealth there are three screens of underwater swimming — I negotiated the first two, but never could manage the third although I am sure that there is a trick to it.

I thought Tim Kemp's review truly superb and one with which I was in full agreement..."

*Ron Rainbird*

*Can anyone help Ron with Indiana Jones And The Last Crusade — a map of the maze would be a great help — and also with the third screen in Operation Stealth. The solutions we have are not too explicit on these points.*

*Marion*

"... I'd like to say "No, 8 bit adventurers aren't a moribund breed", but sadly I can't really when more owners are upgrading to the fancy 16 bits and now the 32 bits. What with no commercial effort is being made to produce games for them and most of the good adventures being a bit old now and only one or two really 'good' authors producing games, I can only see the 8 bit scene gradually becoming defunct after all these years.

Obviously Spectrum-only magazines are not making enough profit — From Beyond's next issue to be its last and YS ending this month — and 8 bit dedicated mags incorporating the mighty 16 bits (Goblin Gazette is an example when Les, only about 6 months ago, said he'd never include 16 bit computers) what else is left?

Red Herring still covers quite a bit of 8 bit stuff — mainly for the Spectrum — but even this is gradually diminishing to make way for the Amiga, ST, PC and Macintosh reviews.

Who can really blame the 8 bit owners though. When you compare a Spectrum to the lowly 520 STFM there is no choice. You've got great games available, such as Dungeon Master and SimCity and if you buy a PC or Amiga You'll get the Ultima series, Eye Of The Beholder and many more such games.

Sadly, I can hear the death march for the 8 bitters. It may take a year or two but soon all the adventurers will have converted to 16 bit machines, only using the 8 bits to play now and again. What a shame.

*James Judge*

"... I have to tell you how much I like the articles about PBM by Tim Lomas. They really encouraged me to move a bit closer towards them — I've written a letter to one of the companies running a PBM game, so I'll hopefully sign up for one or two.

It was sad news that From Beyond ceased publication. I've never seen an issue myself [Well, you wouldn't — you're not a Spectrum owner. M.], but I hate to hear that things are gone. Unfortunately (or should I rather say fortunately?) people are upgrading their machines all the time, so things have to change. I still have my trusty 8 bit Atari but it occupies a similar place to your ZX81, i.e. somewhere in the junk cupboard. I use my ST a lot but will surely buy a powerful PC very soon (without selling my ST!). I will also buy the FALCON (but not for a year or so as there is not quite enough software for it yet).

We often tend to blame software houses for abandoning certain machines — and that's what is happening to the ST now — but we seem to forget that *WE* are also partially responsible for it. We do expect better (and bigger) games, with stunning graphics etc. It means that we need more powerful machines to run them. I loved MicroProse's series of wargames for the 8 bit Atari and I still have them all but the truth is that it's more fun (serious fun I should say) to command Polish paratroopers in monstrous 'Arnhem' — part of the V For Victory series — which is available for the PC only. I liked a lot playing 'Phantasie' on my small Atari but it would probably melt down trying to run games like 'Fate' (which is my favourite). To do this I need an ST and nothing less than that.

The problem is that, while upgrading machines, people do not usually hammer their old ones to



pieces. All those ancient 8 bits are somewhere, aren't they? Somebody is using them and not as a doorstep I guess. There's no point in complaining about software houses, editors and so on abandoning certain machines — they will always do that — it's simply what I call evolution. I'm not complaining that I'm not living in a cave and hunting mammoths; actually I prefer to drive my computerised Citroen. But, honestly what do most people do themselves to save their machines? They complain that adventures are gone from the shops. Yet there are great adventures released as PD, Shareware or Licenceware, but I'm sure that there are many more folk who actually play them than who play and register them. Is this fair?

You say that Tim was producing a great magazine but was doing a large percentage of it himself. And that's the problem. I know it's a lot easier to subscribe to a good mag and then sit back doing nothing at all — well, except reading it. But what about contributing a bit? Writing just a tiny review, a letter, whatever? Are people just lazy or what?

No matter what kind of computer I'm going to own tomorrow I'll still play all those great adventures available in PD libraries. But I'll also send my registrations to support the authors. I'll write a review from time to time.

Big software houses just move away if they can't see enough cash coming in, but most 'alternative' producers (see licenceware/shareware) and editors (like Tim) don't look mainly at cash. OK, it's still important, but they just love to do what they do. If they can't see any feedback and support how can they carry on? It's up to you and me to keep our computers (no matter what they are) alive..."

*Piotr Tyminski*

"... I am writing this, due to the news that Your Sinclair is about to fold, and I am seriously worried about the state of the Spectrum scene. Will this now mean that adventure writers will either convert to 16 bit machines or give up writing altogether? Maybe authors and/or managers of companies (John Wilson — Zenobi, Tony Collins — The Guild and others) might like to write in and put all Spectrum owner's minds at ease — or has the day ended for the Spectrum? What do readers think?

*Darren Fisher*

"...MUD II is moving from Ilford into permanent offices in Basildon. From July 23rd 1993 new telephone numbers will be in force. The new telephone numbers are 0268-724440 [2400 baud] and 0268-7244441 [12/75 baud]. Although London players will have to pay slightly more for their cheap-rate phone charges, this will be offset by lowering the overall Game Credits... full information on new charges can be found in the Library. There will be no game charges on Monday 30th August which is a Bank Holiday..."

*Roger The Arch Wizard*

*I said to Marion "I've got so much news this issue, I don't know where to start!" and she said, generously, "Have two pages." So here we go with a bumper news section.*

First the 8-bit news, not much of it, I'm afraid. The Guild are keeping busy on the C64 side but have dropped the Spectrum PD Library due to lack of interest. The C64 Pick 'n' Mix PD Library now contains over 150 titles still available on 4 titles per disk or tape compilations for just £1.50 a go — a real bargain.

The Jade Stone by Linda Wright and I Dare You by Louise Wenlock will be released on the Amstrad by The Adventure Workshop sometime in July.

Meanwhile the 16-bit side of adventuring is livelier than ever. I think the spate of forthcoming new programs must be because the Summer CES was held in June and Christmas is on its way. Here are just some of the programs we can look forward to over the next 4 months.

**Graphic Adventures:** Hot on the heels of Day of the Tentacle, another cartoon-like graphic adventure from LucasArts will be Sam and Max Hit the Road, based on comic books by Steve Purcell. In it you will have to search for a missing Bigfoot in various spoof American tourist traps such as the Celebrity Vegetable Museum, the World's Largest Ball of Twine and the Mount Rushmore Prehistoric Bungee Cavalcade. It is due in the Autumn.

Sierra are as busy as ever; look at the list of titles they have planned. Police Quest 4 features new photorealistic graphics with digitized backdrops from downtown LA. The author of PQ4 is ex-LA police chief Daryl Gates. 'Gabriel Knight' stars a new hero of that name. He's an amateur sleuth and must solve the mystery of a family where all the males die at 33. Quest for Glory 4: Shadows of Darkness will use the same system as QFG3. In Leisure Suit Larry 6, Larry visits an upmarket health spa called La Costa Lotta. The latest in their Discovery series, Pepper's Adventures in Time is already out; in it you play both Pepper and her dog (Lockjaw!) as they try to straighten out history after a mad professor mixes it up with a time distorter.

Coktel Vision are working on Lost in Time, a graphic adventure featuring full-motion video graphics in some scenes, illustrations by French cartoonist Segar for others and 3D rendered graphics for the rest. Their adventures may be weird but no-one can accuse the French of stinting on graphics!

At first it looked as though Return to Zork would be CD-ROM only but, no; it will also be available on floppies. How many? I wonder, since it uses full motion video clips and over an hour of audio dialogue — maybe most of that will be CD-ROM only.

Simon the Sorcerer from Adventure Soft will be a LucasArts-type game but, unusually, the graphics have been scanned in from hard-drawn artwork. The game will be humorous, drawing on heavily on Terry Pratchett's books. Simon is a young lad who inadvertently finds himself transformed into a sorcerer when he is transported into a magical land. Only 12 verbs will be available but over 100 locations. It is hoped to be the first of several games using the same system, AGOS II.

Legend of Kyrandia II is already being previewed from Virgin/Westwood whereas Mirage are working on a Jack the Ripper murder mystery game which uses reports and data from the actual investigation in 1888.

Spectrum Holobyte are working on an SVGA graphic adventure based on Star Trek: The Next Generation



# BYTES & PIECES

Some of the writers and designers also worked on the series. Interplay are also on the Star Trek bandwagon with the 8-mission game *Star Trek: Judgement Rites* which features sampled speech from some, if not all, of the original characters from the show.

The *Rex Nebular* engine, already re-used for *Return of the Phantom*, will be used again for a third MicroProse title, *Dragonsphere*. This time it's a pure fantasy game where a king must defeat an evil sorcerer.

Shock, horror! The next Legend game will be a graphic adventure but with a more friendly interface and, we're promised, no need to play "hunt the pixel". As a Piers Anthony fan, I'm looking forward to seeing it as it is based on his latest Xanth novel and will be called *Champions of Xanth*.

RPGs: The Underworld style of display has caused a lot of interest in the RPG world. There are at least 6 games of this type being worked on at the moment.

Firstly, Origin/Raven Software are bringing out *Shadow Caster*; your character will actually change form for certain situations e.g. become a frogman to travel through water or a flying dragon when the ground is too rough to walk on. Secondly, a new firm, Dolphin, are working on *Forgotten Castle: The Awakening* — it's said that the graphics are better and the scrolling smoother than UW with good fine detail and depth-of-view scaling.

A third UW-style game will be *Secret of the Seventh Labyrinth* from MicroProse; this is set in seven dungeons, each representing a lost civilisation. It will also feature a map editor to build your own dungeons. Yet a fourth will be the next Might and Magic RPG, provisionally entitled *Might and Magic Arena*. (Incidentally, *Might and Magic V: Darkside of Xeen* should be out any day. Also *World of Xeen*, a CD-ROM containing M&M4 and 5.)

Another UW clone will be Interplay's *Stonekeep* which will need a massive 30MB hard disk space! This is partly because it will use digitized graphics as much as possible and there will be 13 different style levels of dungeon. A sixth is the first in an RPG series from Bethesda Softworks called *The Elder Scrolls, Chapter One: The Arena*.

*Dungeon Master 2: Legend of Skullkeep* will feature many improvements over the first game — 256-colour graphics, indoor and outdoor sections, trading and intelligent monsters who can heal themselves and tell their allies about you, making life just that tiny bit tougher for you!

Origin are working on *Ultima 8* which will use an isometric 3D view like *Populous* only three times bigger. The game will be set in Pagan, the Guardian's homeland and will feature 5 baddies and 100-200 NPCs of which under 50 will be relevant to the plot.

Simulations/Strategy: The first X-Wing mission disk, *Imperial Pursuit*, is already out. The next will be out soon and will feature the B-Wing. Two more similar games are also due from LucasArts called *Rebel Assault* and *Tie Fighter*.

We're still waiting for *Sim Farm* but the next Maxis title is already being plugged — *Sim City 2000* — which should be out by Christmas. Using an A-Train style isometric 3D view, it features underground railways, new facilities and extra terrain features. What's more, you can load in your original *Sim City* cities.

Sue

## ISHAR: Legend Of The Forest

Reviewed by Keith W. Adam, played on the Amiga 500+

There are many things which may attract us to a game and encourage us to buy it.

It may be that we are attracted by the advertising claims ('best-selling', 'eagerly-awaited', 'Life is not worth living unless you buy...').

It may be that we are attracted by technical superiority in the programming ('characters with true sentience', 'parallax scrolling', '2,000,000 colours on screen — at once!', 'bipartisan modular emulating interface').

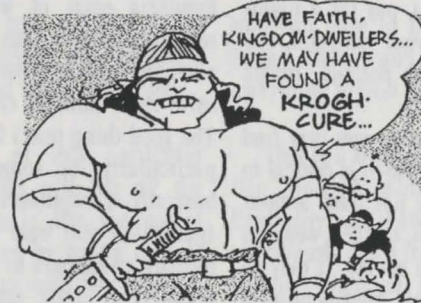
It may be that we are attracted by the packaging: with fancy boxes, free t-shirts and 200 page instruction booklets in German, Italian, French, Japanese... and maybe even in English.

I have to admit what really attracted me to *Ishar* was that it was cheap (Watch it! No jokes about mean Scots!!) Whilst I was interested and certainly wanted to try a game in the RPG line, I did not want to risk £30 on a full-price game. Then... I saw *Ishar* on sale through Special Reserve for under £12 — so I bought it.

*Ishar*, which is produced by the French company, Silmaris, is the sequel to "Crystals Of Arborea" in which Prince Jarel sought the Crystals of Harmony and fought against Morgoth, Lord of Evil.

Following Jarel's death, his successors fought for power — but this bitter power struggle led to anarchy. During these troubled times, a shadowy figure called Krogh entered the Kingdom of Kendoria and gradually insinuated himself into the life of the land.

Krogh has built a fortress called *Ishar* (literally "Unknown") and is seeking to bring



Darkness back to Kendoria.

The Spirit Azalhghorm has charged you with a duty to find Jarel's old battle companions and seek their advice in your attempts to defeat Krogh. The comrades are too old now to aid you in any way other than in giving

advice. As you wander Kendoria, you must seek out others who are willing to join you in your fight against Krogh and the gathering forces of evil.

The game starts with the warrior Aramir lost in the land of Fragonir. It is he who will initially lead the team through Kendoria. Under your guidance he must build a team of characters from different races — each race and each individual having their own powers and characteristics. The only way that the team will succeed is if a true balance is achieved. Neither brawn nor brain alone will win the day.

Being the *old-fashioned* type of hero, most of your potential companions will be found supping ale in the many hostleries that lie scattered across Kendoria. (*Modern-day* heroes would not be seen dead there — they are all down in the local wine-bar!!).

In hostleries, not only do you find company: you also find conversation. Through the latter much useful, if sometimes somewhat obscure, information can be learnt.

When building your team, BE WARNED! You may become attached to some of the members you recruit (especially the good-looking women) but not all will survive your Quest against Krogh.

Not only must you build a balanced team; you must also balance your budget. You may earn



money in a number of ways — either by killing enemies, by finding money or treasure — but there will also be many calls upon your resources: you must buy food, pay for a night's sleep in an Inn to replenish your strength, buy weapons and armour, magic potions, magic training, weapons training...

Unless you spend wisely, then you may find that you are weak in an area which is critical to your success. Your team may not have armour strong enough to protect them, or their weapons may be too weak to defeat the enemy. It may be that you cannot afford that final ingredient for a crucial magic potion!

### Conclusions

I have to admit it — despite my original reservations about trying an RPG, I liked *Ishar*. In fact... I loved it.

Whilst there are a few minor points which I would have preferred to operate differently, they in no way detracted from the overall playability and enjoyment of this game.

The two points which I did not like were:

(1) The 'Charge' of 1000 gold pieces for saving the game and (2) The inability to change the order in which your characters are shown on the screen. This can occasionally make combat a tad difficult as you have to dash rapidly around the screen giving combat commands.

As I said, however, these are minor points. They most certainly did not stop me from playing the game.

So what were the plus points of this game which kept me playing?

Well, firstly the graphics. I have no doubt that there are other RPGs with graphics of as good quality but I found the graphics in *Ishar* to be particularly evocative. They, combined with the sound effects, created a great gaming atmosphere.

The team building and strategic elements of the game also seemed well designed. The necessity of having to design a team who would

work together to equip each appropriately meant that this game could not be won by chance.

You will find many challenges as you explore Kendoria each of which will stretch your resources to the fullest. As you progress, you will meet stronger and fiercer opponents or have to solve more difficult challenges and sub-quests. The good thing that I found with *Ishar* however, particularly for someone like me who was basically a beginner in this field, was that (generally) you were not faced with the more difficult challenges or opponents until you were ready. You must prove yourself before you progress.

The use of Jarel's companions and the Inns as sources of information seemed to me to be an innovative. I know that it is not unusual to have characters popping up with useful tips, but I found that the tips given were particularly useful and well-constructed... They provide help one step at a time enabling you to progress a step further but without revealing too much at once. Not only that, however, they help develop the storyline and sustain the atmosphere.

### ISHAR 2

The release of *Ishar 2* has been delayed until 29th June but I am certain that it will be worth the wait. Not only is the game area some ten times larger than the original, but they have improved the graphics and made the characters even more individualistic. And there is more — they have abolished the fee for saving games and will allow you to import your team from the original game.

Although the evil Krogh was defeated at the end of *Ishar*, the land of Kendoria is threatened anew as the population falls under the influence of mind-controlling drugs.

From the screen shots that I have seen of this new game, I will be sitting eagerly by the letterbox on June 29th for the postman to deliver my copy of *Ishar 2*.

## MERLIN

*Reviewed by Darren Fisher, played on the Spectrum*

In this game, hence the title, you play Merlin and have to rescue King Arthur's wife Guinevere who has been kidnapped and taken to Boscastle.

This sets the scene of this particular adventure and typing INFO will list all the relevant commands. There is also the use of spells and these are accessed by typing in a 4-letter code of the particular spell you want to use.

You start the adventure in your room where you see a chest, a door and a shelf. You find a book which contains a spell (a Sesene Spell for opening doors — code SESE). From now on you have to solve a series of simple, but sometimes frustrating puzzles. Frustrating due to the fact

that you have to LOIN — Look In, LOUN — Look Under and LOBE — Look Behind everything to find certain objects and spells.

This is a Quilled game and although I don't like Quilled games, much preferring the flexibility of PAWEd games, I enjoyed it enormously apart from a major bug... the Score option. When you type Score it ends the game, asking if you would like to start again. As there is no RAMSAVE/RAMLOAD option this is a serious fault and I hope it is corrected by the time this review is printed.

Apart from this, I enjoyed this game and I think it suited for all levels of adventurer.

## ISHAR TRIVIA TIME

### TRIVIA TIME 1

Did you know that the cover illustration used on the *Ishar* game box is exactly the same as that on the cover of the fantasy novel "Call Of The Sword" by Roger Taylor.

Not only that, but the illustration used in the current advert for *Ishar 2* was an illustration by the Brothers Hildebrandt for the fantasy novel "The Magic Goes Away".

### TRIVIA TIME 2

The sequel to *Ishar* has about as many different disguises as "The Scarlet Pimpernel". It has been advertised variously as:

*Ishar: Legend Of The Fortress 2*

*Ishar 2: Legions Of Chaos*

*Ishar 2: Messengers Of Doom*

About the only version not yet tried is:

*Ishar 2: Budgie The Helicopter Meets Krogh!*



## PORK 2

Reviewed by James Judge, played on the STe

Another day dawns in the Judge house. Up I get bleary eyed and not at the peak of my intelligence, put the radio on, pick up a book, go back to bed and read 'till the postie arrives.

An hour later the book's getting better and I'm totally awake (for once). I hear the distinctive crunch, crumple, crack as the postman (IQ of 5) tries to fit a bundle of envelopes, from small to large, and a parcel through our unforgiving letter box, all at once.

I let him sweat it out for a while and then open the door, taking the post, saying 'Thanks' and shutting the door as he walks off tripping over one of my cats on the way <grin>.

Rushing upstairs, pulling out the envelope from Syntax on the way, to my bedroom, plonk myself down on my chair, rip open the envelope and load up Pork 2.

What's all this waffle got to do with the game? Nothing actually, I thought I'd just beef up this review 'coss it would be miserably short otherwise.

*Right, to business...*

After reading my review of Pork 1 you obviously all rushed an order off to Syntax and ordered it so you know what it was a parody of. Well Pork 2 is the follow-on so, not surprisingly, it is a parody of Zork 2.

You start the game where you were untimely dropped in Pork, at the bottom of a crevice.

This is a standard AGT game with the annoying 'resurrect' thingamijog and all the unavoidable bits and bobs.

Firstly, don't expect any help from this game as it's so simple (once you've completed the first puzzle) and the game doesn't give you any. Secondly, the game is small. I don't mind small

games (Sinbad by Matthew Pegg was one I enjoyed) because, normally, they are more puzzle packed and enjoyable to do but Pork 2 is SMALL (33 rooms) and there are only a few puzzles (a max of 100 points available) to go into the locations.

The aim of the game is to round up a chicken gizzard that's gone cuckoo for the Cajun Chicken Chef. All through this game the gizzard casts spells at you randomly making you immobile so you have to wait and wait and wait for the spell to wear off. *VERY* annoying.

After playing it for a while I was stuck and I hadn't come across a single puzzle except how to deal with a biker that kills me. I thought I must have missed something (probably due to the Smoke Filled Room that has random exits), so I wrote off to Sue Medley and asked for some help as the game was getting on my nerves and she sent me the solution.

Looking through it I found I hadn't missed anything and promptly disposed of the Biker and put the solution away. Within half an hour I had completed the game.

The puzzles are all simple with the text descriptions being a great help. Mapping is not needed as, with only 33 rooms, there is no maze (*booray*) and you're unlikely to get lost.

There's not a lot more to say about the game except that there is a *LEWD* mode to enter which you must answer a question about Vietnam. Not knowing anything about 'Nam I once again asked Sue Medley. So for all you people who don't know the answer, here it is: *REEB TFARD!* There isn't anything offensive in *LEWD* mode so I don't see why you need to bother.

This game is OK for a starter but if you want a good game buy Pork 1 and not this one.

## THE MYSTIC WELL

Reviewed by James Judge, played on the STe



"In a far away land a powerful wizard enchanted his life force into a golden skull and proclaimed himself to be a god. Then, in a display of his malevolence, he conquered the citadel known as the MYSTIC MIRROR. You play the part of an adventurer who has vowed to defeat his evil plans and save your world from destruction."

These are the brief but all important words known as the 'Introduction' that grace us with their presence in the very poor README file which serves as a manual for this Dungeon Master clone.

After selecting 'New Game' you are given the chance to roll up your characters' statistics. There are only four of them which are, Strength, Agility, Reason and Vigor. The higher these stats the better and each character class has its own most important statistic, that is — a Fighter's important stat is strength, etc.

The four classes you can choose from are Fighter, Rogue, Priest and Wizard.

Once you have created the game you are presented with the one and only screen of the game with your stats down the right hand side, Once you have created the game you are presented with the one and only screen of the game with your stats down the right hand side, directional arrows, eating and fighting icons at the bottom, your inventory to the left and the view of the game world in the middle.

You start in MYSTIC MIRROR'S garden with various items scattered around and what I think is meant to be the Mystic Mirror facing you by which you enter the dungeon.

When you do start exploring the dungeon you'll come across quite a few monsters, different pieces of equipment from food to magic books, keys and signs that will give you clues as to what you're meant to be doing (the manual doesn't give you any).

Fighting is easy, just walk up to a monster, click on the 'fight' icon and see a line appear across the screen when you hit it. If the monster hits you, apart from your health going down, four X's appear on the screen.

The magic system is... well... terrible. You can hold spell books and use them but, as far as I can see, that's it. The instructions say, first of all, Wizards can't cast spells except from books and then, later on, it tells you, to create a spell, use the number keys which doesn't work.

The graphics are also terrible, even babyish, with killer crabs/spiders — just an oval with lines for legs and maggots that do a wonderful impression of a toilet minus the cistern when attacking. The screen update is very slow. You can do about eight actions and, by the time you've finished them, only three would have been displayed. Sound is almost nonexistent with only a few dull thumps and thuds when you open doors and attack the monsters.

The Mystic Well is a valiant attempt at a Dungeon Master clone but suffers from many small niggles. The first being terrible instructions. I was given the mouse version to review but the instructions were for the joystick version (not SynTax's fault). The instructions said all joystick movements were duplicated by the mouse, which is untrue, and it also states that two-player simultaneous action is possible.



How? Don't ask me or the instruction manual.

Other small niggles are the signs you find are very hard to read (brown on brown with minuscule text), slow screen update, poor graphics, terrible sound and I haven't found any puzzles to speak of yet.

This is only a demo version with the save game option disabled and with no pause facility. I think I've gone as far as possible without the call "Dinners ready", or "That film's on that you wanted to watch" disturbing my playing

and I've not seen anything to make me want to send \$10 to Jim Todd. A game I might have the occasional foray into, but I've got plenty of other better games to complete. A good try but not up to scratch.

#### A Few Hints

Click on the well for a coin, refill empty water containers from the well and click on the bushes around the edge of the garden for a supply of food.

*A second look at...*

## SPECTRE OF CASTLE CORIS

*Reviewed by Phill Ramsay, played on the Amstrad CPC*

You are Alaric Blackmoon, Duke of Jamack, a title bestowed upon you by a grateful king for saving him from almost certain death and for helping to rid the land of the evil Xixon lizardmen. Whilst touring your new demense your horse goes lame and you end up walking into the town of Corwyn. You are given a meal by a farmer and his family but you are puzzled by their reaction when you tell them your destination...

Thus begins The Spectre Of Castle Coris. As I have come to expect from Larry Horsfield games, there is a lot to it. The game is in three parts. Part One sees you in the village of Corwyn where you have some objects to find and collect — and many problems to solve. Some are straightforward, but others are much more difficult.

Part Two begins at the point where you enter Castle Coris. It is worth mentioning that you cannot enter the castle until you have found all the objects which you will need inside it. I gather that this was not the case in other versions and it may sound as though this makes the game easier. Believe me, it does not. In this

part you have certain actions to perform and problems to solve before a storm breaks over the castle, which adds enormously to the difficulty.

Part Three begins as soon as you leave the castle with a couple more missions to fulfil. Some actions which are necessary in Part Three may have been performed in Part One, but so long as they are done in either part, the game may be completed. This part of the game is nowhere near as difficult as the first two, but still requires some thought.

The game has been converted using the PAW, runs under CPM and is only available on disk. It supports Ramsave and Ramload and offers you the option of resurrection to your last ramsaved or ramloaded position if, or I should say when, you get killed.

The Spectre Of Castle Coris is a very difficult game. Novice adventurers - unless they like being presented with an enormous challenge will undoubtedly need to take advantage of of Phil Reynold's help line. In fact, intermediate and advanced adventurers might well find themselves in difficulties. As far as I can see, the game was written with advanced adventurers

mind and the problems presented accordingly. This is no game which can be solved in a few days. I think it is the most difficult that I have played in the last couple of years.

Despite its difficulty, Coris is an intriguing game. There wasn't any time when I found my interest flagging or began to feel that the problems were unsurmountably difficult.

Early on in Part One you will be confronted with the Spectre of Castle Coris. It is essential that you have found the means to deal with this threat, since if you haven't, you won't progress much further into the game. The Spectre reappears at random throughout Parts One and Two, so having the means to dismiss it is of high priority.

Finding the means to cure yourself of a virulent disease is also quite high on the priorities list, not to mention the wolfhound...

Assuming you overcome these (minor?) problems and the others set, you may enter into Castle Coris and Part Two. Here you have to tackle things like 'how to extract relevant information from various people', 'find a route to the weather vane', or 'discover a secret

passage.' This last by one of the most devious methods that I have ever come across!

I'm tempted to give a couple of hints just because I thought the solution so devious... but then again, I wouldn't want to spoil anyone's fun in thinking out the solution to that particular problem for themselves.

Eventually, after a lot of thought and hard work, you will be able to leave the castle and finish the quest in Part Three. As I have already mentioned, the problems here are not so difficult, in comparison. Making notes at certain points is a worthwhile exercise.

After spreading the word about your exploits, you will compete the game (hopefully) and be ready for whatever quest fate next throws in your direction...

The Spectre Of Castle Coris is a very difficult game but it is well worth playing. Lots of thought, imagination and ingenuity have gone into it.

For those people who enjoy a real challenge in their adventure playing, I cannot recommend it too highly.

*The Spectre Of Castle Coris was first reviewed in Issue 5.*

### WANTED : C64 Adventures

Mindwheel (Synope/Broderbund) : Nord & Bert (Infocom) : Crime Stopper:  
Oo-Topos : Maniac Mansion (Lucasfilm)

Vince Barker would like to buy the above adventures, but if anyone has them and doesn't want to sell them, perhaps they would consider lending them to Vince. He will happily reimburse any postage/packaging costs. If you can help, write to:

Mr. V. Barker, c/o National Titanium Dioxide Co. Ltd. (Crystal), PO Box 30320,  
Madina Y Anbu-Al Sinaiyah, Kingdom of Saudi Arabia.



## CELTIC CARNAGE

Reviewed by Tim Kemp, played on the Spectrum

No, it's not a game about the Rangers Celtic football match, it's all about Cuchulainn, The Traveller in Black and the great temporal struggle...

2000 years ago there lived a proud race of warriors in the land of Erin. Many were the heroic deeds of the Celts in battle and many were the legends of this people — the greatest legend, greatest hero of all was Cuchulainn, the son of the god Lugh and the beautiful Dechtire.

Cuchulainn was a hero by the time he was 20 because of his feats of strength and valour, but when he was needed most he could not be found. To make matters worse The Red Branch Knights of King Conchobar were laid low by a terrible sickness. This let the horrid Queen Medb of Connacht cross the border and do unspeakable things — and she now intends to conquer Ulster and slay every warrior she can find. And she can do it too as she's summoned forth from the Primal Darkness Balor of the Evil Eye, Bres, Cical Footless and even the bloated Lot, each ready to quench their thirst for blood and souls.

Phoenix (that's you, as usual) must help cure the sickness, stop the forces of the evil Queen Medb and find out what has happened to Cuchulainn. This will be a tough challenge... especially as something altogether more evil than anything you've yet encountered has crawled from the blackness and into the light.

As your life force fades, you feel the surge of power that always comes before your rebirth. This time you emerge in the theatre of man in 12BC. You've come to aid the Celts in their hour of need. You find yourself standing on a hill



called Cromm's Crest. Paths lead off in all directions, and through the swirling mist you see the fortress Emain Macha. It seems that foul things from the Primal Darkness block the way to the south, so North was my first road. This was

fortuitous as it leads to the fortress. Once inside you are free to explore the rooms, and you'll come across the odd (very odd) static and gettable object. You'll also see the ailing King and his knights, well and truly under the influence of *CESS NOINDEN ULAD*. A quick chat to a few characters will explain what's going on and what needs to be done. You'll find that all throughout the game most of the tasks you have to do are given to you by a procession of characters. Make a note of names, places and object names as you'll need to know who you are going to meet, what locations you need meet them at and what objects and implements to use too!

Examine every room in the fortress and you'll increase your chances of success early in the game. Most things to be found can be uncovered by examining the objects you come across, but not everything is in plain sight.

No matter which way you go early on you'll uncover some objects, or will be given a task to perform. A few of the objects (most in fact) are fairly innocent looking items that only have specific uses — but you'll not not what uses, or how they will be used till later in the game. Not far from where you start lies a sacred grove, and there stands an ugly hag. Doing something not altogether obvious here leads to another task being given to you, and off you go in another direction.

## PC Adventures

### Humbug 3½ inch disk £9 5¼ inch disk £9

You, Sidney Widdershins, are sent to your Grandad's for the Christmas holidays. Lurking in the shadows is Grandad's evil neighbour - Jasper Slake. Jasper, a particularly sadistic dentist, is after Grandad's crumbling manor. What classical composer does the Wumpus prefer on its hi-fi? Why has Grandad hidden a time machine in the cellar? Why does the octopus insist on performing the ancient ritual of *Wubble-A-Gloop*? Who is the computer junkie in the anorak? What doesn't Kevin the clockwork shark like about your haircut? What would you do with a trombone, a terrapin and half a pound of lard?

Yes, quite.

"HUMBUG is the most entertaining text adventure game I have played since Infocom's *HITCHHIKER'S GUIDE TO THE GALAXY..*" - Strategy Plus

### Jacaranda Jim 5¼ inch disk £5 3½ inch disk £6

Following an attack on his cargo-ship by a crack squad of homicidal beechwood armchairs, Space cadet Jacaranda Jim is forced to crashland into the strange world of Ibberspleen IV. "Luckily" Jim is rescued from the burning wreckage by the mysteriously smug creature, Alan the Gribbley. Can you help Jim escape back to the safety of Earth?

Why is the deckchair attendant so miserable?

Who taught Mavis the cow to tapdance?

Why has Alan been hypnotised?

What is the significance of the word "Invoices"?

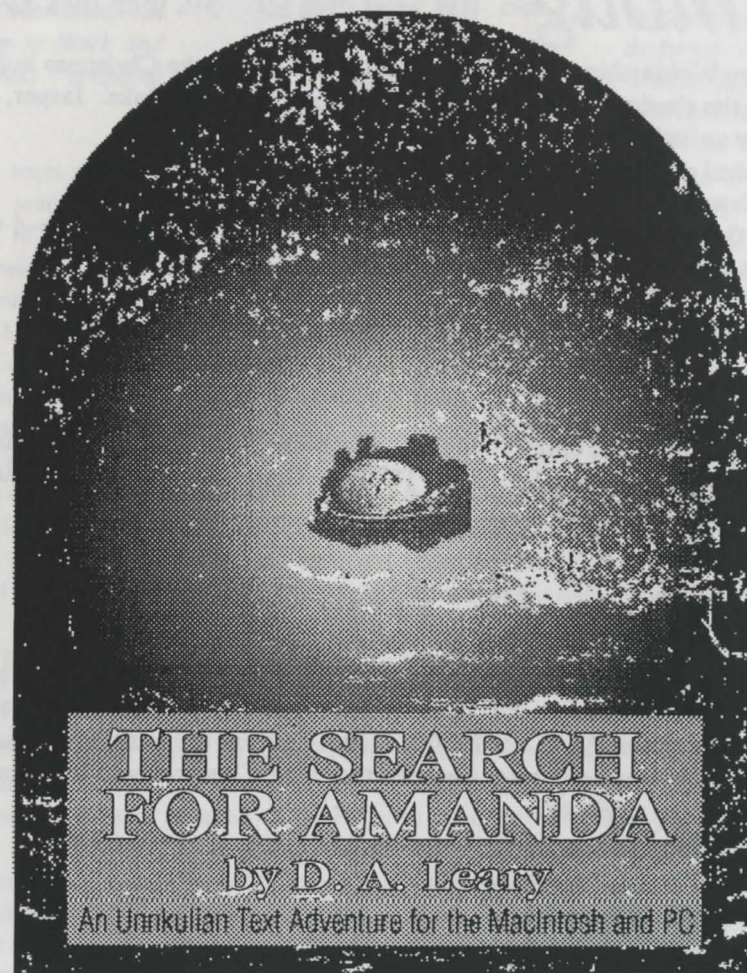
What would you do with a cucumber, a gin-spitting pirate and a piece of gristle?

No, don't answer that.

GRAHAM CLULEY,  
43 Old Mill Gardens,  
BERKHAMSTEAD,  
Herts.  
HP4 2NZ



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You are not altogether free to wander the land, as the usual 'blocker' characters and locations stop progress until the time comes when you can pass them. This essentially means that an area (or several areas) of the game remain 'off limits' till you make enough early progress to be trusted to enter the other realms that lie within the overall game area. On a few occasions you'll find you have to resort to using a form of public transport in order to get from place to place, and it's by this method that you move from the easiest (early) part of the game into the harder mid-section. Early on though things really are obvious and very, very easy, but that changes all too soon.

There's a little bit of gore here and there, but it's not till a bit later in the game that you come across the hallmark of the Traveller games, and that is a dead child. This in turn is part of a sub-quest you will have already been given, and it seems you can have one or two such quests on the go at one time. This part of the game stumped me because the actions you need do to get the child are easy, but not if you take the time to think about what you are doing. In other words act on your first instinct and you'll be working along the right lines. If the idea of child mutilation doesn't appeal to you (and why should it) don't let that put you off buying the game. It is, after all, just that! A game. Not reality, not something based on fact — it's a fantasy game!

Successful play is achieved by liberal use of: get x, see x, do x, go on quest. It's the usual type of 'well structured' thing that the Traveller games contain, but the problem in this instance is that 90% of the time the objects themselves either have obvious uses, or have their uses explained to you either after examining them or by being told what the objects are for or what they do by other characters. From then on it's merely a matter of finding objects that go together and using them in the obvious manner,

or carrying out the instructions you are given. Of course, you are learning all about Celtic legends as you play, and had that not been the case things would have been getting dull by the halfway stage. As it is, to know what object has what place in this mythical game makes it playable, despite your knowing what will do what - to what well before you get round to using the objects. Another saving grace is that the game is quite large and detailed so there's plenty of locations to find, get to and search while you undertake your various quests.

At some stage or other you may feel the urge to pop off to your local library and get a book out on Celtic Myths. It won't be to look anything up, or help find out what items do what in the game, as they are all explained as you go along, but you may want to check up on how well the Traveller has done his research. Very thoroughly from what I could see. That's where a lot of the fun of a Traveller game comes from. In his past three efforts you'll have learned something — and this latest game also has much to teach you, but it seemed to me to do so at the expense of the adventure side of things somewhat. Things seem a bit tame, and the tasks you are called upon to perform don't warrant the attention of The Phoenix. I'm sure if it had been Batman that had been summoned here, he would have popped off and left Robin to do the tasks.

The actual land itself is also a bit tame — not as 'wild' or dangerous as I thought it might be. The location descriptions are of the To the north you see..., to the west lies... etc., and are not quite as powerful or evocative as previous Traveller games. Most locations fit in with objects, or are used as focal points for happenings to happen in! But in truth this game is all about being given tasks to do, and you doing them. The tasks are given to you by various characters, or in various other ways, and are solved by judicious use of "TALK TO (character) or EXAMINE (object). There's



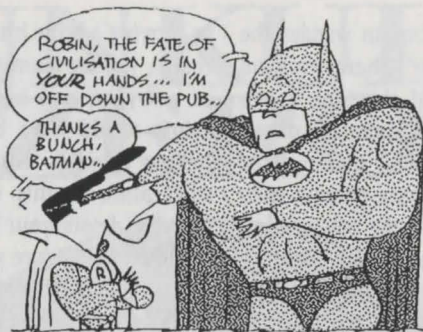
nothing wrong with that, it's just a bit predictable.

I also felt that the game had trouble 'flowing' as just when you think you are going to have some sort of unbroken run you come to a halt and get the feeling that you've missed something. The missing 'something' may well lie in one

of the several locations where you will have to SEARCH without being given any idea that you need search certain locations. This leads you to type SEARCH when entering every location which tends to cause the game to be broken up by the constant need to do that specific action. Some games manage to make you just know there's something more to be gained from certain places if you only search. This one doesn't. Hence the 'broken-up' feeling it seems to have.

However, if the middle of the game goes nowhere, and is really too easy (after promising at one stage to be very challenging), the end section does have a purpose and sees things get suitably tougher, but the format of solving the problems stays the same. The educational element is always there, and sometimes overrides the fun that should be had from just plain simple adventuring. The things that kept me going were the sequential tasks, which although weren't of the multiple problem variety, were at least interesting.

A detailed story based on Celtic legends and myths is as good a place to base a Phoenix adventure as any. There are a lot of problems to solve, though most are easy. There is also more than one way to get around in the game, and to see all the 60+ locations you'll need to get to grips with these other methods. Then there's the usual level of detail and authentic problems, locations and names to marvel at. The parser works well too.



The sequence of moves in the game tends to be rather predictable, with GET x, USE x, TALK TO x being responsible for making almost everything happen. Not a bad thing in itself, but combined with the amount of information you get from every possible source in

the game you'll find little is left to your imagination - the end result is that you know what to do, way, way before you get to actually do things. On an educational level though it's a great game — painless learning about Celtic myths and legends!

I'm undoubtedly guilty of being overly critical about CELTIC CARNAGE. It's got problems a plenty, atmosphere oozes from most pores, and has a great central character, and in the past, where the Traveller was concerned, I'd have given it a very good rating. However, something fails to light the spark that ignites the torch of greatness in this case. It could be the bitty feel to the quest, or the fact that the problems are not overly hard, inspiring or challenging. Or perhaps it's the feeling that as in VIOLATOR OF VODOO, The Traveller is more of a pawn and less of his own man. Any of those reasons would knock a bit off the ratings, and as they all appear in this game as detrimental elements (to my mind) they knock the final rating down a bit. I'd give it 7 out of 10. On the whole it's still a complete game, and one you can get a lot of enjoyment from. You'll definitely learn a lot about the Celts and their ancient beliefs while playing. What a fascinating bunch of legends and myths they had!

For me Phoenix is about fantasy, blood 'n' guts, hope and despair. This game seemed less bloody than previous encounters with the primal darkness, and was set in an altogether less

hostile, more hopeful setting, so if the gore is what put you off in the past, then you may well get on better with this game than any previous Traveller incarnation. Me, I need to be assailed by everything nasty, and need to know that Phoenix has a few tricks up his sleeve and is not just there to do what other people in the game want him to do.

#### A Few Hints

SEARCH any room that looks interesting. There are

several objects that can only be unearthed by searching. You may get the odd clue later in the game as to what objects you can find by searching, so you need not search every location you enter — though the fortress in the early part of the game needs to be SEARCHED. The hag is pretty hideous, but she just wants a smacker for all to be revealed. To get the child, don't be put off your task, or don't forget it's the child you are after. Simply do the following — TI ENIMAXE ,DLIHC TEG , LODI HSAMS

## THE TAXMAN COMETH

*Reviewed by "Nemesis", played on the Spectrum*

Your mission in this game is to collect the unpaid tax from the crafty inhabitants of Tripe-on-Wold and you will very soon discover that crafty is somewhat of an understatement. You begin at a jetty near an abandoned toll box and you will return here once your mission is completed. You soon peg that your simple action here will bridge the gap. You will then proceed to track down the six main villains (heroes?) — Halfpint the giant, Phoebe the dragon, Lofty the dwarf, Jeff, Oddsok and Topper. From the names you will see that there is a very warped sense of humour at work here and some very literal and lateral thinking is required to solve the many problems. In many games the humour tends to get in the way of the action, but in this game it works and is guaranteed to raise a chuckle through the tears of frustration because a lot of the problems are really hard.

Initially you can wander round and map a huge area without actually achieving anything much. The first real problem that I tackled was the one concerning the blocks. It soon became apparent what needs doing, the problem is how to achieve it!! My only advice is to make careful note of the results of each move and you will eventually win out with a real sense of achievement, and, on inputting PAID display a neat little list showing one down and five to go.

Next I headed off to Jeff's cottage where, having read his manuscript, I could clearly see that the poor boy had literacy problems. A visit to the ruins and a careful examination of the heather and its contents eventually revealed a very PUNNY solution. Some manipulation of a dial landed me under Oddsok's Tower and I must confess that I got completely stuck here — please do not talk to me about numbered tiles as a punch in the nose often offends!

Having given up on Oddsok and decided that he deserved to get away with his tax evasion, I then headed for the dungeon, stopping en route to knock on the door of Lofty's cavern. Once in the dungeon the problems come thick and fast including a runaway dwarf, a carnivorous plant and a grumpy imp. My greed led me to one sudden death and I have not yet been able to get any money out of Lofty, but this is one game that definitely has that indefinable IT factor and I will not give up until every one of the miscreants has paid up. This game is one of the best and most original I have played in recent years and joins my all-time Top 50 with ease.

#### A Few Hints

nepo si ti ecno niaga rehtaeh eht ni tselc eht animaxE / llaw hguor eht no xob rebbur eht buR / enil dettdo eht no ti tup dna yvirp eht mofr ngis eht teG / lleps ot woh uoy llef semitemos skooblepS / dlog rof og ton oD



## DUNGEON LORD

Reviewed by James Judge, played on the ST

It's the dawn of the 7th millennium and mankind has stretched its power across the universe and obtained a god-like knowledge.

Interspace, the interdimensional company (big boys in the future), is able to send its agents into the future and past of the known universe, both exploring it and protecting it.

You, an agent of Interspace, have been sent back in time to repair history and save the Universe from certain destruction. You have been sent to Thago in mediaeval times where a high priest, Shrax, has obtained control of the Warp (the passages through time) and summoned the Evil One, a great demon, who is planning to destroy the future.

So here you are at the entrance to Shrax's dungeon ready to save the universe from utter destruction...

After hearing a few *da da dums* in the background and seeing a silhouette of a human-type thing with a staff, you are given the choice to (a) restart an old game, (b) start a new game or (c) read the instructions.

The instructions give you the background to the game and then go into detail about how to play it and what your attributes mean and do. Reading this is not necessary as the game is set out in a logical way so there's no confusion.

The new game gives you the chance to create your character (name him or her and roll up their attributes) and then, after saving your character, it puts you at the start of the dungeon.

The screen that now faces you is the one you will see throughout the game with the bottom half taken up by a window for text descriptions of what is going on. The top half is split into two with a Dungeon Master-style view to the left and the control panel to the right.

You move around the game by using the three direction arrows on the control panel (you can only move forward and ninety degrees left or right). Also

on the CP are the save game, go up/down ladders and use icons.

Fighting is far too random for my liking. In one game you might go through half a level without fighting a single monster then another game you will be fighting for every step you take and, not surprisingly, get slaughtered.

The monsters don't actually make an appearance on the view window, you are told you're being attacked by such and such a monster and then up pops the fighting screen.

You can face up to five monsters at one time and they can each have their own method of attack. You can either use an item (magic rune), advance (if the monster is out of your range), retreat (if you're being killed) and, of course, attack. What happens during the fight is displayed on a small text line. It tells you who's advancing, retreating, attacking and dying.

The actual dungeon levels are not very good. In the first half an hour I played I was half way through the second level! There are no real puzzles so it doesn't tax the brain and there is no need for mapping as the dungeon levels are so small. The main bulk of the game is taken up by killing and moving around the dungeon.

When I was first told about this game I thought it would be a Moria/Hack-type game which are *<ahem>* not very good. So I was surprised at the way everything was put together in a semi-professional way.

The graphics do their job but aren't all that good. Sound is very good in this game with plenty of *aarghs* and *uurghs* when you're battling a monster and a lovely grunting *D I E* when you are killed.

This is only a demo of the completed game (containing only three levels) and the author asks for \$10 so you can get the complete thing which isn't really worth it, if you ask me.

OK for a while but soon gets boring. Don't waste your money.

## WHERE IN THE WORLD IS CARMEN SANDEIGO?

Reviewed by Marion, played on the Macintosh LCIII

In the Macintosh software catalogues you'll find the Carmen Sandiego series in the Educational section, not Games. Described as a Mystery Exploration Game, it was originally produced as a teaching aid, primarily for geography but with some history and general knowledge as well and the age level was from around 8 upwards. I've known about the series since it first came out but, well... it's 'educational' and for 'kids', so I didn't really bother about it.

However, since I've had my colour LCIII I've been paying a bit more attention to the available games software for it (and there's not a lot that appeals to me at the moment). I kept seeing Carmen Sandiego listed and eventually actually read the description. So I ordered it.

This was two, maybe even three months, ago and I've never quite had the time to get round to even loading it, then a couple of weeks ago I noticed it on the shelf and as I had a free hour or so (for a change), I loaded it. Grave mistake. Three o'clock in the morning and I was still in front of the computer — completely fascinated. So what's it all about?

Carmen Sandiego and her V.I.L.E. gang roam the world stealing anything and everything from the Canadian Mounties' brass buttons to the Grand Canyon. The members of her gang include... singing telegram man — 'Yul. B. Sorry'; ex-private eye — 'Nick Brunch; freelance aerobic dancer — 'Merey Laroc'; 17 times failed entrant to the Sherlock Holmes Finishing School For Fledging Detectives — 'Lady Agatha Wayland'; mild-appearing folk guitarist —



'Scar Graynolt' and a host of others.

It's your first day as a gumshoe with the Acme Detective Agency who have been chasing Carmen & Co. all over the world trying to catch them. You are in the office and the first thing

you have to do is to activate your patented Crime Stopper gadgetry and to register your location with Acme. On the left-hand side of your screen is a state-of-the-art Videophone and clicking the on/off button with the mouse turns it on (or off). The aerial shoots up and the videophone is operational. Type in your name or alias and press the send/receive button, your location is registered and *The Chief* appears in the videophone mini monitor. *The Chief* is a white-haired, white-moustachioed gentleman with a green bow tie and an English accent who welcomes you to Acme and immediately proceeds to give you the details of your first case. He tells you to make your travel arrangements and you do this by clicking the Travel button on the videophone. The Employee Travel Service do all that is necessary and you are whizzed off by plane to your first destination.

As well as all this you have a Dataminder and a Notepad. The Dataminder is used for logging evidence, getting more information on the countries and the criminals and for calling the Robot Warrant Officer (of whom, more later). Clicking on each item in the Notepad will give you information, some obvious e.g. the sex of the thief, and some a bit on the obscure side. There's also a reminder for you to dial the local Crime Net for extra information

The thief is heading for a hideout in one of



45 locations (60 in the CD-ROM version) around the world. There are *twenty* suspects! To advance your career you must track the criminal to his or her final destination. You have to use the clues you find in each location to decide where to go next (and the Travel Service always offer you a choice of four or five countries). Remembering that there are twenty suspects, you have to identify the criminal and get a warrant for his/her arrest. *Easy... cough!*

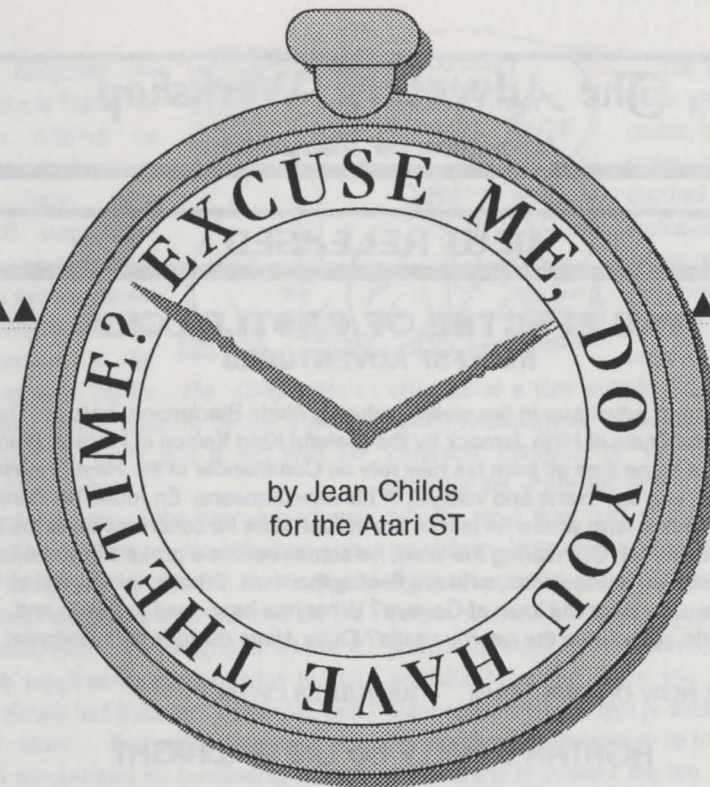
The warrant is issued by the Robot Warrant Officer (he of the bright blue uniform and high-pitched voice). On your screen is a Dataminder and a Notepad which are activated as you arrive in each country. The Dataminder is the place to log all your evidence, it's important to do this because the Robot Warrant Office needs it in order to issue a warrant for the arrest of the thief you are currently chasing. Once you think you have enough evidence, you can click on the Warrant Officer's button and send it to him. He will then decide whether or not there is enough to issue a warrant.

If he does issue a warrant and if you have finally tracked down the criminal, a cop will appear, blow his whistle and chase off after the thief. If you have been successful and you've got the correct person an animated cartoon sequence appears in the main picture — upside-down seagull, skinned cat, policeman's hat, flying bathtub and so on plus suitable sound-effects — the thief is then caught, arrested and sent off for trial in San Francisco. You follow, attend the trial, see the criminal brought to justice and are given your next case and perhaps even a promotion in rank. If by any chance, you've failed, *The Chief* appears on your videophone, tells you off, requests that you do better next time and gives you your next case. No trip back to San Francisco for you, it's off on another trek around the world.

Initially you travel to four or five countries and where to go next is a matter of looking at all

the evidence and deciding which is the correct destination. To help you in this, included with the game, is a copy of the current World Almanac — all 960 pages of it. A lot of the information you need is there but I also found it essential to use an atlas with a very comprehensive index. A dictionary is also useful, at times the origin of a word or perhaps the home of a particular plant or animal can give a really good clue. It's also a good idea to keep your own notes — so far, I've filled half a shorthand notebook, but finding what you've written down and half-remembered is a good trick when there just so much information. On the other hand it's very irritating not to be able to find a specific answer when you know it's in there somewhere. I think that taking the time to make a collection of facts, arranged alphabetically as you go would definitely save the time it takes to do it — on a card index or punched sheets of paper in a loose-leaf binder perhaps. You can most times rule out one or two of the destinations the Travel Service offer you. For instance — if you've got clues about the second-largest island in the world, there's no point in going to Africa but this still leaves you more than enough to puzzle over and aimless wandering just makes you run out of time.

I finally rose through all 8 ranks and captured Carmen. Did the game end there? *No, it did not!* The rest of the V.I.L.E gang were still around, so I was promoted to Super Sleuth and things started to get really tough. The information I found wasn't so specific and at times, in desperation, I turned to the Encyclopædia Britannica and that didn't always help! An inspired guess worked about as often as you would expect. I found too, that I was running out of time a lot — too often in fact. It dawned on me, slowly, that it wasn't sensible at this stage in the game to do all the things listed on the Notepad. I was *proceeding in the execution of my duties*, questioning all the



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### AGATHA'S FOLLY by LINDA WRIGHT

You have just become the proud owner of a country cottage, not that the cottage is anything to shout about, as it not exactly very big and in the words of the estate agent was 'in need of some modernisation'. In fact the whole place as in a bit of a state. However there was nothing that could not be put right with some good honest sweat and the surrounding grounds more than made up for all the time and effort you would have to spend on the actual cottage. You were pleasantly surprised to find, that along with the cottage, you had also acquired a small lake, a semi-derelict mill and what could only be described as a 'folly'.

Having concluded the deal this morning, you have decided to spend the night in the confines of your new home just to get a feel of the place. Your furniture isn't due to arrive until tomorrow, because of a mis-understanding with the removal company, so you have brought one or two essentials with you, including an old camp-bed. Luckily enough you also purchased some furniture with the cottage when it was auctioned and tonight will also give you an opportunity to examine that in more detail. Local gossip has it that the previous owner just vanished without trace and you cannot help wondering what exactly did happen to them..... you love such 'mysteries' and with luck you might even find the time to try and unravel this particular one.

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witnesses, collecting the facts, talking to Crime Net and even ringing up informants and then, suddenly... bang... there are V.I.L.E. suspects in town and me without a warrant, or even a warrant for the wrong person. On these occasions, as the criminal escaped justice, *The Chief* wasn't pleased and I wasn't consoled by the Warrant Officer telling the world that it had been an extremely difficult case.

I realised that some of the information I was getting was just duplication. The informers were repeating things I already knew, so I stopped phoning them and the second message on the Notepad could, most times, be ignored. By now it was usually supplementary information to that which I'd already had from my questioning (not always, of course... that would have been too easy). So I concentrated on questioning witness and ringing up the local Crime Net and at least I wasn't running out of time. This also gave me some leeway if I ended up in the wrong country, where indifference was the reaction of the person I was questioning. If you do end up in the wrong place, the thing to do is to immediately return to your previous destination (you did make a note of that, I hope) and re-do one of the messages on your Notepad. With a bit of luck, you'll get an extra hint and you should have enough time left to do this at least once.

Your score is automatically saved and updated as you complete each case and should you quit in the middle of a case, your position is saved and at the start of your next assignment you are asked whether or not you wish to continue with it. You can also have more than one persona playing at different ranks (although not in the same series of cases), or perhaps start at the beginning again with a new name.



The initial screens, while giving the game credits, also show you a series of very good digitised colour picture postcards of world locations plus animated cartoons of Carmen, looking out of the main pictures, ending with one of a view outside the Acme Detective Agency Headquarters. These postcards and their animated cartoons of the V.I.L.E. gang's activities are where the action takes place and take up more than half of the screen. As you travel from destination to destination, the main digitised postcard picture (about 200 in the Deluxe version) changes to one of a series of projection maps of the world, showing the available locations. When you choose one, a plane appears — the type of aircraft depends on the length of the distance to be travelled — and a line starts to connect the two locations. This changes back to a picture of your destination as you arrive.

Time also passes during the game — spent in travelling, eating, sleeping, questioning witnesses and so on. This gives a sense of urgency as, having been told at the start of the case how much time you have to finish it, you see the hours speeding past and you still could be short of evidence. The music and sound effects are good and not obtrusive, quite cheery in fact, but you can always turn them off although it would be a pity to do that.

The game manual is clearly laid out with help and advice on how to play. It also includes biographies and photographs of the V.I.L.E. gang which makes interesting reading and has a DOS trouble-shooting page, together with the Broderbund technical support telephone number. The acknowledgements in the manual for design, programming, music, graphics,



animation etc. list *forty-three* people and there are two pages of photographic credits for photographers all over the world. *Impressive.*

I have to tell you that you can get completely lost. I once over-confidently thought (after one clue)... aha... Karachi... ermm... wrong... should have been Kabul! I didn't do that too often after the first time, but you can get caught out in that way when you think you know the answer. Despite all that, I'm thoroughly enjoying playing Carmen, it certainly stretches the thinking-muscles and I've even learned a few things. One of these years perhaps I'll have solved 80 cases, completed my course of duty as a Super Sleuth and be inducted into the Hall of Fame. What then, I wonder? Should I come out of retirement under an alias and continue the fight against V.I.L.E or should I snap my fingers at them and continue as Horace the Super Sleuth?

*Two weeks later...* I take my own advice and restart Carmen from scratch so that I can list the places and objects that I thought were difficult to find. So I retired Horace the Super Sleuth and brought out Moose the Gumshoe, writing the

information down first on index cards and then transferring them after each playing session into a kind of hints list on the computer.

It is indeed a much quicker way of playing through the game but it is very time-consuming and I don't know how long it will take to finally finish the list, if I ever will, so the RH reader who was hoping for a solution may have to wait for quite some time.

## INFO

The Carmen Sandeigo series of adventures runs on most 16 bit machines and has a variety of system requirements. You can play most of them from disk — albeit very slowly.

The full list of titles is as follows... Where In America Is Carmen Sandeigo? — Where In America's Past Is Carmen Sandeigo? — Where In Europe Is Carmen Sandeigo? — Where In The World Is Carmen Sandeigo? (plus the Deluxe version) — Where In Time Is Carmen Sandeigo — and, just released — Where In Space Is Carmen Sandeigo?

## ERIC THE UNREADY

*Reviewed by Sue, played on the PC*

Eric has one aim in life; he wants to be a knight of the Rhomboid Table. Unfortunately, he seems to be a little accident-prone. Not only has he impaled his jousting instructor and burned down a castle before the game starts, he's had a rather unsatisfactory run-in with the Black Knight. It's lucky (for Eric) that his lance caught in the branches of a tree and the resulting fall of apples knocked the Black Knight out stone cold. The shop steward, in despair, gives him a task that even Eric should be able to

carry out without mishap. A local farmer's daughter has been turned into a pig and Eric has to kiss her to break the enchantment. Shouldn't be a problem - should it?

Another disaster later, Eric is back at the castle. But the kingdom is in more trouble than Eric is... the beautiful Princess Lorelle has been kidnapped. All Eric has to do is find her and bring her safely home. But with so many knights about, one can't help but wonder why Eric has been chosen over the others... A bit of

eavesdropping and some cut-scenes during the game will quickly explain the political implications of the seemingly-strange choice of *hero*.

But Eric isn't completely on his own. The local wizard, Bud, is on hand to give him a few pointers. For one thing, he'll have to collect five objects to stand a chance of rescuing the Princess — these include the Pitchfork of Damocles and the Raw Steak of Eternity. Does this sound familiar to players of previous Legend games, notably the Spellcasting series?

This feeling of *deja vu* will stay with the player throughout the game which is a brilliant adventure from Bob Bates and destined to become a classic. As Eric bumbles his way from one section of the game to another you'll recognise people and situations from other adventures, films, songs and television programs. I recognised a lot but know I must have missed more.

Here are some you can't ignore — the spoof of Monty Python's Holy Grail where knights talk in strange accents (*Droppez-vous dead*) but sometimes nick comments from other games (*You fight like a cow*) and practice silly walks along the battlements — the white house from Zork 1 with its kitchen that reeks of garlic and dark attic where you're likely to be eaten by a *gnu* — a really neat puzzle involving, among other things, a hoop, a viper in a cage, an armadillo, a gong and a black marble which has *babel fish* written all over — a starship captain who now commands a raft propelled by *injins* — a school for pirates... the list goes on and on.

Eric the Unready can't be described as a hard game — which is not to say that most of us won't get stuck, albeit briefly, at least a few times when playing it; I did pretty well until the end where I



and I could see why he'd found the whole episode so hilarious.

As with most of the other Legend adventures, Eric is divided into convenient chapters and any objects no longer needed will be lost from your inventory as you pass from one to the next. The whole game is very user-friendly and I was very sorry when I finished it (though pleased to see that it looks as though Eric will be back in a sequel).

The interface used for the game is similar to the previous Legend games with a menu of verbs and nouns down the left hand side, text window, graphic or map window, compass and buttons for options such as map, picture, inventory etc. As before, you can customise the layout as much as you need to. One feature of the Legend games that I hadn't experimented with before is clicking the mouse on the graphic to examine things, take objects and talk to people.

It's a shame that Legend will soon be going away from their current style of adventure and into more graphic-orientated games. The first one using the new system will be Champions of Xanth, based on the latest Piers Anthony novel. However, having read about their new system, it sounds very impressive. They were at pains to point out that they wouldn't be making players play *hunt the pixel* which is good news! If anyone can make the transition to graphic adventures without losing the atmosphere of their text adventures, I believe it will be Legend.



*She dons her natty leather flying jacket, grabs a parachute, band aids and a strong paper bag and heads off to fly over...*

## STUNT ISLAND

*Played on the PC*

The story goes that, in 1986, a famous film company bought an island off the coast of Southern California, to devote to creating film stunts. Obviously it's hard to get permission to stage a confrontation between two planes over a busy city, or blow up a railway bridge. How much easier and safer to confine all stunts to one, isolated place. And so Stunt Island was born.

On the island are all the facilities that any budding Spielberg could hope for. A map in the package shows all the main spots. Some you'll recognise like Alcatraz Island, Stonehenge and the Golden Gate Bridge. Other areas are more general such as an aircraft carrier, fishing village, farm, tunnel and freeway.

Briefly, the aim of the package is for you to pick a plane, fly a stunt — either one built into the program or one you design yourself (more on those later), then print and edit the film. There's an optional competition to enter for Stunt Pilot of the Year too. There are over 50 different aircraft to choose between, ranging from old fashioned ones such as the Bulldog, Cessna and Curtiss Jenny up to the more modern Phantom, various Boeings or a Stealth Bomber. If you want something *different* you can also fly a space shuttle, hang glider, duck (which drops eggs instead of bombs) or a pterodactyl.

As someone whose best attempts at using a flight sim resulted in wreckage scattered over a wide area, I expected to have great difficulty getting any of these crates off the ground. In fact, I was pleasantly surprised — just whack the engine power up to max, roll the mouse back vigorously when you're up to take-off speed and you're flying. (Landing is a bit harder but I even managed that... eventually).

Once in the air, flying is a relative doddle. You can fly anywhere you want over the island, taking in the full view from a high altitude or going lower to pick out the fine detail. And I do mean detail. The graphics are really impressive, and the lower you get, the more you can pick out. Objects gradually appear on the horizon and get gradually larger as you approach them. Fly closer and closer to a city and you'll be able to pick out the city blocks, then high buildings, then the smallest ones. It's very realistic and most impressive.

Some of the faster planes are a bit hard to control, simply because of their speed... get into a roll or dive and you may find yourself hurtling to the ground so quickly that you don't have time to react, or you get into a panic and just make things worse! So I found it better to start off with the older, slower planes, even though I occasionally got a bit impatient when flying long distances.

There are 32 stunt assignments to choose from, ranging from *impossible* to *damn impossible*. The first one, for instance, puts you at the controls of a P-38 Lightning in a WWII scenario. You have to take off, avoiding a burning Zero on the runway, then, without going above 200 feet, you must shoot down another Zero that's bombing the Allies' hangars. Now, taking off was fine, eventually. The thing I found difficult was to stay under 200 feet.

Another gets you flying a hanglider towards a Scottish castle. You have to fly round it and in through the entrance, landing on a catapult which then fires you back outside! Round and in... no problem. But I couldn't remember (a) what I had to do next and (b) how to pause the game. *Crump. Cut.*

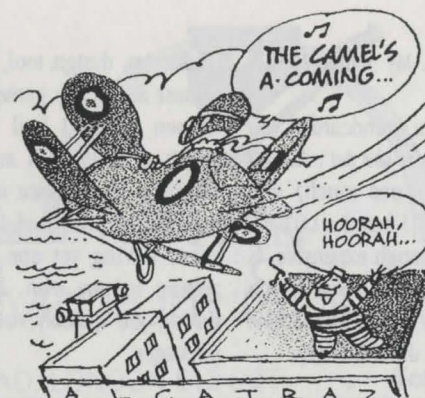
In a third, you pilot a Sopwith Camel over Alcatraz. A convict is on top of a tower on one of the buildings, holding a hook in the air. You have to fly at just the right height so that the hook catches on the wheels of your plane. Too low and he'll have to duck, too

high and you'll miss him. And you have to do all this at a prearranged minimum speed.

So, in each case, it was a case of '*oops, almost got it there.*' If there hadn't been so many things to get right, I might have succeeded at *ONE* stunt. Still, never mind. It's in the section where you design your own stunts that the package really got going as far as I was concerned.

Designing a set is very easy and you can pick any part of the island to build on. But there are so many objects that you can place on it to give the effect you want that it's hard to know where to start. For instance, there are nine main categories ranging through mammals and plants, letters and number, markers and signs, structures etc., etc. Selecting structures gives a sub-menu listing, for example, 7 different ruins, 2 baseball fields, 2 banks, Big Ben, a Buddhist Temple, various bits and pieces to do with the circus, 3 windmills, a Mayan Pyramid... and goodness knows how many other items. There are over 800 objects through all the categories. No matter what set you wanted to build, what theme or time period you decided to pick, you could find the objects connected with it. In fact, you'd probably be spoilt for choice. My favourite object so far is a colourfully detailed news-stand complete with individual newspapers and books.

Set design is well explained in the manual. Basically you pick the objects you want and drop them into place. Cameras are positioned in the



spotter plane and up to 6 other props which can be any of the available objects (e.g. a fountain or a building). Another 40 slots are available for other props. You can animate them (e.g. getting a car to move from one location to another), make objects follow each other (e.g. a flock of birds), even make objects rotate (e.g. a car hits something, and spins out of control).

The most complicated bit is setting up special events — say if a plane gets near a car, the car will explode — or don't start filming until the plane gets within a certain distance of a particular object — award points for a successful stunt — give error messages if the stunt goes wrong. These are set up using a variety of statements including *IF* options, *AND* qualifiers, and *THEN* options along the lines of... *IF plane speed is greater than 100 MPH AND 50 seconds have passed THEN explode the car.* A tutorial is included for a sample stunt.

Finally, you can edit the finished film, cutting between different cameras and splicing the film to give the effect you want, then viewing it in Stunt Island's own cinema. You can also add music, sound effects or shift and fade the colour. Unlike Unlimited Adventures (reviewed last issue), you can give finished films with a run-time program to other PC owners to see; they don't need Stunt Island itself... SSI, take note!

If you wondered how they managed to cram so much into the package, the answer is, of course, that it comes on a heck of a lot of disks; 6 high density 3.5" disks. A minimum 386SX at 16MHz is required (a 386DX / 33MHz is recommended) and at least 570K of free RAM. Any extra RAM will be used. Once installed, it



takes 13MB on the hard disk. My 386SX/16MHz : flight sim, design tool, programming tool, even  
coped fine with it. : almost an arcade game if you try the stunts —

Speech is output through a soundcard if you : heaven knows I had as much luck with the  
have one, things like 'Quiet on the set', 'Great : stunts as I do with arcade games! I've barely  
flying, kid' (didn't hear that one much) and : skimmed the surface of Stunt Island, if you'll  
'Cut. Let's try it again' (THAT I heard a LOT). : pardon the pun, and I know I'll be back to it

All in all, this package, though expensive, is : soon, having yet one more go at a stunt, or  
great value for money; even better value if you : setting up my own. I can't see the package  
get it cheaper via mail order. I paid about £35. : dating too quickly, unlike some other design  
You can use it in so many different ways — : packages.

## THE OBSCURE NATURALIST

*Reviewed by James Judge, played on the STe*

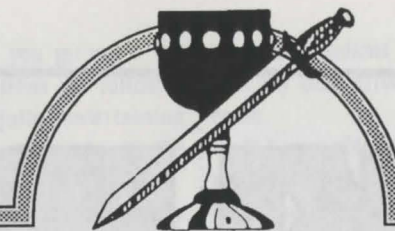
No, this game isn't about wandering about in : totally and utterly stuck. What I noticed firstly  
the nude — that's a naturist not a naturalist. : was the graphics. The STAC's graphical ability  
Instead it is about obtaining a photograph of : isn't all that good — what with the pictures  
baby herons so you become a famous naturalist. : having to be quite small in some cases — but  
A simple plot for a not so simple STACed text : Peter has done the finest job of portraying the  
adventure. : environment I've ever seen in a text adventure  
game...

You start the game on the shore of a lake : including the Magnetic Scrolls effort.  
where you have just seen the nest of herons on : This isn't really surprising when you learn he is  
an island in the middle of the lake. Around you : a freelance graphic designer by profession.  
are the standard naturalist equipment — : The next thing that struck me was the text  
backpack and camera and in your pockets are a : and font. Gone were the normal PD shoddy  
notepad and pencil. : efforts and terrible spelling errors. Instead there  
was a lovely font with all the objects highlighted

After getting up off the ground (*bint, bint*) : in a different colour and there is not one  
you can start to explore the surrounding : spelling or grammar error in the game as far as  
countryside. : I've seen (*I've got 220 out of a possible 360  
points so I seen a fair bit of it*).

Getting to the island isn't a simple matter of : The game is actually quite a large beast with  
swimming there or hiring out a boat — oh no, : well over a hundred locations but, due to the  
nothing is really that simple. Is it? You must : sleek layout of everything, making a map isn't  
complete a number of logical and thought- : necessary but it will help scoot around the  
provoking problems all of which have been : locations when you are looking for the elusive  
aimed at the correct difficulty — the game : object you have had to drop.  
starts off easy but, as the game progresses and :  
where you may have to complete two or three :  
puzzles to get somewhere, the problems that :  
Peter throws at you get progressively harder. :

From the word go the game caught my : Not only is it a simple matter of using one  
attention and kept me hooked until I became : object to complete a certain puzzle, you must  
being the most notable) who will provide you



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# OKLIB'S REVENGE

BY SUE MEDLEY

The story begins...

"Okay, lads," said the Sergeant, looking you and your fellow guards slowly up and down while you looked at the toes of your boots, shuffled your feet and wished you were somewhere else ... anywhere else. You just KNEW that Oklib was looking straight at you. "All I want is a volunteer to go and find this missing staff of the King's."

Even now, it's hard to believe what happened. When Oklib shouted, "Volunteer, one pace forward, now!" you suddenly felt a sharp <<jab>> in your arm and, startled, made a swift hop forward. Turning to rub your stinging arm, you noticed a strange absence of feet to either side of you. None in front either. But behind you was the Sergeant - casually repinning a medal, and you were left - totally alone - the 'volunteer'...

**OKLIB'S REVENGE** is available for the ST, Amiga and PC (3.5 and 5.25 disks). The 5.25 PC version is supplied in archived form for use on a hard disk due to the size of the finished adventure.

For your registered copy of **OKLIB'S REVENGE**, please send a cheque or postal order for £5.00 payable to: S. Medley, 9 Warwick Road, Sidcup, Kent DA14 6LJ. If you live outside the UK/Europe, please add £1.00 towards postage and packing. All payments in Pounds Sterling, please.

with the odd object to help you getting a few extra points. The conversations all follow a logical route and are quite entertaining sometimes. Try giving the geraniums to the lady.

The game is shareware and you must pay the paltry sum of five pounds to get the second part (*as well as a four page hint booklet*) which is well worth it. Also on the disk you will get a demo of an astronomy program and a full shoot-'em-up called Insecticide which is great fun. Both of the other programs are shareware — if you register for the astronomy demo you'll get the full program and for Insecticide you'll get another game by Peter — Lord Of The Isle (see Syntax for a review of it).

To round up let me congratulate Peter on a

bloomin' excellent game which will find its way into my disk drive for many happy weeks to come.

If I were able to give the game marks out of ten for playability, graphics, difficulty and value for money I'd give it ten out of ten all the way through but, as Marion doesn't like it, I won't include the marks!

Buy the game and buy some excellent enjoyment for many weeks to come and support Peter so that he can create more fantastic programs like the Obscure Naturalist. I can't recommend it enough.

## A Few Hints

At the start - pu dnatS / Can't understand the coin?

## ESCAPE FROM CYGNUS ALPHA

*Reviewed By James Jillians, played on the ST*

STAC games, eh? Written with the faithful ST Adventure Creator released by Incentive Software in 1988, they can look very professional when programmed well, but when done badly they can make you switch off and never come back. This is the first game I've ever played by Paul Robinson and it certainly looks like his first effort.

You take on the part of Joe Cody, Terra Nostra Enforcer extraordinaire (*You're probably just as confused as to what that means as I am!*). After being betrayed by your confederates you have been captured and sentenced to life imprisonment on the penal planet of Cygnus Alpha. The game starts on board the interplanetary prison-ship which is taking you there. Can you escape before the ship reaches its destination? And can you return to Earth to get revenge on those who betrayed you?

Commands can be entered through the keyboard using the normal verb/noun inputs,

you can move around the locations using the compass directions. You may have slight problems trying to find a way to phrase commands so that the computer understands them (*especially when trying to get out of the bl\*\*dy space craft wreckage: try OUT with no other words or you'll never escape!*) There is also a complicated parser which allows you to string several commands together in one sentence.

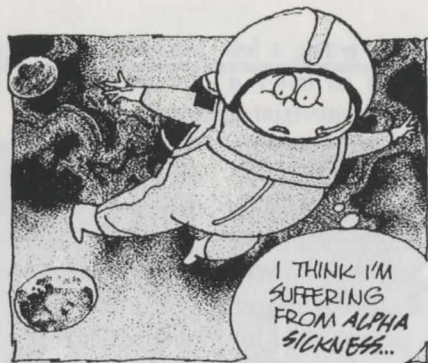
The game is played in many different sections. Your first task is to escape from the penal ship. Later on you find yourself stranded on a planet and have to venture through all sorts of terrain trying to find the means to return to Earth. You'll even find yourself exploring a huge Federation Military Base on the planet's surface, another space craft and a space station! EFCA is huge, one of the largest text-adventures I've ever played, with plenty of puzzles and hundreds of locations.



The game should take you a while to complete because of its size, but even so it is not very difficult. Ideally suited for the beginner rather than the experienced player, EFCA's puzzles are not particularly difficult and certainly not original, mostly consisting of the

collect-the-objects-and-find-out-where-to-use-them variety. There's quite a bit of exploring to do. You'll need to draw a map at some points to avoid missing an important location. Generally the puzzles are wide-spread leaving a sizable proportion of the locations with no purpose other than decoration.

If you're used to brilliantly presented, graphically superb, professionally produced adventure games then you're going to be disappointed. Nothing has been done with EFCA to change the boring system messages, font and colours which are standard with STAC. You'll find yourself presented with drab white screens and black text, with no graphics or sound of any sort. Add to this the bad punctuation and spelling (fortunately words that you need to type in aren't misspelt) and the bland, unimaginative descriptions and you've got a badly presented, boring game. I would only recommended it for the challenge of solving the puzzles; if you want



to feel involved in a story you'll find far better products in other parts of the SynTax P.D. Emporium!

The full game can be ordered from the SynTax Library at the irresistible price of £2.50. The author of the game does, however, ask that you send him a £5 registration fee which, as well as allowing you to feel virtuous, entitles you to help in completing the game.

The game is stand-alone and should work on all STs, STEs and Mega STs. There are no instructions, only an introduction to the story, so if you've never played a STAC game before you might find it hard to find the commands to use. There is a save facility (which allows you to save using different file names, unlike other STAC adventures!) and also a RAMSAVE option (saves to memory).

An unatmospheric and sloppily presented adventure with unoriginal puzzles and hundreds of locations, *Escape from Cygnus Alpha* is only worth buying for the challenge. With an uninteresting plot, very little humour and no graphics or sound, the game can offer nothing new to the adventuring scene. Better has been produced.

## FOR SALE

Sue is selling her large collection of original Spectrum and Atari ST adventures at extremely reasonable prices. We don't have enough free space here to write down all the titles, so she has prepared a list, giving details and prices (and they couldn't be lower). For a copy of the list, send a SAE to: Sue Medley, 9 Warwick Road, Sidcup, Kent DA14 6LJ.

Please DO NOT telephone Sue about this — write.

## THE DETECTIVE

Reviewed by "Grimwold", played on the PC

Now, if you're at all like me, you don't like detective type games very much. The idea of finding clues, interrogating suspects before finally tracking down and apprehending the murderer or whatever, leaves me cold. Perhaps it's just me. Obviously not everyone feels this way or there wouldn't be detective-style games at all. Perhaps I'm not the best person to do this review, but since I've kindly been given this game to do just that, I'll give it a crack.

"You are detective John L. Bloom. You have just been hired to find a missing man by his wife." Since this man has an office in the same block as yourself, you think it would be easiest to pop along and see if he's in. (*Why his wife doesn't do this isn't explained, since she must have walked past it to get to your office.*) Arriving at his office, you find the door open and everything in a mess. Amongst the strewn papers you find a few clues, and a bit of blood.

There is a plethora of objects lying about

waiting to be picked up and innumerable doors to be opened or to have their locks picked. There's also a lot of nasty animals which don't seem to be minded by the owners of the office block and which can kill you within a couple of turns if you aren't prepared. Just how the cleaners cope with these is a mystery.

Written using AGT, the adventure suffers from the usual drawbacks of that utility, such as a limited parser, and all that entails. The game is written by an American, as is perhaps the norm, and is full of 'Americanisms' — something that I don't particularly like anyway. There are also a fair amount of spelling mistakes and grammatical errors.

Maybe I'm being too hard on this game, I've no doubt some people will spend a couple of enjoyable hours plodding through the different offices and collecting dozens of objects.

Sorry Kit, but this game just isn't my cup of tea.

## THE TEST

Reviewed by Steve Clay, played on the Amiga

You begin *The Test* floating peacefully downwards beneath a billowing parachute. Make the most of it as it is the last moment of peace you will enjoy until you either (a) finish *The Test* or (b) [*Far more likely*] your brain goes on shutdown in protest. From this you will correctly surmise that *The Test* is one tough game. A real brain-blender and no mistake.

The brief and to the point plot pits you as an applicant for the EFF (*Elite Fighting Forces*). To become a member of this band of merry men you have to complete the selection test! A series of mental and physical puzzles stand between

you and success. These tests are an attempt to weed out any weak-knees who try to get in! Actually you'd have to go a long way to find someone who has failed the test as they are more likely to have died in the attempt. Any failure on the applicants part usually finds them spread thinly over the surrounding area.

Having landed and disposed of the parachute — (*For sale one used parachute — enough silk for three blouses and a pair of bloomers! One previous owner!*) — you enter a land filled with devious and nasty traps. You'll have your work cut out coming through alive let



alone with a full complement of limbs!

Early on you'll come across a minefield and a cottage. You will need to deal with the puzzle in the cottage before you attempt the minefield. Inside the cottage I worked out what needed

to be done but, as is often the case, it was how you did it that was the problem. Much thought brought the solution and it was off to the minefield. This was straightforward thanks to what you find in the cottage. This then is the pattern for the rest of the game. It follows a very linear line and getting stuck in one place for days at a time is not unknown.

The Test originally appeared on 8-bit and has been enhanced and in its current incarnation there are over 200 locations. Although within that total is a maze of truly gargantuan size. [Oh! How absolutely marvellous. Sarcasm!]

The text is to the point. If a location needs a big description it gets one — if it doesn't it doesn't. This is much better than a 500 word description for each and every narrow path.

The AGT system has its own faults that you probably know about; using files on disk for the text, which have to be loaded in and thus slowing the game down; saving takes an absolute age and if you die (*which is frequently in this game*) you have to re-boot! None of this is the author's fault and as an Amiga owner I know how hard it is to find a utility on the machine



that actually writes a game!

It's nice to see the 8-bit writers moving up to the 16-bit format and once they have converted their old games, which is a great way of learning, then maybe we'll see 16-bit games written with

16-bit machines in mind.

To sum up. Judged from my point of view (*i.e. not very good at playing adventures where you will need to use slightly off-beat verbs!*) this game is my worst nightmare. Some of the inputs, even when you know what you're supposed to be doing, often leave you saying "Eb?". Some of the puzzles have contrived written all over them — look out for the electric fence as a prime example. If you are just starting out on adventures or like me a complete dolt, The Test is not for you.

However, and this is where the producers will cull their review quotes from, if you like a game that puts your brain through the kind of torture that Amnesty would frown on then The Test at only £3.00 inclusive is a real bargain and a small price to pay for your own-type pain.

#### A Few Hints

Parachute - ti psalcnU / Cottage? Getting In? - gniyrrac er'uoy rettel eht daeR / The Hanging Box? - !ehcadaeh a teg ll'uoy ro llaf ot xob eht rof gnitiaw dnuora dnats t'noD - AND - enac eht dna rettel eht deen ll'uoY - AND - epor eht nruB

## SOLUTIONS and HELP WANTED

Solutions wanted for Legend of Craldon's Creek, Limehouse Mystery, The Lost Ruby, Time Warrior and Hints of Solution for Adventures In Time And Space (C64).

## UNNKULIAN 2: The Secret Of Acme

Reviewed By James Judge, played on the STE

Let me tell you a story, not a long one but the one as to how I got around to reviewing this game.

A few weeks ago I got a letter from Marion who asked if I could review UU2 as she felt she'd go 'over the top because she had liked it so much'. Sure I said, thinking I'd do the game ready for the October issue and that would give me a month to get a few more reviews reeled off. That was until last week...

Dear James,

Editors hat on... Any chance of you reviewing UU2 in the next week or so? I'd really like to have it in the August issue as I'm trying to get RH out a few weeks early so we can push off to Portpatrick for a few weeks.

Cheers, Marion.

My jaw did a wonderful dive bomber impression at that moment. ONE WEEK!!! Aaargh. Never say I don't try and I did, dropping my NEW game just so Marion could include it in this issue (*and she'd better!*) to plough into UU2.

As you might guess I haven't completed it, no where near, but I feel I've experienced everything it has got to throw at me, so I'm ready for the review. Oh well, here it goes, one week's work and all...

Ah, the good life. Ever since you escaped alive from Unnkulian Underworld you have been a hero throughout the lands. You've got it all — fame, glory, big \$\$\$'s from TV interviews, a computer adventure made about your exploits (*you MUST be famous*), a starring role in 'Kuulest and Company' that wacky movie about your old geezebag master by Acme Phylms, and (*most importantly*) droves of people from the opposite sex begging you for... ahem...

autographs (*naughty, naughty!*)

Now all this fame is wearing off. True, you're still in the limelight but you know that soon you will just slip away, into nothingness. Well, a great person like you can't have that happening can they? Nope, didn't think so — so you decided to something about it. What is the only question, what should you do to make the newspapers worship the very ground you walk upon and the TV people capture the air you exhale and sell for ridiculous amounts of money? You don't know exactly, so here you are, in front of your house in the depths of Sure-Wood Forest clutching a statue and a pair of X-Ray specs (*left over from Unnkulian 1*) with not the foggiest idea what to do.

Exploration does spring to mind — so off you walk, run, slither etc., (*choose your favoured method of transportation please*) to the east and come across the old picnic area where you and many a person have made wonderful... ahem, once again... picnics (!?) with each other. WHAT, someone has defaced your bench with an archaic word. Hmmm, wonder if that's a magic word (*hint, hint*)? Continuing west you come across a river and large oak and back to the west is a boulder.

To the south of this boulder is a field and to the east of that is a shack and toilet. That is as far as you can go without solving one of the puzzles and, as this is a text adventure, there are plenty of 'em. The author rates this game as ADVANCED which is quite correct. It's very hard and even the first bits had me turning the damn thing off in frustration.

Strangely enough though, it isn't the puzzles which is the main attraction of this game for me, it's the familiar Unnkulian humour. I'm about half way through UU1 at the moment (*I haven't had much time to play it*)



and all through that the way the game was written had me chuckling all the time. UU2 follows very closely to that humour, even improving on it and it is by a different author.

There are all the usual phonetic spellings (*radeekal and Sure-Wood Forest are a couple of examples which spring to mind*) and the responses to my actions are extremely funny. The boulder in one of the first locations smelled minty (yes, you can even smell items in this game) so I thought maybe I was a glutton, so in I typed *EAT BOULDER* and the response was *HAVE YOU ALWAYS HAD THIS FETISH?* It needs to be experienced first hand to appreciate it but it was hilarious.

Not only have the puzzles, humour and descriptions improved, the actual TADS program has improved, I think it was produced using one of the up-to-date version which includes a few 'extras' missing from the old version. These include the ability to scroll back and forth through your last commands (*useful for the slow typers among us*) and the VERY useful function of being able to scroll back and forth throughout all the text which has just scrolled off the top of the screen. The game has quite a large buffer just for this purpose so if you want to see how many ways you've tried to shift the

boulder all you have to do is press F1 and use the cursor keys to go back up the screen. I found was using it a lot.

Marion said she was in danger of prattling on about the game, what am I meant to do, eh? It is such a good game that I can't think of anything to have a dig at except that beginners should steer well clear of this beast. The puzzles are hard and will probably turn the novice to a life of the cloth if they approach it without some guidance. Marion said that she and Sue played it at the same time, with lengthy telephone conversations between them and appeals for hints from Neil Shipman who was also playing it — and even then they found it ermm... hard...

This game is shareware and is well worth the registration price of \$10. I haven't registered yet but I probably will someday soon. Right back to UU1 I s'pose, or shall I try and get further in this game, maybe Unnkulia One-Half? Decisions, decisions.

#### A Few Hints

To cross the river from east to west - toZ ,kcor no  
itS / To clean labcoat - ti kcik uoy fi dnufer a sevig  
reyrd ehT / To cook the egg - \ tekub ni gge kooC.  
gol wolloh ni erif tratS / To enter cottage - enirugif  
buR. knom ot gge dekooc eviG

## A M S 7

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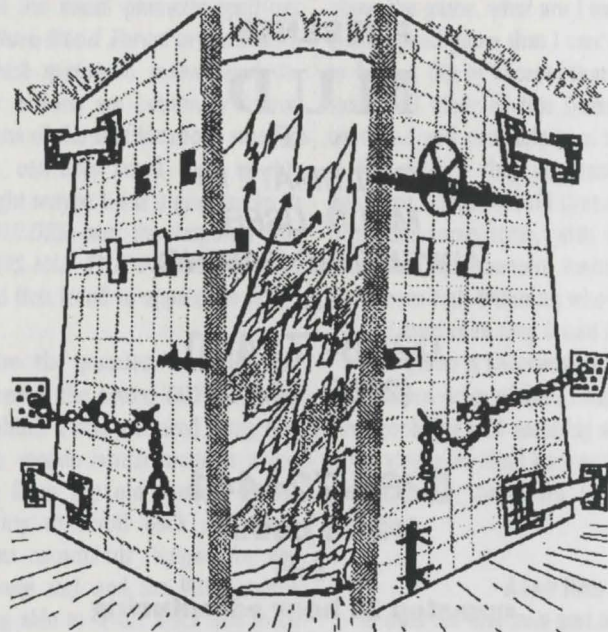
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## PERDITION'S FLAMES

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## DEJA VU

by James G. Johnston



### COLLIN'S DICTIONARY

*Deja Vu — The experience of perceiving a new situation as if it had occurred before.*

The reason for the title is simply that in this life we seem to come back again and again to the same point and kid ourselves that this time "it is going to be different — better — more fair — etc." but sadly it never happens.

*Let me explain.*

Until around the 14th century, all of the people in the world were happy living in a flat, roughly circular world. If you went over the edge you fell into eternity. This worked very well until the commercial element became involved. In order to enhance their profits, the money men claimed that the world was round and by sailing west you could end up in the East. By sailing in this way goods could be transported cheaper and the profit margin was greater. (The punter did not benefit in any way, however). In spite of many ships *disappearing*, this idea was hyped up and forced on the public until the overland caravans travelling east for trade were wiped out. These early money men were then free to up the prices to any level since they were the sole supplier.

Now I would be the last to fly in the face of modern belief but if this story of easy travel using the 'travel West to reach the East quicker' is true why don't we use it? We fly EAST to Singapore and WEST to America. If all this global theory is correct then why does the magnetic needle point north and not north-down? Why does the Gulf Stream and most of the rivers in this so called *Northern Hemisphere*

appear to flow uphill, against gravity, towards a supposed Equator (the line of maximum diameter on this supposed globe)? Why are all measurements taken to a base of Mean Sea Level since you cannot have a level portion on a globe and why are all maps flat? In spite of all the evidence to the contrary the money men continue to spin their myths and we are forced to accept their reasoning and pay or they will opt out and take their money with them. "And where will you be then", they ask?

However, in spite of all their threats and all their hype, there are still a large number of us *Flatlanders* who do not believe their biased jargon and unproven theories. We will still be here when the money men, for more profit, have decided that the world is a hollow cylinder and we should hire their new *Transmat Shipping* to allow for a greater profit in moving easier from the inside to the outside of the cylinder and vice versa. Rubbish !!!

Now what has this to do with computing and in particular Computer Adventuring? Well it's the same tissue of half truths and cons. In the early days of the modest ZX81 (Vic20, etc., etc.) the backroom programmer was born. He supplied games which were good, cheap and no hype. When you sent to Mikrogen for a copy of the adventure *Mad Martha* for the Spectrum that is what you got. A type-written cassette label and a photocopied cassette cover. No blurb packaging. No fancy promises. The only things



included were a few basic loading instructions and an address to contact in case of problems. The J. K. Graye tapes for the ZX81 and the Spectrum had a better finish to the cassette and were slightly higher priced but were usually compilations of a variety of programs (Games Tape 2 — Starfighter [shoot 'em up], Pyramid [Tower of Hanoi-type puzzle], Artist [art program]). Cost £4. The thing about these programs was that they sold on their playability and their promise that if the tape proved faulty it would be replaced forthwith (and it was!).

This was fine while it lasted but then the money men took over. Out went the playable game and the useful utility and in came HYPE. Now the proposed game was preproduction advertised at great expense. Was packaged in large fancy boxes with tee-shirt, badges or other gimmicky offers. Expensive protection methods were employed. The net result was as follows...

1. The original backroom programmers were either bought out or forced to rely solely on mail order (since no distributor would handle their business and no retailer would buy direct) and so frequently gave up.

2. As the money men gained control of the software industry, the playability ceased to matter. It became the game of the film of the play of the book type of action. The software having no merit of its own, merely borrowing its success from the other media forms. What playability existed was not, by any means, impressive. Who cares! On with the Hype!

Well, of course, you can fool some of the people all of the time or all of the people some of the time but in time the money men were found out and their sales dropped. This did not suit the money men, who wept in their Rolls Royce cars. Having been let down so badly they sought a new hype to fill their purse (and found it in the Games Console).

*Let's look then at their course record.*

I have adventures which were produced at 8k

to 10k to run on the 16k ZX81 and the 16K Spectrum. These were good playable adventures but you can't make money out of them selling at around £2. So the money boys put in *Proper Graphics and Character Interaction* and sold them at £12. This allowed you to stand around after each input, waiting for a badly drawn blobby picture (which had no relation to the story line) to be completed before you could enter any further instruction. Character interaction took the form of (a) Killing a Warg and then finding this dead Warg moving randomly round various locations or (b) Finding the body of a policeman and talking to it. Whereupon the constable saluted you and proceeded to talk rubbish, still lying on his back, dead.

*What a jolly good reason for forking out an extra tenner!!!*

But it did not stop there. As machines improved and memory increased it was filled, for your entertainment and education, with some of the most unadulterated mindless junk. How about those magic *graphic adventures* for the Atari / Amiga / PC with their badly drawn characters who, once started in any direction, marched on till they hit an obstruction then stood marking time on the spot, forever. Remember how you hunted for the objects you needed so badly to complete that section? That brown splodge your character walked past was really a magic wand!

*And so it continues...*

Nowadays, to play an adventure *properly* you need the very latest PC with minimum 12 Meg memory. A monitor with 600 dpi resolution and 1275 colours on screen. A 1000k hard drive and a CD rom. Anything less will not do — so say the money men (and they should know). Oh! I forgot to say that your games will cost you around £150 each. Don't forget that if you do not buy these games in sufficient quantity then the money men will stop making them and you

will be left with all that expensive equipment you were required to buy to play these games, lying idle. "Serves you right!", say the money men, "We told you to buy our games!"

This was where *deja vu* came in. Recently we have heard many voices complaining of the scarcity of hyped software. The money men are either reducing the supply or dropping it altogether. We are advised to write to them and *force* them, by the sheer number of our letters, to start producing again. Fat Chance!!!

If you had a sum of money would you charitably lose it giving hand-outs to John Doe or would you invest it in producing games cartridges at a fiver and selling them at £50? *Don't answer!*

If your boss came to you and explained that he was cutting your salary by half and was doubling your working hours/week to help him serve his faithful public, what would you say? *Don't bother to answer!*

So what then? Is it all to die? One of the great statesmen of this country, when informed by his staff that the newspapers were carrying notices of his death, replied "Inform them that their reports of my demise are greatly exaggerated".

Just as there is an active group of *Flatlanders* flourishing in this country after six centuries so there will always be a flourishing Computer Adventure Society in the computer world...

As long as — Magazines/Fanzines are produced by dedicated enthusiasts who freely give of their time and money for our enjoyment.

As long as — people are willing, for little or no profit, to write, produce and distribute software of the type we want, asking only your support.

For remember this, the money men who



naturally are only in the market for profit will move on, and that is their right. Commercial Magazines will thin and fold, and that is their right.

Even your fanzines and home software producers may cease due to the lack of your support (and I don't know of any that make an overall profit).

There could even be a situation occur that you have played every adventure ever written and suddenly find that you can no longer obtain adventure software for your machine... but that will be a long time in the future!

*Why do you say that? Well I can only judge by my own experience.*

(a) 70% to 80% of my adventures are *Homegrown* (and I have not yet completed my collection of The Guild software for the Spectrum or PD software for the ST from Syntax, to mention a few.)

(b) Since I have somewhere around 500+ Spectrum adventures (a bit more on the ST) and to date have only completed 30 or 40 of them in 10 years of playing, this means that I will have to greatly increase my completion rate or play at my present rate for the next 400 years. A nice thought but not particularly practical, since I am at present 60 years old and would settle for one century but couldn't see it lasting much longer.

I am not afraid of the future for computer adventures and adventuring. I am only afraid of the present day adventurers who may throw away their hobby, like the man shut up in the dark cave with the bag of monkey nuts and diamonds, who threw the stones he could not crack into a fast stream that flowed though the cave and disappeared into a rock cleft, as he awaited his release.



Unless you are committed to support those people who are prepared to provide you with software and fanzines (like the one you are reading), you must stand as a beggar at the moneyed man's gate and wait for crumbs!

*Costly crumbs!! Since you will have killed your own hobby.*

## HELP! I'M STUCK IN A DUNGEON AND THERE AREN'T ANY EXITS...

by Phill Ramsay

Sound familiar? I'm not surprised. Virtually every intrepid adventurer has been in this scenario with monotonous regularity. Of course, if you manage to solve the problem and escape, then the whole thing becomes a learning experience which we remember the next time we're stuck in a comparable situation.

But when you can't solve the problem and escape the dungeon, it's very easy for frustration to set in. So, when stuck like this, what do you do?

I don't know what you do, but before giving in to frustration, (and throwing the computer through the nearest available window), I attempt to re-assess my situation.

LOOK carefully at the room description to see if there are any clues or play on words. EXAMINE everything (it's not unknown for objects to be hidden until the location has been EXAMINED several times.) Are there any furnishings in the room behind or under which objects can be hidden?

Just because a room doesn't list exits doesn't mean they don't exist. Try going in all directions. Does the HELP command generate any message? (Alas, these days, it seems that

asking for HELP tends to generate a message from the author which is rarely directly helpful.)

Are you carrying any objects which could be USED to help you out of your predicament? And

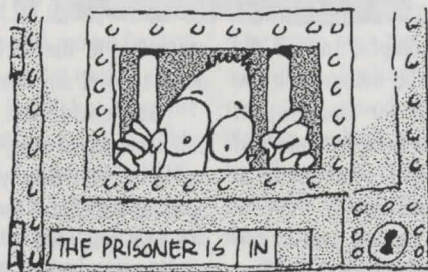
remember the object of the game/your quest. Does that shed any light on your situation?

If after all this, you are still well and truly stuck, the next step is to write to the author, or the Lords and Ladies of adventure featured in the magazines. (Always remember to include an SSAE).

Adventure PD and Red Herring both offer a solutions service. However, I would recommend that you are certain you want the complete solution before you send for it. It's very difficult to read the part of the solution in which you are interested and not read other parts accidentally.

Sue Medley, Joan Pancott, Debby Howard and all the others too numerous to name, will offer hints or tips on the many weird and wonderful games which they have completed. Above all, don't be embarrassed or feel foolish for asking for help.

Remember what I said at the beginning of this article; it happens to all of us!



*This article was first published in Dragon News by Debby Howard to whom thanks are due for permission to reprint it.*

## HOW TO SOLVE A MAZE

by Laurence Creighton

I fail to understand why mazes in computer games terrify most folk. In fact, it's got to be the stage where I prefer not to include one in any of my own games as they (the mazes) only bring forth groans of despair!

Solving a maze, in point of fact, is simpler than most of the puzzles you will come across. Usually they only consist of five locations, but because you can often *double back* on yourself the maze appears to be greater than that.

The first rule of attempting a maze is to save your position PRIOR to entering. It's no good getting *lost* and being unable to find your way out; all your progress to that point would be wasted. Next is NOT to enter unless you're carrying at least five objects — more if the game allows you. We'll use these as *markers*.

Please study the accompanying sketch of a make-believe maze. It consists, as you can see, of five locations. You enter by going north from where it is marked and we'll assume you're carrying five objects: a ROPE, a STICK, a

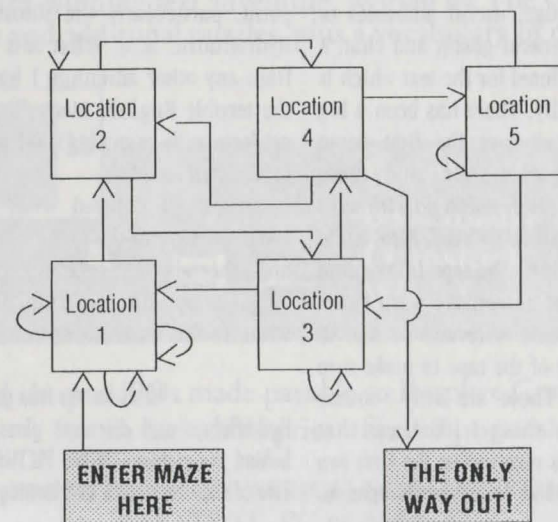
SPADE, a RING and STRING. Righteeo, you enter and land up at location 1 which probably would say...

*"You're in a warren of twisting passages"* — as would say all 5 locations. Panic-struck, you try to back out by going south, only to find yourself in what

APPEARS to be another location. In point of fact it is the SAME location! The programmer has said, *"If you go south from here GOTO location 1."* Let's drop the rope. Now go south ... again, and behold you come *back* to the rope. Ditto if you attempt west and/or east. Go north and the rope has gone, and you *know* you are at a different location. So let's drop the stick here. You would write *stick* on your own map if this was in a game you were playing. If you were to attempt west from here you'd be told there was no path. South would not take you back to your beloved rope, but to a new location. And so on; to escape from location 2 you'd have to go north and you'd arrive at location 4 where you would drop the spade. South from 4 takes you back to 2! East from 4 goes to 5 and soon.

Each time you land in a location where you have not yet dropped an object, obviously is a new location. Drop something and annotate your map and attempt going in all eight possible directions. Yes, don't forget NE, NW, SE & SW.

Don't worry what your *maze-map* looks like — it'll only be about 4 - 6 locations big. Drop something at each new area and experiment. I would suggest you use a fresh sheet of A4 paper for the maze only, as by the time you're finished it could look like a dog's breakfast;





doing it on a scrap of paper the size of a postage stamp. If you peek at my sketch at location 4, you'll see the only time a corner is used is *there* AND it's the only way out.

Mazes usually (maybe I should say always) house something useful. It would be evil to make a player sweat through a maze only to find it was an exercise in futility. That would be the grounds for justifiable homicide!! Study my

mini-map and see more or less how a programmer prepares a maze (if he can take the flak!) As I said, it doesn't matter what your map looks like — as long as you can follow it. Drop something at each location and then try all eight directions — don't forget the ups & downs too (some are born evil). Draw your map as I have shown and you'll find you'll start enjoying the challenge of a good maze. Happy burrowing.

## WHAT NOW? A Spectrum Tapezine

by Bruce Brown

As the Spectrum scene drifts from a large and well supported base to a smaller number of users, specialist fanzines produced by enthusiasts become more important in helping people who still enjoy playing games on this machine to keep in touch. It's therefore encouraging to see a new Tapezine available specifically for Spectrum adventurers.

Issue 1 of What Now? comes with the first demo issue (renumbered to Issue 0!) and an early 1980's-style Quilled PD game called "Escape". What Now? contains tips for those stuck in a number of games, a section on unusual inputs and bugs, useful addresses of suppliers, letters and general gossip and chat. A choice of five fonts is offered for the text which is menu driven and friendly. There has been a big improvement in issue 1 over the first demo release with better presentation and more content. Even so, it definitely could do with a bit more material as it is still fairly brief. Also, while I'm having a moan, I think the tape inlay could do with a clear index of contents. I wasn't sure how many programs there were and so had to keep loading both sides of the tape to make sure nothing was missed. These are only minor grumbles though. One thing I liked was that judging from the letters received in the first two issues, the author of What Now? seems open to

critical comment and is prepared to change the format where necessary.

As for the free game it's actually quite good in a dreadful sort of way. I believe the full title is *Escape from xxxx* but I'm not too sure what *xxxx* is. You are a robot entering a deserted military complex and the object is to destroy the installation and escape. Although you don't know this until completing the game. Most of the puzzles are fairly straightforward, but as is typical of games of this age, finding the exact form of words to use can take a little time. A little knowledge of chemistry is helpful at one point, particularly the unusual properties of Hydrofluoric acid. What sets this game apart from any other adventure I have ever played is the terrible English. Misspelling is raised to an art form with examples such as *Living Quaters*, *lables and vehical*.

Overall, I enjoyed What Now?. Once the rough edges with the presentation are sorted out, and especially if it gets bigger, it will deserve to be popular with Spectrum adventure players. What Now? is currently at number 3.

### Hints for the free game

Hydrofluoric acid dissolves glass/It's safe to look behind the picture/(MOVE PICTURE reveals a safe)/Two of the objects are Red Herrings.

# THE FOUR SYMBOLS

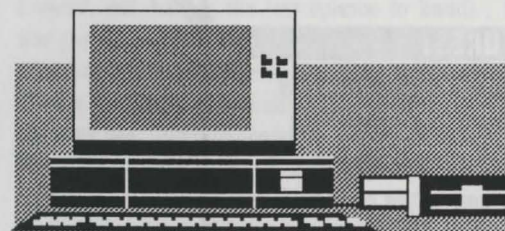
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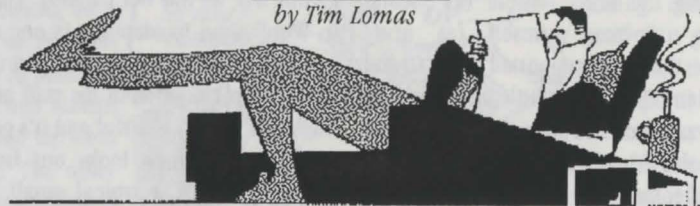
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## PLAY BY MAIL

by Tim Lomas



It's July, this must be Dorset, maybe a slight killing of the old joke about US tourists in Britain but appropriate. It is indeed July as I write this and as usual this time of year gets you the latest episode in the continuing story of Wazir and Co.

This is also likely to be the longest article I've ever written, not that I plan to take up a massive number of pages (although I might...) but because it stretches halfway across the country, the first paragraph was written on Poole station, platform 1, this one is being written between Poole and Bournemouth and at a guess I should finish somewhere between Woking and London (unless I decide the train's too jerky and read a magazine instead).

On with the story, last time we left Delenda the Knights Militant had just invaded the Caliphate, causing slight confusion in the seemingly never ending war between the Caliphate and Telindoon. The Caliphal army (as I recall, not having the last episode to hand) had just abandoned its effort to take the city of Elasoos and was contemplating its options. (Going well, this is Bournemouth). Since then an army unit under the command of the Second Vizier (and Commander of the Caliphal Army) Murad Aziz (which is one of me) and including the Grand Vizier (who is my boss as Grand Vizier but being present as Bey of Keban and commanding the Keban troops is currently under my command) suffered a tactical defeat at Nea and has entrenched in various strongholds, I'm afraid I can give you all the details, this bit is ongoing and it's just possible it might get to

the evil Flaminians by some convoluted method.

While the thought strikes me, I may as well elucidate on the bit I mentioned about people holding different ranks at the same time, in this culture (the Hiyiros, I believe it's different in Flaminian lands) a person and their office are two separate entities, thus Murad (for example) might be at various times himself, the Bey of Larisa, the Second Vizier or the Commander of the army, depending on the situation he might be someone's superior, their subordinate or unconnected with them. It's a rather interesting position to have to work out at times, especially when he might actually be more than one of himself at the same time.

Confused? I'd suggest you watch Yes Prime Minister, they explain it rather nicely, it's all a matter of which hat you're wearing. For an example, Murad Aziz (wearing his hat as army group commander) did give an order to the Ibrahim Yunus (wearing his Bey of Keban hat), Ibrahim Yunus requested that Murad (wearing his 2nd Vizier hat) have the order countered, Murad (as 2nd Vizier) told himself (as army group commander) to reconsider and then (as army group commander) referred it to himself as commander of the Caliphal Army). In this hat he told himself (as 2nd Vizier) that he supported his own decision (as army group commander) and finally told Ibrahim Yunus (who was still Bey of Keban) that he would not countermand the decision of the army commander. At this point Ibrahim (Bey of Keban, remember?) asked himself wearing his Grand Vizier's hat to have the order countered. As Grand Vizier he told



Murad (who's now Army commander) that he was countering the order. Murad (as Second Vizier) then informed himself (as army commander) that he supported the Grand Vizier's decision. There was a little bit more than that which was concerned with the fact the two of them are also friends but I think that gives you an idea of some of the strange conversations I end up getting into!

Anyway, back to the war, we're in a quiet phase at the moment, the crusaders sat in the city of Rudo after what they think was a victory (which is odd because for various reasons I don't view it as a defeat, a score draw I suppose), we're sat wondering what they're about to do and everyone is having a well earned rest.

Dawns Friday and it's time to think about getting down to the coast. I've packed up the portable computer (you never know what you'll need at a meet so I tend to take all the data I have and my mapping programme), a change of clothes or two in the briefcase (it was a REALLY hot weekend) and off to Waterloo. No-one else travelling with me this time so I get my chance to do a little light reading, Poole finally arrives and it's off to see if I can find our dear Grand Vizier with whom I'm travelling to the meet itself.

He's supposed to be waiting at work for me, out to the phone and... he's away from the desk, eventually I get hold of him and with my trusty map of Poole and District (I always travel with maps) I find him, half an hour on the bus and we're in Corfe Mullen, home of Delenda. Friday night was actually quite quiet, not many people around and mostly general chat, people who hadn't bumped into each other for six months catching up, an occasional game of nuclear war (quick, easy to play and doesn't require much brain power) and general relaxation. Come 11.30 and John and I decide to wander off to the hotel. Most of the players tend to dump a sleeping bag on the floor (or just collapse on the

closest flat surface) but John and I must be getting old, we like our comfort. The Kings Head in Wimbourne incidentally is one of the nicest hotels I know. It's not the cheapest (I was paying £50 or so per night) but the staff are delightful, the breakfast is wonderful and it's got a fabulous sitting room which looks out into the town square which is a typical small village (not really a town). I probably have a prejudiced view, John works for Trust House (who own the hotel) and we've been staying there for meets for some time, the staff probably chat a little more freely as I'm with one of their own. Anyway, we always get back about midnight or just after and then spend an hour or so in the bar, chatting with each other and the staff who are still up. Great way to wind down after a hectic day at the meet.

The next morning dawns, bright and warm (and Tim takes a long shower before wandering down to a nice big breakfast, I told you I like my comforts), we drive back to Corfe Mullen and arrive about 9, just in time to see the masses finishing off their cereal and toast (poor deluded souls) and feel thoroughly superior and better fed. Things are starting to get a little more interesting as new people arrive by the hour. By midday the numbers are up to 20 and rumours are starting to fly. Apparently there's something going on in the college of Cardinals that afternoon (that's the ruling council of the Flaminian church), wonder what that could be? There have been stories going round for some months that the Flaminian church in the Caliphate is about to schism from the mainstream church but they've receded lately and it seems that the Pope and the Orthodox Archbishops (the church in the Caliphate is roughly equivalent to the Christian Orthodox church, if anyone's familiar with the assorted excommunications and such like that flew around when that schism took hold you'll know roughly what happened about 400 years ago in

Delenda. Now things are very much teetering on a knife edge, we've been quietly trying to push the various sides into schism for months but we seem to be failing. The other story is that something is going to happen to the Pope.



The Grand Divan is very quiet this year, taking little more than half an hour (compared to the 4 hour marathon session we had a year ago). The two reasons being that we (the Grand and Second Vizier) haven't much we want to have discussed and it's just too damned hot! All done in 30 mins and we're adjourning to the garden with cool glass of something. This garden is something to see, it's the size of a large room, about 20" by 20" and it's not unusual to see 4 or 5 different groups trying to have secret meetings at once, plus all the people trying to 'accidentally' overhear what's going on.

Anyway, there's a group of about 8 of us, mostly Hiyiros but with a couple of the Flaminians just chatting away and wondering when the brown stuff is going to hit the rotating blades (something ALWAYS happens at meets!), some wander off and some others join us when we notice activity in the library upstairs (the spare room which is full of books and is used for the meetings). Aha! That must be the college in session. The windows are open so we try to eavesdrop (without success) and keep an eye on who's wandering in and out.

The first fascinating thing we see is the GM rushing downstairs and getting on the phone, to the Pope as we find out, Jay couldn't make it this year. It's getting interesting so a couple of us wandering to see what rumours are going around. It seems that one of the Cardinals has laid charges of heresy (or something like it)

contact one of the players in America as things got close. I shan't try and get through it all as I'm not convinced I understand it all myself but what happened was this...

The Archbishop of Igu accused the Pope of Heresy and of putting himself out of communion with the church because he'd laid the foundation stone of a mosque when he was on his way back after we released him some time ago (I think I may have explained that a year or so ago). The Pope asked for 48 hours to consider the matter before he answered and swore that he would not abscond in the meantime. After a day he was seen leaving the Papal enclave and vanished, no-one saw him leave the city and no-one seemed to know where he'd gone.

As it happens I can let you in on a few secrets. The Pope did not lay the foundation stone of a mosque, I know as one of my characters knows where he was supposed to have done it and that no new building was built there. He also did not break his oath not to leave the enclave, I can't say what actually happened but he kept to his word as far as he was able. He's just resurfaced as a matter of fact, oddly enough in the capital of the Caliphate. I wonder how he got there? Another funny thing, the Flaminians don't seem to be able to find the Papal regalia. I wonder where that might have gone. Perhaps he was wearing it when he vanished? Various stories are being told about how he disappeared, maybe he was kidnapped, maybe he was a Dyan (a race with some magical powers including the power

against the Pope, it's all getting rather complicated (but great fun, we love to see the church rip itself apart!).

The next hour or so is quite fascinating, phone calls all over the place, including at one point an attempt by the Gm to



under some circumstances to travel long distances instantly). The only thing I'll say is that all of the stories being put about are wrong in at least one way. Those who know the real story aren't saying...

Well, that's the end of the fascinating stuff, the rest was more or less routine, fun but you probably wouldn't be interested in hearing about it. Saturday night and Sunday were quiet after the shenanigans of Saturday afternoon and the high spot of Sunday was me writing this. I didn't finish by Woking as my batteries started failing after Southampton so I finished after I got home. Next time I'll remember to recharge the batteries.

The only news I have space for this issue is

that the Sixth Great Northern PBM Convention is happening on 9th October (which I assume is a Saturday). Tickets are £3.50 on the door or £2.50 in advance from BPBMA, 23 Aragon Place, Kimbolton, Huntingdon, Cambs. PE18 0JD. I probably shan't be there as I'm working on the programming for a new PBM game at the moment and it's taking up a lot of time. Not my design, this one is someone else's baby that I'm helping with. I've also got to do the 2nd and 3rd of a series of diaries I'm doing for Flagship. Busy busy busy.

I've absolutely no idea what you're going to get next month. Anyone with any ideas should let me know, saves me having to think of something myself.

Tim Lomas, 211a Amesbury Avenue, London. SW2 3BJ. CIS : 100014,1767

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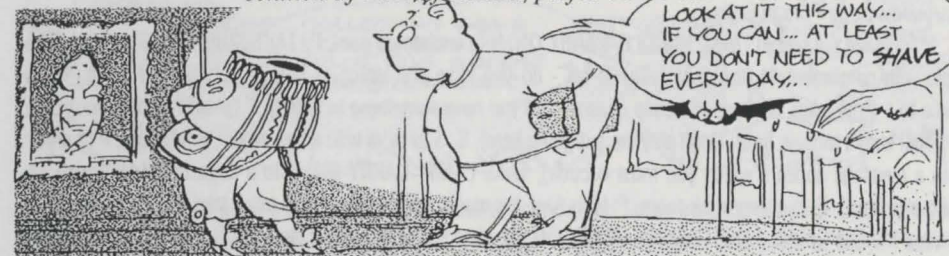
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## CASTLE OF DREAMS

Solution by Dorothy Millard, played on the C64



Klingsor the Evil Magician, has hidden a casket full of evil. If the casket is ever opened all the evil will escape into the world. You must find this casket and take it far away, safe from his power. You will also need to find the magician a staff to be able to leave the castle.

Notes:

(1) The start location on first loading is always the Long Portrait Gallery, but in subsequent games it will be different.

(2) There are many random elements in the sub-games so this can only be a guide to overcoming the puzzles.

(3) There are two walkthroughs: (a) The long walkthrough takes you through all the puzzles, but when you complete the game, you will escape from the castle with the casket, but you only have enough strength to struggle as far as the bridge and Klingsor will regain the casket and rebuild the castle. (b) The short walkthrough leaves you with enough strength to complete the game, but misses some puzzles.

### LONG WALKTHROUGH

Start in the Long Portrait Gallery.

P (play the subgame), TAKE HANDLE, CARRY ON, N to enchanted pool, P (play the subgame), TAKE ROPE, CARRY ON, S, E to a table with a parchment on it, N (the drawbridge is up - do you have something to help?), Y (what?), HANDLE (you come to a large lake), N (there is a deep chasm - do you have something to help?), Y (what?), ROPE (you come to a hall with a mosaic floor), P, TAKE CHARM, CARRY ON, S, W (you come face to face with a headless ghost who won't let you pass - do you have something to help?), Y (what?), CHARM (you are back at the enchanted pool), S, E to table with a parchment scroll on it, P (a scroll with a message appears which you must decode), TAKE LAMP, CARRY ON, N to a large lake, P, TAKE KEY, CARRY ON, N, E (the way is blocked by an iron gate - do you have something to help?), Y (what?), KEY, CARRY ON, (you are at a red door leading to a secret), P, TAKE KNIFE, CARRY ON, S (a spider's web blocks the way - do you have something to help?), Y (what?), KNIFE (you are in a very dark room), P (you find the magic casket which you must take out of the castle to destroy the Evil Spirit, TAKE CASKET, CARRY ON, N, W to hall with mosaic floor, W (there are dark, twisting tunnels - do you have something to help?), Y (what?), LAMP (you enter a room where the magician's staff is - don't take it unless you want to start the castle's destruction), TAKE STAFF, P (you have the wand - hurry to get out), E, S, S, W to long portrait gallery... You have escaped from the castle with the casket. Your efforts in the castle have only left you with enough strength to struggle as far as the bridge. Klingsor has regained his casket and built a new castle. You must challenge him again.



## SHORT WALKTHROUGH

### Start in the Long Portrait Gallery

P (play the subgame), TAKE HANDLE, CARRY ON, N to enchanted pool, P, TAKE ROPE, CARRY ON, S, E to table with parchment, N (the drawbridge is up - do you have something to help?), Y (what?), HANDLE (you come to a large lake), N (there is a deep chasm - do you have something to help?), Y (what?), ROPE (you come to a hall with a mosaic floor. Don't play the subgame here), S, S to table with a parchment scroll on it, P (a scroll with a message appears which you must decode), TAKE LAMP, CARRY ON, N to a large lake (don't play the subgame here), E to a very dark room, P (you find the magic casket which you must take out of the castle to destroy the Evil Spirit), TAKE CASKET, CARRY ON, W, N to hall with mosaic floor, W (there are dark, twisting tunnels - do you have something to help?), Y (what?), LAMP (you enter a room where the magician's staff is - don't take it unless you want to start the castle's destruction), TAKE STAFF, P (you have the wand - hurry to get out), E, S, S, W to long portrait gallery... Well done, you have escaped from the castle and thrown the casket into the fiery mountain. It will be a long time before Klingsor can remake his spells. The world is safe for a time. Many years later you return...

## SUBGAMES

### Table With Parchment Scroll

You must decode the message which is different each time. It usually reads something like RED DEER WALK or RED DEER JUMP. The first word is the name which you typed in at the start of the game. The code used is always different so it is impossible to be exact as to how to decode it. Some examples are to substitute numbers for letters, move forward three letters or back three or four letters.

### Long Portrait Gallery

At the start make a note of how the mouths look, i.e., open or closed and also note moustaches. These are what changes on the face after each guess.

### Large Lake

The stepping stones are random but usually only two alternating numbers, i.e., 5 & 6 or 2 & 8. It is really a matter of trial and error.

### Enchanted Pool

Just line up as many men as possible then type X to swap them over.

### Red Door

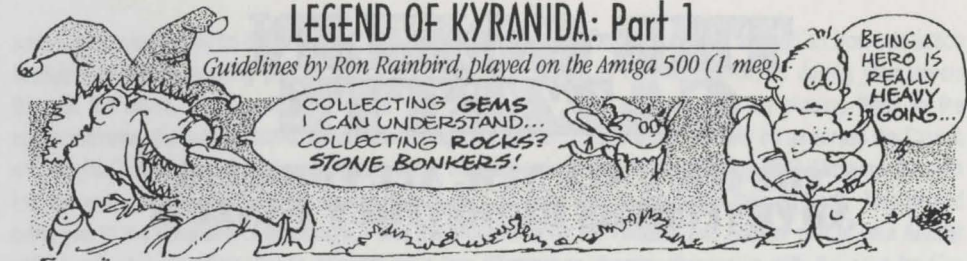
I found this impossible to map. However, I did discover that F7=N, F5=W, F3=E and F1=S. Just keep wandering about until you find the key to the purple door, then go through the purple door to find the green key, then go through the green door to find the red key. Once you have the red key go through the red door to exit.

### Hall With The Mosaic Floor

You must guide the man across the mosaic floor of the great hall. As the numbers are random you will have to work it out for yourself, but a tip is to write down the numbers beside the function key before you start as you don't have much time to think when playing.

## LEGEND OF KYRANIDA: Part 1

Guidelines by Ron Rainbird, played on the Amiga 500 (1 meg)



In House, get blank piece of Paper, Saw from under the bench, Red Stone from top of bench and Apple from pot. Leave house and travel west, then north and west again to reach Temple. Give piece of blank Paper to Priestess, then read it. Re-trace steps to a dead Willow Tree and go east to a Pool where you can catch a teardrop. Back to Willow and place teardrop in trunk. A boy will now appear. Catch him to obtain a purple marble. Go east, north and east again to an Altar. Put purple marble in empty place. Get the purple Rose there and take it to the Temple Priestess. She will change it from Purple to Silver. Go back to Altar and place the changed Rose on it. Get Amulet that will appear. Now go west, south and west until you reach a broken bridge. Give the Saw to Herman and wait around until the bridge is mended. When it is, you will be able to cross it into the next major scene — the Timbermist Woods.

## THE TIMBERMIST WOODS

From the repaired bridge, head West and enter Darm's dwelling. He requires a Quill. To do this, find a tree with a Songbird's nest and get a Walnut. Go to the Oak Grove and pick up an Acorn. Then search the forest for a Pine Cone. By heading South, you will eventually come to Deadwood Glade. Put the Walnut, Acorn and Pine Cone into the hole there and a plant will grow. This will magically affect the Yellow Gem in your Amulet, making it a Healing Agent. Go back to the Songbird and heal it. A feather will flutter to the ground — this is your Quill. Pick it up and take it to Darm. He will give you a Scroll for later use. From now on, gems will appear, mostly at random, on your travels. Collect each one; there should be ten in all. One can be found in the bubbling spring in the forest. Another at the Ruby Tree. Use your newly attained healing power to counteract the poisoned sting of the Guardian of the Tree. When all gems are collected, go to the Marble Altar near Darm's house and place them in the Golden Bowl. To place them in the correct order, use the old *trial and error* method, although patience is required. When successful, a Flute will appear. Take it to Darm then head South and East until you reach the Serpent's Grotto. Malcolm will appear when you try to enter the Grotto. He will throw a knife at you which you must get and throw back. Malcom leaves but first covers the entrance with ice. This can be shattered by playing the Flute. You are now able to enter the Shadowrealm Labyrinth.

## THE SHADOWREALM

This is quite a tricky location. The important thing to remember is not to enter any dark location without a light, obtained by collecting Fire Berries. Unfortunately, these will only last for 3 moves, but if one is dropped into each dark cave you enter, it will remain glowing for the remainder of the game. There are several supplies of Fire Berries scattered throughout the caves — it is just a question of finding them without entering a dark cave without light, so save the game often and make a map of your travels. Should you enter a dark cave without a Fire Berry, you will die instantly without a fight. To my knowledge, there are 12 caves containing the Fire Berries



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so it is not quite as bad as it first appears. Shortly after entering the Realm, you pass through an iron gate which immediately closes, locking you in. This is operated by a system of counterbalance, so during your travels through the caves, pick up each rock that you come across (*5 in all, I believe*). By placing these in the counterbalance, the gate is raised. Whilst wandering through the Shadowrealm, you will come across the Cavern of Twilight. Pick up the coin there and return to the outside world and go to the Wishing Well. Throwing the coin into the well will get you a Moonstone. Go back to the Labyrinth, walk to the centre then go North. This should bring you to the Pantheon of Moonlight. Place the Moonstone on the Pedestal and another part of your Amulet will be activated, enabling you to generate your own illumination, thereby dispensing with the need for Fire Berries. (*If you can do this early on in this location it will make travel so much easier — but I couldn't.*) You become a Will of the Wisp with this activation which enables you to fly, so go to the Volcano River in the South-East corner of the Realm and glide across — but first freeze the river with Darm's Scroll. In a cave across the river you will find the Castle Key. Now go back across the river and search the Eastern side for an Emerald Cave. Help yourself! Next, travel to the North-west corner of the Labyrinth to the Chasm of Everfall, which you may float across and enter the next stage of this adventure.

*To be continued*

## SERPENT FROM HELL

*Solution by John R. Barnsley, played on the Spectrum 48k*

PART ONE: Fortress Of Fear.

TAKE KEY - UNLOCK DOOR - OPEN DOOR - EXIT - TAKE AXE - TAKE ROPE - TIE ROPE TO AXE - THROW AXE - (you form a swing) - SWING ACROSS - E - TAKE KEY - TAKE MIST MAKERS - W - TAKE PICTURE - (firmly stuck to the wall!) - EXAMINE PICTURE - (shows an old rotting staircase ... very unreliable!) - DOWN - (the stairs collapse and there is no way back!) - S - TAKE SWORD - HELP - (look in the mirror my 'DNEIRF') - TAKE TALISMAN - SMASH BAR - (it is weakened) - SMASH BAR - SMASH BAR - SMASH BAR - (it now breaks and you can use the door) - UNLOCK DOOR - OPEN DOOR - EXIT - (before you leave you must say the secret word) - FRIEND - (you now go through the door) - N - JUMP INTO CART - (you can now see a rope) - TAKE ROPE - (the cart moves off) - N - SAY HELLO - SAY WHAT HAVE YOU FOR SALE - TAKE SHIELD - GIVE GONDOR TALISMAN - SAY THANKYOU - (Thank you must be entered as ONE word!) - S - W - W - ENTER FOREST - (Code for Part Two is: A D E F G 2 6 S 7 D G F).

PART TWO: Forbidden Forest.

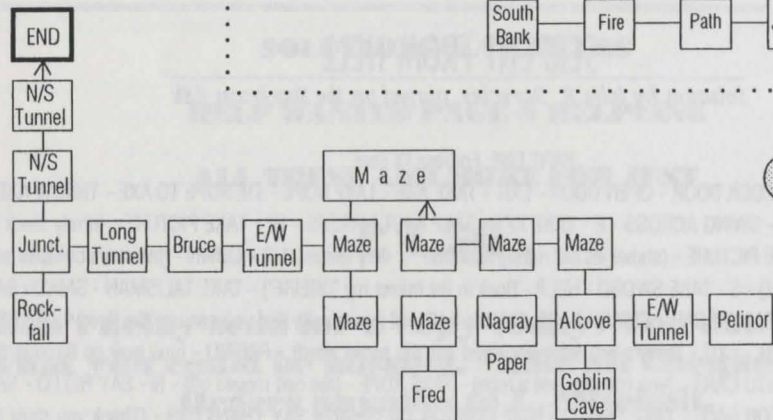
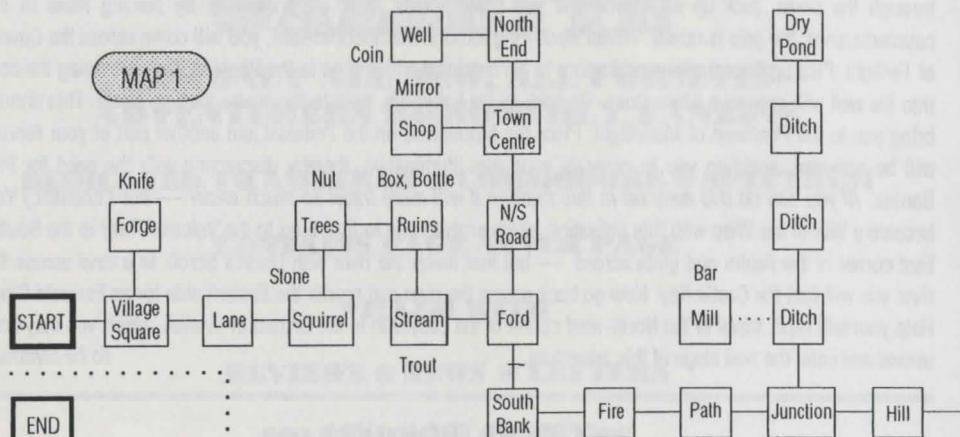
At the CODE prompt enter: A D E F G 2 6 S 7 D G F. (If you meet the Goblin: KILL GOBLIN) - LOOK IN BARREL - TAKE KEY - UNLOCK DOOR - OPEN DOOR - ENTER HUT - OPEN TRAP DOOR - (the program will only accept TRAP DOOR, i.e., two separate words!) - DOWN - TIE ROPE TO GATE - TAKE GOLD - THREAD ROPE THROUGH HOLE - UP - LOOK - (pulley hanging from the roof) - THREAD ROPE THROUGH PULLEY - TIE ROPE TO TRAP DOOR - CLOSE TRAP DOOR - (you hear a loud bang) - OPEN TRAP DOOR - DOWN - (gate is now open) - S - (you must answer four of the Elf's riddles) - (SPACE) - DRAGON - MERLIN - SUN - GOLD - (the Elf takes the gold and gives you a golden sceptre ... you now move to beside a small fire. From now on, if you meet the Ogre - GIVE OGRE SCEPTRE) - EAT CHICKEN - (Eagle attacks!) - USE MIST MAKERS - (eagle flies away) - TAKE BONES - W - (you hear a croaking noise) - LISTEN - (a Dwarf gives you a spellbook) - W - DRINK WATER - W - (a vampire bat bites you!) - USE SPELLBOOK - (your wounds are healed) - S - POINT SHIELD FORWARD - (you are now in a dense maze of trees) - E - E - S - S - S - (until you can no longer go South) - E - (until you arrive at the Vast Hall of the Marble Temple and come face to face with Goro) - USE THY POWER.



# A THIEF'S TALE

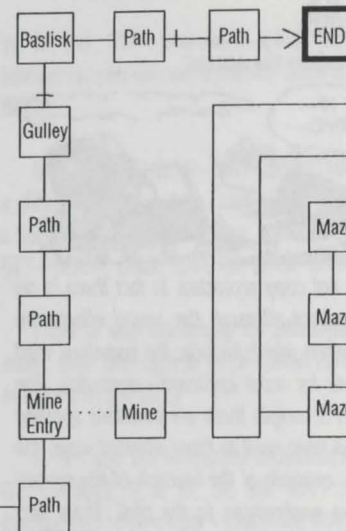
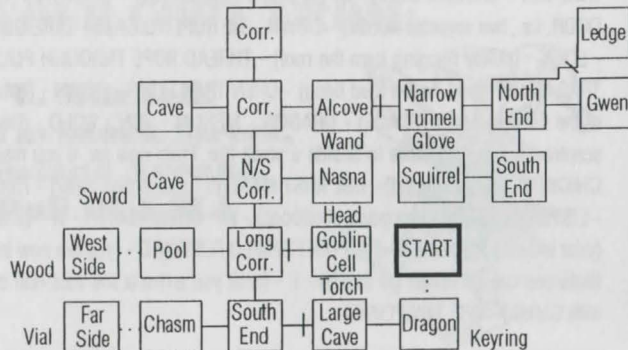
Maps by Terry Brawls, played on the Spectrum

MAP 1

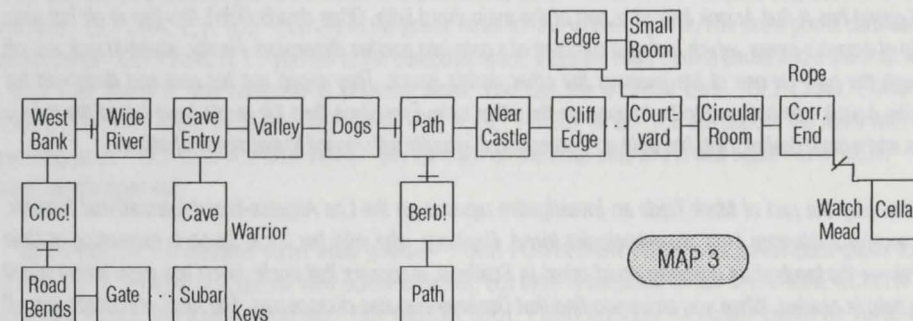
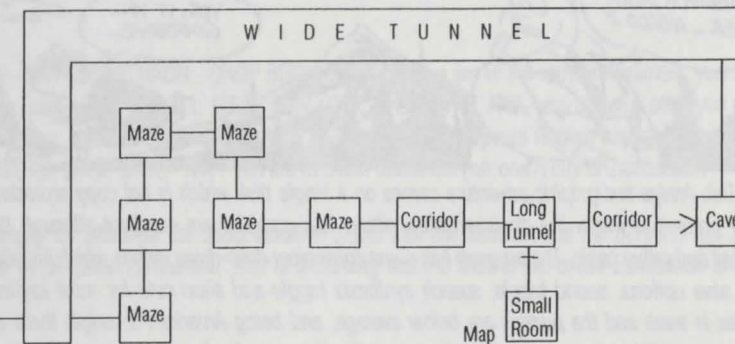


MAP 2

PASSWORD - DRAGON

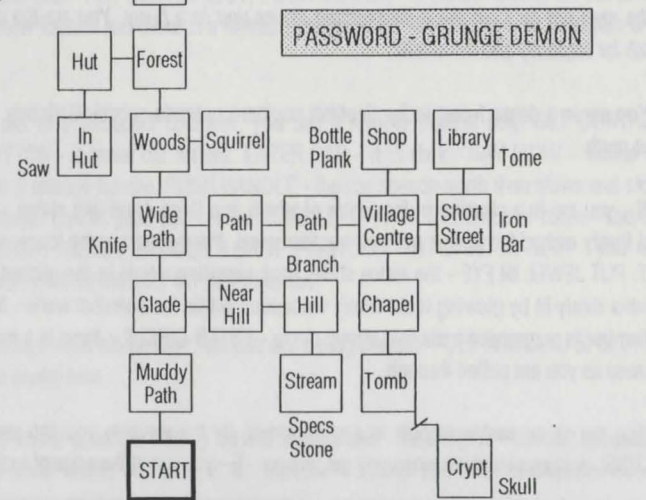


MAP 1



MAP 3

PASSWORD - GRUNGE DEMON



Phill Ramsay's solution for the Amstrad version was published in Issue 6.

The Spectrum solution is basically same, but has the following difference...

In Part Two, in the third line of the printed solution, Terry says that after SWIM POOL — you should add — GET WOOD, SWIM POOL.





## ARAZOK'S TOMB

*Solution by Dave Barker, played on the Amiga*



This Amiga text/graphic adventure comes on a single disk which is not copy protected. In fact there is no copy protection within the documentation either. The graphics are excellent although the sound effects are limited and rather basic. The program has some convenient drop-down menus which include: the inventory, load and save options, sound toggle, speech synthesis toggle and short cuts for most keyboard commands. The parser is weak and the puzzles are below average, and being American in origin there are constant spelling differences. Within the game and the documentation the name Daphne has been spelt in three different ways, the other two variants are Daphney and Daphnie. Arazok's Tomb is a further example of the triumph of the system over the story. All the whistles and bells do not compensate for the weaknesses in the plot. There was supposedly a version available for the ST although I am unaware of its existence.

Legend has it that Arazok formed a sect of the main druid faith. Other druids didn't like this at all but were afraid of Arazok's power, which included rumours of a gate into another dimension. Finally, whilst Arazok was off through the gate on one of his journeys the other druids struck. They wiped out his sect and destroyed his temple. Arazok was believed to be trapped on the other side. Ever since then the locals have feared the temple ruins and a great deal of myth has built up concerning it, usually with regard to evil and misfortune.

You play the part of Mark Trade an investigative reporter on the Los Angeles-based International Inquirer. You receive a telegram from an archeologist friend, Daphney, who with her uncle Jason is excavating at Caer Arazok — the tomb of an unknown druid priest in Scotland. It appears that uncle Jason has gone missing and your help is needed. When you arrive you find that Daphney has also disappeared. The local who drops you off on the road not far from the ruined temple leaves you in a hurry. You are the only person who is prepared to search for Daphney and her uncle.

You are in a dense forest in the Scottish southern uplands outside Galloway. There appears to be a clearing to the north.

N - you are in a clearing in the centre of which is a large druid-like statue - EXAMINE STATUE - there is a jewel firmly embedded in one eye and another jewel, that appears to be loose, in the belt - GET JEWEL FROM BELT, PUT JEWEL IN EYE - the statue slides back revealing a hole in the ground - D - you are in a damp musty chamber dimly lit by glowing rocks firmly embedded within the chamber walls - N, N - in the centre of this dimly lit chamber is suspended a six foot ebony circle - ENTER CIRCLE - there is a moment of intense cold and utter darkness as you are pulled through.

You are on an east/west path in a giant forest. By the wayside you can see some Telanian tostins - GET TOSTINS - you can eat them when you get hungry - E - you are at the edge of a cliff that overlooks an ocean - W,

W, W, SW, SW - you are in a hall inside the city of Zenbambe - W, W, S - you are in a dusty alchemist's laboratory, you can see a mouldy book here - GET BOOK, READ BOOK - you can only read the first page - READ BOOK.

SAY REZRATHRON - SAY REZRATHRON - DROP BOOK, N, W, U - you are in the warriors' quarters, you see a short sword and silver chain mail - GET ALL, WEAR MAIL, D, E, E, NE, NE, NW - you are on a path, you see a Carlonian named Zud here. KILL ZUD WITH SWORD - he ducks and disappears leaving something behind. GET POUCH, DROP SWORD, DROP MAIL - NW - you are in a hall inside the (second?) city of Zambambe.

*[This is very confusing for although the documentation states that the land beyond the portal(?) has two cities, they both appear to be called Zambambe. That is assuming that the land is not called Zambambe and it has but a single city.]*

N, N - you are in a dusty alchemist's laboratory, you see a magic candle, an elixir, and a strength potion - GET CANDLE, S, S, SE, SE, SW, SW - you are back inside the first domed city - W, W, W - you are in a room that appears to be empty - EXAMINE WALL - it seems to be out of alignment - PUSH WALL - the wall rotates and you find yourself on the other side. The room is dark - SAY LIGHT - the magic candle burns with a strange cold flame, you are on a rampart you see a cloak, and a revolving panel - D, S, W, W - a dead end, there is a laser disk here - GET DISK, E, E, S, S - you are in the power room for the whole city. You can see a power pack and a control panel - GET PACK, N, E - you are in the computer room, there are rows of data banks and a terminal with a large CRT above it. The computer is powered down. You can see a circuit card - GET CARD, EXAMINE COMPUTER - PUT CARD IN SLOT - GET CARD - W, N, GET PRISM, N, U - you are back in the room with the revolving panel - GET CLOAK, PUSH WALL - you are back on the other side of the wall again - SAY LIGHT - the magic candle goes out.

OPEN POUCH - it contains some white powder - POUR POWDER ON PACK - the power pack glows for a second - E, E - you are in a special view screen chamber, but there is no power to run it. EXAMINE SCREEN - it has a large button and a rectangular slot. PUT DISK IN SLOT, PUSH BUTTON - a picture comes on the screen and gives a news update. The screen flashes and there is a further message that there has been a hardware error - GET DISK.

W, DROP PRISM, D - you are in a transport chamber, you see a remote control unit. GET CONTROL, EXAMINE CONTROL - PUSH BUTTON - a travel car arrives. ENTER CAR - it is dark - SAY LIGHT - inside the travel car is a control console with a strange handle. PUSH HANDLE - the car speeds north then slows and stops - LEAVE CAR, SAY LIGHT - the magic candle goes out - DROP CANDLE, D, N, N, E - Computer room. You can see a burned printout. GET PRINTOUT, READ PRINTOUT - DROP PRINTOUT, PUT CARD IN SLOT - you read that the projector must be set down in the alchemist's lab in Zenbambe.

W, N - you are in the power room for the whole city. You can see a magic wand - GET WAND, S, S, S, U, U - you are on a ramp, there is a giant snake here.

WAVE WAND AT SNAKE - the snake vanishes leaving behind a small box - SAY NEPO - the box disappears leaving behind a magic key and a small statue. GET ALL, E, N - you are in a large hall in the second domed city



of Zenbambe - OPEN WEST DOOR - U - you are in the warriors' quarters, you can see a decanter and a silver rifle - DROP WAND, DROP CONTROL, GET DECANTER, LOOK IN DECANTER - it appears to contain water. DRINK WATER - GET RIFLE - D, E - OPEN EAST DOOR - you enter a room with another of the large view screens. DROP KEY, PUT DISK IN SLOT, PUSH BUTTON.

W, S, W, D, D, N, W, W - A dead end. The Carlonian named Zud is here - USE RIFLE - GET PROJECTOR, E, E, S, U, U, E, SE, SE, SW, SW - you are back in the first domed city of Zenbambe - W, W, GET PRISM, S - you are back in the dusty alchemist's laboratory, the mouldy book is still here - DROP ALL, SAY BOZELBON - in an instant a transport portal appears before you - GET PRISM, PUT PRISM IN PORTAL.

[For more points, put as many objects as possible through the portal before you enter it.]

ENTER PORTAL - there is a moment of intense cold and utter darkness as you are pulled through. You are in the castle, Arazok is here - GET PRISM, BREAK PRISM - the wizard materialises and attacks Arazok, the battle is intense but short. In a burst of energy they vanish. You save Daphney from a fate worse than death and live happily ever after.

## THE ESCAPING HABIT

*Solution by Neil Currie, played on the Spectrum*

*Remember to Ramsave regularly.*

W, READ NOTICE, N, IN, X TABLE, X DISHES, GET RADIO, X RADIO, GET BATTERY, PUT BATTERY INTO POCKET, DROP RADIO, OUT, W\*4, FOLLOW MONK, GET BIBLE, IN X MONK, GIVE BIBLE, IN, CONFESS, OUT, DROP BIBLE, OUT, E, IN, N\*3, U, FEEL RAFTER, I, GET BATTERY, PUT BATTERY INTO TORCH, PUT TORCH INTO POCKET, D, E, N, X BUNK, GET CROWBAR, S\*4, W, OUT, E, N\*3, X THEATRE, CRAWL UNDER THEATRE, X FLOOR, BREAK FLOOR, X SOIL, LIFT FRAME, S W\*4, X BEHIND, GET PICKAXE, GET SPADE, E\*4, CRAWL UNDER THEATRE, D, GET TORCH, DROP ALL, U, S, move about until you go to cookhouse), W\*2, S, IN, W, N, GET SLAT, N\*2, GET SLAT, E\*2, GET SLAT, W, S\*2, OUT, E, N\*3, CRAWL UNDER THEATRE, D, DROP SLATS, GET TORCH, TURN TORCH ON, GET PICKAXE, GET SPADE, DIG, DROP ALL, U, S\*3, wait until rolecall is called, then go W, E, IN, W, GET SLAT, N, X BUNK, GET BOOK, PUT BOOK INTO POCKET, N\*2, GET SLAT, E\*2, S, GET SLAT, W, S\*3, OUT, N\*2, CRAWL UNDER THEATRE, D, S, DROP SLATS, N, GET ALL, S, DIG, N, DROP ALL, U, S\*2, W\*4, IN, READ NOTICE, GET BOOK, GIVE BOOK, READ BOOK, DROP BOOK, OUT, N\*2, E, X FENCE, X JACKET, PUT CIGAR INTO POCKET, S\*2, E\*2, IN, N\*3, CRAWL UNDER TABLE, X TABLE, GET KNIFE, PUT KNIFE INTO POCKET, S, N, W, GET SLAT, E\*2, S, GET SLAT, S\*2, GET SLAT, S, W, OUT, E, N, CRAWL UNDER THEATRE, D, S\*2, DROP SLATS, N\*2, GET ALL, S\*2, DIG, DROP PICKAXE, S, X FLOOR, BREAK FLOOR, U, X SHELVES, GET SANDALS, D, N\*3, U, DROP ALL EXCEPT SANDALS, U, GET KNIFE, CUT CURTAINS, DROP KNIFE, E, X ROOM, GET BEARD, W, D, S\*5, W\*4, IN GET CIGAR, GIVE CIGAR, GIVE CURTAINS, MAKE HABIT, wait until habit is made, GET HABIT, WEAR HABIT, WEAR SANDALS, DROP BOOTS, OUT, E\*2, N, IN, E, GET ALL, WEAR CROSS, SPREAD GUM ON BEARD, WEAR BEARD, DROP TUBE, W, GET BIBLE, OUT, W, N, W\*4.

# 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, 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 (but not on the Amiga 500 Plus or the Amiga 2000, sorry) is now available. The emulator is provided free with your first disk. The ST and Amiga versions are colour-coded issue by issue. The new PC version, programmed by Graham Cluley, runs in a similar range of colours and includes Bumblebee Red and Cheese and Onion flavour!

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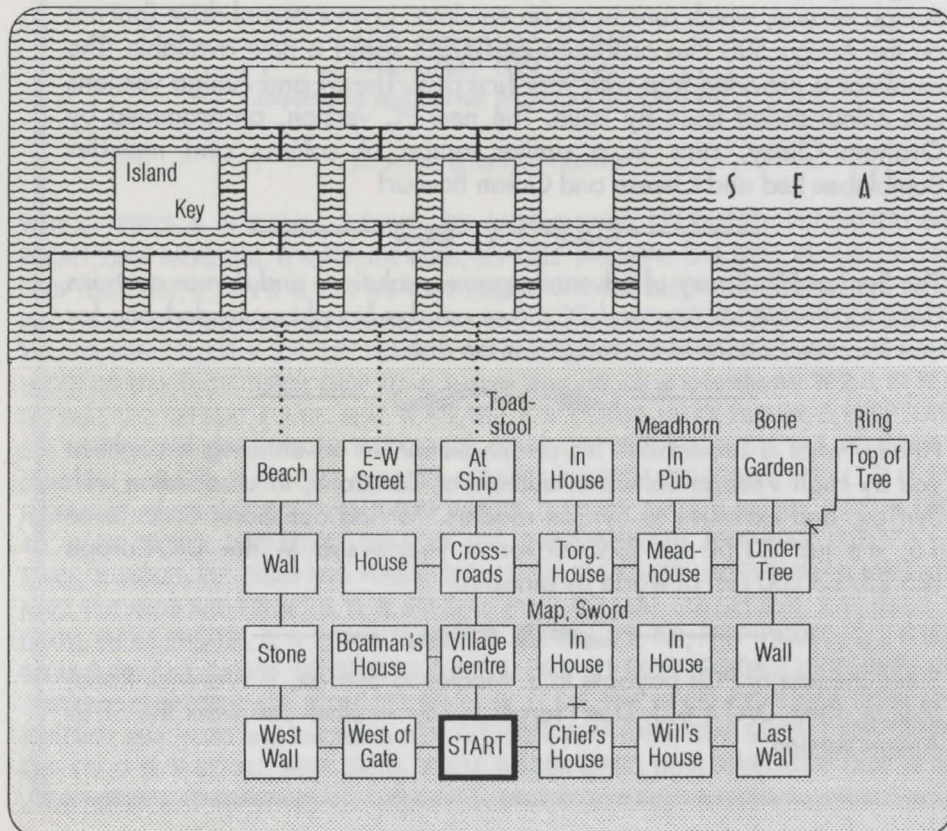


## THRALLBOUND

Map and solution by Terry Brawls, played on the Amiga

Give horse to guard - N - W - Give coin to man - E - N - N - W - W - Swim - N - W - Take key - S - E - Up - E - E - Take toadstool - S - E - E - N - Take meadhorn - Drink mead - Eat toadstool - Look - Take ring - N - Kill Karl - Take leg - S - S - S - W - W - (Random bit. A guard may stop you from entering the building. Leave and re-enter the location until you see he's gone. He may come back!)

Unlock door - N - Give leg to dog - Take sword - Take map - S - E - N - Give map to Willhelm - (You'll be asked for permission to allow to be saved to your disk a rather nice little IFF picture... It's up to you.) S - W - W - N - W - Give sword to man - Give ring to man - The End!



## CASE OF THE MISSING ADVENTURE

Solution by Dorothy Millard, played on the C64

### BUG

Start inside Fantasia International. GET KEY, EXAMINE KEY, GET OBJECT (it's a small badge with 669 on it), WEAR BADGE, READ SIGN, EXAMINE WINDOW, N to USS Split Infinitive, GET GUN, EXAMINE GUN, N to small cavern (you've found the dreaded bug and will have to fight), EXAMINE BUG, FIGHT BUG (this is random, so keep trying if it dodges, until it crawls off and dies - if you are unlucky enough to run out of strength or be killed by the bug, it will be necessary to start again), EXAMINE FOUNTAIN (it contains water), EXAMINE WATER (magical - you're probably pretty low on energy about now, so...), DRINK WATER (you feel stronger), GET MAP, EXAMINE MAP, READ MAP, EXAMINE WALLS, EXAMINE TORCHES, EXAMINE TRACKS, UNLOCK DOOR (there's no keyhole), S, S back to Fantasia International, PULL HANDLE (you hear a grating sound in the distance), N, N (the door east is now open).

### LIBRARY / SAFE / CRYPT

E into library, EXAMINE FURNITURE, EXAMINE BOOKS, EXAMINE BODY (leave the safe for now), GET CRUCIFIX, W, D to crypt, EXAMINE BAT, EXAMINE COFFIN, GO COFFIN, EXAMINE VAMPIRE, U (there's no way past the vampire), SHOW CRUCIFIX (the vampire disappears at the sight of it - but will return), DROP CRUCIFIX, U, E to Library, EXAMINE SAFE, OPEN SAFE (it has a combination lock - input combination), 669 (correct, but the safe was booby-trapped and you fall through a hatchway into the room below which is the crypt), GET FLOWCHART, EXAMINE FLOWCHART, GET CRUCIFIX (which you left here earlier), SHOW CRUCIFIX, U, DRINK WATER (from the fountain again to build up your strength).

### JUMBO JET

U (you find yourself in the cockpit of a Jumbo jet which is about to crash - don't hang around here, just get out before it crashes), D.

### LOG BRIDGE TO GOBBETANIA

N to desert island, DIG (no spade!), EXAMINE SAND, EXAMINE SEA, EXAMINE TREES, GET HATCHET (you're carrying too much and just drop everything), GET HATCHET, EXAMINE HATCHET, S, W into forest, CHOP TREE (you now have a pile of logs), DROP HATCHET, GET LOGS, EXAMINE LOGS, GET RING, EXAMINE RING (magical), E (this movement is random and may take several attempts. Keep trying to go east until you arrive back at the small cavern), N to desert island, DROP LOGS (they form a bridge into Gobbetania), GET FLOWCHART, S, E to library, EXAMINE SAFE (inside you see the storyline), GET STORYLINE, EXAMINE STORYLINE, W.

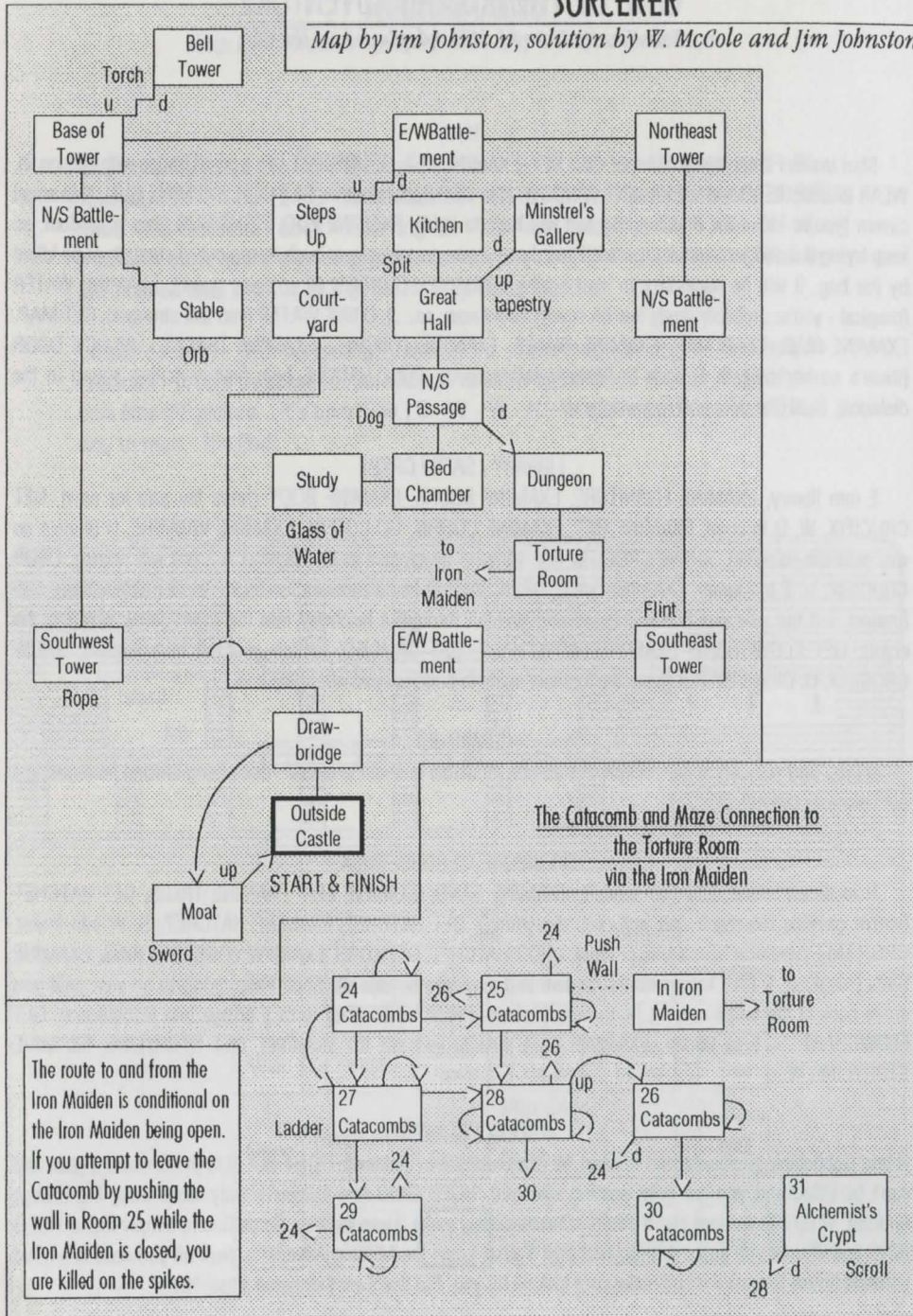
### BULBOUSFAGEND

N into Gobbetania (Bulbusfagend is here), W (the Bulbus won't let you), FIGHT BULBUS (he is under a spell and can't be killed and you are only wasting strength), HOLD RING (the Bulbus simply fades away but always returns), W (this is random and if you don't immediately make it into the New Game Room, simply repeat HOLD RING and W until you do)... Congratulations. You've found the Missing Adventure. Now all you need is a good software house to market it and make your fortune for you. But that's another game altogether...



# SORCERER

Map by Jim Johnston, solution by W. McCole and Jim Johnston



*This adventure, written by Tim Gilbert, appeared with an advert in the sixth issue of the tape magazine called 16/48. This was in 1984, when the QUILL was just released and the ILLUSTRATOR not yet marketed. While not a large adventure, since it fitted in the 16k Spectrum, it can be very frustrating due to Tim trying to show all the possible combinations of puzzles possible.*

*You have three days to recover the Orb and Scroll from the Sorcerer's Castle (that is within 160 moves). However the game can be finished in just 66/68 moves.*

*There are at least three ways to solve this adventure. WARNING - If you use the PUSH WALL to get to the Iron maiden from the catacomb before you have opened it, the wall will turn and you will die on the spikes.*

Solution 1: Using the ROPE and the LADDER

NORTH, WEST into Moat, GET SWORD, UP, NORTH, NORTH, WEST to Stables, UP, NORTH, UP to Bell Tower, GET TORCH, DOWN, EAST, EAST, SOUTH, SOUTH, GET FLINT, LIGHT TORCH, DROP FLINT, WEST, WEST, GET ROPE, NORTH, DOWN, EAST, EAST, SOUTH, KILL DOG, SOUTH, WEST to Sorcerer's Study, GET GLASS, DRINK WATER, DROP GLASS, EAST, NORTH, NORTH, NORTH to the Kitchen, TURN SPIT (You drop down into the Catacomb), THROW ROPE, WEST, GET LADDER, EAST, SOUTH, EAST, GET SCROLL, DOWN, NORTH, DOWN, CLIMB ROPE, SOUTH, SOUTH, LOOK SHADOWS (You now see a hole in the floor), DOWN, DROP LADDER, SOUTH, READ SPELL (A powerful Magic is discharged), NORTH, CLIMB LADDER, NORTH, WEST, WEST to the Stables where the ORB has materialised, GET ORB, EAST, SOUTH, SOUTH to start location where you were to bring the treasures.

### Solution 2: Using the ROPE and the IRON MAIDEN

NORTH, WEST into Moat, GET SWORD, UP, NORTH, NORTH, WEST to Stables, UP, NORTH, UP to Bell Tower, GET TORCH, DOWN, EAST, EAST, SOUTH, SOUTH, GET FLINT, LIGHT TORCH, DROP FLINT, WEST, WEST, GET ROPE, NORTH, DOWN, EAST, EAST, SOUTH, KILL DOG, SOUTH, WEST to Sorcerer's Study, GET GLASS, DRINK WATER, DROP GLASS, EAST, NORTH, NORTH, NORTH to the Kitchen, TURN SPIT (You drop down into the Catacomb), THROW ROPE, CLIMB ROPE, SOUTH, UP TAPESTRY, GET KEY, DOWN, SOUTH, LOOK SHADOW (You now see a hole in the floor), DOWN, SOUTH, READ SPELL ( A powerful Magic is discharged), UNLOCK MAIDEN, DROP KEY, OPEN MAIDEN, WEST (The wall spins and you are now in room 25 in the maze), SOUTH, SOUTH, EAST, GET SCROLL, DOWN, NORTH, DOWN, CLIMB ROPE, SOUTH, WEST, WEST to the Stables where the ORB has materialised, GET ORB, EAST, SOUTH, SOUTH to Start/Finish where you were to bring treasures

### Solution 3: Using The IRON MAIDEN and the LADDER

NORTH, WEST into Moat, GET SWORD, UP, NORTH, NORTH, WEST to Stables, UP, NORTH, UP to Bell Tower, GET TORCH, DOWN, EAST, EAST, SOUTH, SOUTH, GET FLINT, LIGHT TORCH, DROP FLINT, WEST, WEST, NORTH, DOWN, EAST, EAST, SOUTH, KILL DOG, SOUTH, WEST to Sorcerer's Study, GET GLASS, DRINK WATER, DROP GLASS, EAST, NORTH, NORTH, UP TAPESTRY, GET KEY, DOWN, SOUTH, LOOK SHADOW (You now see a hole in the floor), DOWN, SOUTH, READ SPELL (A powerful Magic is discharged), UNLOCK MAIDEN, DROP KEY, OPEN MAIDEN, WEST (The wall spins and you are now in Room 25 in the maze), NORTH, WEST, GET LADDER, EAST, SOUTH, EAST, GET SCROLL, DOWN, NORTH, DOWN, EAST to Room 25, PUSH WALL (Wall turns and you are in the open maiden), EAST, NORTH, DROP LADDER, CLIMB LADDER, NORTH, WEST, WEST to the Stables where the ORB has materialised, GET ORB, EAST, SOUTH, SOUTH to Start/Finish where you were to bring the treasures.



# GATEWAY TO THE SAVAGE FRONTIER: Parts 9 & 10

A guide to locations by Ron Rainbird, played on the Amiga 500 (1meg)

## PART 9 — HOST TOWER OF THE ARCADE

This is a location that HAS to be conquered. It is here that you must obtain the Statuette of the East. A very difficult situation, made harder by "one-way" doors. To find the Statuette, find your way to the Dungeons.

MAP REF	DETAILS
6 - 9	Fight with Owlbears.
3 - 10	Wizards and Owlbears.
5 - 12	More Wizards and Owlbears.
7 - 12	Owlbears.
8 - 12	Secret door to the Dungeons.
8 - 14	Skeletons.
12 - 12	Tough Zhentarim Fighters.
14 - 10	More Zhentarim Fighters.
14 - 0	The Statuette of the East - a very tough fight
9 - 11	Exit.

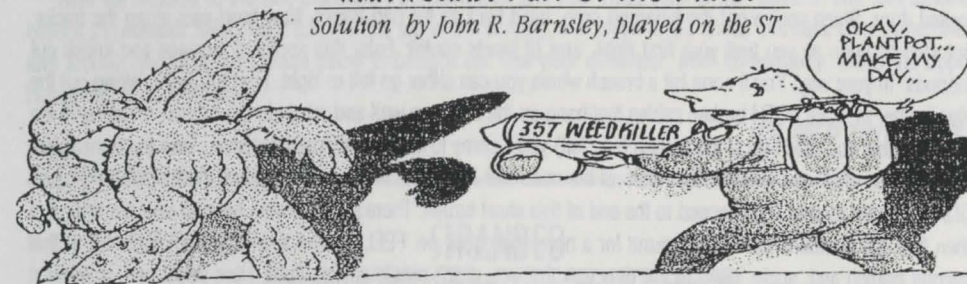
## PART 10 — ISLAND OF TUERN

The main reason for visiting this island is to find some Meteorite Ore which, when taken to the Swordsmith in Neverwinter, can be made into a magical weapon. However, there are plenty of chances for fights, which will give you many Experience Points.

MAP REF	DETAILS	MAP REF	DETAILS
5 - 0	Possibility of Scrag's.	9 - 8	Gate to the Mountains.
8 - 0	Secret Door.	0 - 8	Salamander.
13 - 0	Secret Door to Pirates.	7 - 9	Chance to rescue woman from Pirates.
1 - 1	Meteorite Ore. Battle with Fire Giants.	5 - 11	Shop.
7 - 1	Margoyles.	8 - 11	Room of imprisoned women.
4 - 2	Possibility of Scrag's.	10 - 11	Inn.
2 - 4	Northmen.	2 - 12	Otyugh.
10 - 4	Kraken Guards.	9 - 13	Dock. Ships go to Luskan and Gundarlun.
1 - 6	Otyughs.	2 - 15	Efreeti.
12 - 7	Chance to rescue and old knight and gain magical armour.	14 - 15	Palace.
14 - 7	Pirates.		

## WAXWORKS: Part 3: The Mines

Solution by John R. Barnsley, played on the ST



Notes: (1) Your brother has mutated into a Cthulhu-ish monstrosity and he needs to be stopped. The only way you're going to do this is the help of a few NPC's in this network. (2) Fights in this waxwork are tough. Fortunately, there's an easy method to knock out the man-plants that like to walk around scratching or shooting 'spoooge' at you. Otherwise, a fight with a regular weapon will be quite difficult. (3) Weapons that you'll find are a screwdriver, shovel, pickaxe and iron piece. If you insist on fighting then the screwdriver is the most effective weapon. (4) Pods and vines are the organic traps in this waxwork. To get rid of them you'll have to use some weedkiller (or fuel); it's the only way to be sure.

You start out in a mine elevator. Check out the injured man right next to you (he's not dead!). Take the screwdriver and lighter from him. Step back one square, look back at him, then take the canister of weedkiller. This is your best weapon for this waxwork. It will make short work of the monsters and traps in the area. Unfortunately, it only has 12 charges but you can refill it at a special place. Head due east, where you'll find your first man-plant encounter. Go ahead and use the spray can to take him out quickly. Follow the cart tracks until you reach your first branch heading north, where you'll find a pickaxe in a small alcove. Take it. A little to your west there's a corridor that heads south, then turns hard left to a dead-end. Here you'll find a gas bottle and welding mask. Go ahead and take them both. Leave the dead-end passage and head west and then north. You'll eventually find yourself at the north side of the mine, travelling along an east/west passageway. The first southern alcove will hold a shovel, which you might as well take. Immediately after this alcove keep a close eye on the right wall. There's a burnt pit prop close by and you'll need to scrape some of the charcoal off. Do this TWICE so that you have two pieces of charcoal.

Continue heading east, where you'll find a gas generator in a niche. This is where you'll refill your weedkiller canister with fuel in place of weedkiller. To refill, face the generator and take the lower cap off. Quickly drag your canister onto the flowing gasoline, then recap it. (Note: Do NOT refill unless you're running low on charges with the canister; remember, it's got 12 shots when you first find it). Continue east until the passage turns south. Notice the locked door. You can't get in yet, so continue to 'wrap around' until you're heading back west. Continue onward where the passage will turn south. Keep going and you'll pass another locked door with prisoners inside. Again, you can't get in - yet. Continue past, but take out the vines and the pod that block your way to the cart tracks ahead. Now is probably a good time to refill your canister with fuel, so head back to the generator and take care of it then come back to this point.

Now head west, back from where you came, along the tracks and take the first left that you come to. This is a straightforward passage, but watch out for the pod in the area. You'll come across another man-plant or two,



but you should find a pit prop in this area. If you travel further along the passage, you'll eventually find another locked door. Since you've got the fallen pit prop, head back to the cart tracks. Now head east along the tracks, but stop as soon as you find your first right turn (it heads south). Enter this southern passage and knock out the pods in your way. You'll soon hit a branch where you can either go left or right. First hit right, taking out the vine further in. Take BOTH broken cables that hang on the southern wall and return to the branch. Heading in the direction that you didn't go at the branch (i.e., left) you'll come to another left/right decision. Take the right again. You'll notice that you're entering a part of the mine that is progressively getting darker. Watch out for the pod (it's quite hard to see) and proceed to the end of this short tunnel. There's a dead man here so take his drill, and then face the southern wall. Feel around for a hole, then click on 'FEEL' to find a drill bit. Exit back out to that second branch and, again, head in the direction that you didn't previously go (left). Here you'll find a welding torch in a north/south passage, a pod (kill it!) and a dead Engineer, who hides a toolkit and a handkerchief (search him to find this item).

Head back out to the cart tracks and then head back westward. Count THREE steps and drop the pit prop on the ground (just before a left-turning passage). Now head back east, travelling SLOWLY until you notice a cart heading right for you. Duck into a side passage. Find the cart where you dropped the pit prop and look inside. Take the iron piece. Notice how those programmers decided to block your way with the cart? Well, that's why we stopped it right here - you're not blocked off to any part of the mine, although you'll have to do a little walking! Head back east from where the cart came rolling in. You'll notice a small passage that branches left, guarded by a pod. Kill it, then kill the vine behind it. Notice the dead guy? Take his medical kit and key, then search him for your second handkerchief. Now that you have the welding mask, gas bottle and welding torch, you can proceed to burn the locks off those three doors that you encountered earlier. Go to the prisoners and talk to all but the one furthest left. Great! We've got a demolition expert, but he needs some equipment. No problem. Talk to the Doctor but don't let her join you just yet. She can heal your wounds, but don't use up the medical supplies from the medical kit or she won't have enough for the injured man that you met at the start of the mine.

Okay, so you need 8 sticks of dynamite, a detonator, a drill (hole borer) and some protection for him against the big monster (a protective suit and a gasmask). You can find all these items in the two other locked doors, and then some. When you're all done, you want these items: Detonator, Dynamite (12 sticks, just to be sure), two Protective Suits, 3 Gasmasks, 2 Molotov's and 2 Glass Bottles. After you find these items, you'll have to manually give them to the explosives expert. But, before you can hand him a gasmask, you'll need to place a filter inside. Wrap the two pieces of charcoal with the two handkerchiefs. Put one in each mask (you'll have a third mask but you won't have enough filters). Now give the guy everything and, while you're at it, wear the gasmask (with the filter) and the protective suit. Talk to him again so he'll join you in destroying the mine. Head south to the cart track, and then head all the way east. Enter the room with the monster (Save), and use your iron piece as a weapon. Thrust, and you'll poke out all its eyes - at which time you'll place explosives into all eight wall pieces in this small room (to place, just face the wall). Your companion will give you the go ahead if it's all placed. Head back and get the Doctor to join you. Now travel back to the injured miner at the elevator and have the Doctor heal. You'll have to leave your spray canister so she'll feel safe. Wait a while, then talk to the injured man. He says a lot but, end with your telling him that the mine is rigged to blow. He should give you an antidote to heal the third guy in the prison, who just happens to be the only one who can repair the elevator! Head back and heal him. But, before you do, go ahead and grab the canister. The Doctor will end up following you but that's okay as she did her job.

Give the antidote to the sick Electrician, and he'll now join you. Head back to the elevator, and turn around. Unlock the elevator safety door (click at the top of the screen), and close it. Go ahead and save your game, then turn around and click the control panel to bring it up. Use your detonator, then immediately press the upper button on the control panel.

*This part is now complete.*

## STRANDED

*Solution by Neil Currie, played on the Spectrum*

Exam Panel, Press Black Button, S, Get Explosive, N, W\*3, Search Vegetation, Drop Cage, E, S, W, Get Bird, Get Bird, E, SE, Exam Undergrowth, Get Berries, Exam Berries, Eat Berries, S\*2, Drop Bird, Get Can, N, E, Drop Explosive, Detonate Explosive, Get All, W, Find the woman and Give Beads To Woman the go to the dome, Exam Dome, Insert Card Into Slot, Get Wood, E, N\*3, Exam Beast, W\*2, Drop Can, N, S, E, Get Grass, E, S, E, Make Fire, Drop Flint, W, S\*2, W\*2, Exam Panel, Press Black Button, Press Red Button, Press Black Button, S\*2, Get Suit, Wear Suit, Push Table N, Push Table W, Push Table W, Search Parts, Stand On Table, Get All From Shelf, Push Table E, S, Get Recharger, N, Push Table E, Push Table N, Press Black Button, Press Blue Button, Press Black Button, Push Table E, Push Table E, Push Table N, Push Table W, E\*3, S, Recharge Battery, Drop Recharger, Get Battery, Insert Battery Into Max, Fix Arm To Max, Drop Spanner, Search Hold, Wear Towel, Say To Max "Follow Me", N, W\*2, S, W\*2, Press Black Button, Press Red Button, Press Black Button, S, W, Say To Max "Open Door", N, W, Get All, Exam Projector, N\*2, Press Black Button, Press Blue Button, Press Black Button, E\*2, N, W, Stand On Table, U, SW, Drop Card, Remove Suit, Drop Suit, Remove Towel, Soak Towel, Wear Towel, NE, D, E, N, E, U, Get Hive, D, Remove Towel, Drop Towel, W, N, Throw Hive, W, N, Get Costume, Wear Costume, Exam Walls, Get Rock, S\*4, SE, S, Press On, Press Record, W, Press Play, Drop Projector, Get Crystal, E, N, NW, N\*3, W\*2, N, Say To Max "Wait", S, Get Can, W, Exam Statue, Put Crystal On Altar, Drop Mirror, N, Turn Handle, Oil Handle, Turn Handle, S, Get Crystal From Altar, E, N, Say To Max "Follow Me", S, E\*2, S\*2, E\*2, S\*2, Put Crystal In Cuplink, N\*2, Press Black Button, Press Red Button.

## KNIGHTMARE: The Quest For The Shield of Justice

*An easy way to do it by Ron Rainbird*

The usual way to pass the Tree who guards the entry into the Quest for the Shield of Justice is by means of a long-drawn out fight.

Instead — find the Twig which is at the beginning of Knightmare and take it with you. When approaching the tree, it tells you that it is looking for its child.

Throw the Twig at the Tree and it will disappear, leaving a Wand for you.





# SynTax Public Domain Software Library

Disks cost £2.50 each unless stated otherwise, including P&P in UK/Europe. Outside these areas please add £1.00 to TOTAL cost. Cheques/POs should be made payable to Sue Medley, 9 Warwick Road, Sidcup, Kent, DA14 6LJ. PC owners, remember to say which size disks you require! ST disks which will run on the Amiga using the emulator on PD 182 are marked (AM+Em). Many of the text PC adventures will run on the ST using any PC emulator. These are a selection of the available disks including ones that have been popular over the last few months and the latest additions. A full list of disks can be obtained from Sue at the usual Sidcup address.

## ST DISKS

### STAC

#### Text/graphics unless stated

- 6: Wizard's Tower V1.65
- 8: The Payoff
- 89: Snatch and Crunch. Adult, text-only
- 94: Treasure of the New Kingdom
- 130: The Grimoire
- 175: Trials and Tribulations of an Apprentice Wizard
- 437: Operation Blue Sunrise. Shareware
- 438: Slayer
- 439: Black Dawn
- 463: Mysterious Realm
- 464: Escape From Cygnus Alpha
- 499: Hack. NOT the RPG
- 503: Obscure Naturalist. Shareware
- 539: Black Dawn. Adult

### AGT

#### Text-only

- 38: The Adventure Game Toolkit - shareware v1.3
- 39: AGT Source Code 1 - 10 AGT adventures. Requires AGT disk. Buy both PD 38 & PD 39 for \*£3.50\*
- 245: AGTBIG - write larger games
- 41: A Dudley Dilemma
- 42: Tark
- 64: Star Portal
- 65: Susan. Adult
- 66: Tamoret
- 67: Pork
- 68: Son of Stagefright
- 72: Pork II
- 73: Pyramid of Muna
- 74: Quest for the Holy Grail
- 75: Sir Ramic Hobbs
- 76: The Battle of Philip
- 146: Dragon Slayer - adult
- 183: Disenchanted
- 218: Magic Mansion
- 223: Pyramid
- 225: Storms
- 261: Deena of Kolini and Lottery - adult
- 262: Betty Carlson's Big Date + Christian Text Adventure

- 269: Elf's Adventure
- 308: Ghost Town
- 314: Castle of the Alchemists
- 318: Colossal Cave (D. Malmberg)
- 319: Apprentice
- 321: Colossal Cave (D. Gasior)
- 332: Fleece Quest
- 333: Hotel Notell
- 335: Rescue Of Princess Priscilla
- 337: Deadly Labyrinth
- 339: Library
- 341: The Lost Stone Mansion
- 346: The Spelunker's Tremendous Cave Adventure
- 348: Tales of Tavisa
- 350: The Tomb of the Ancient Pharaohs
- 364: New England Gothic
- 365: Mop and Murder
- 418: Crusade
- 440: Drooling and the King's Gold
- 442: Christian Text Adventure
- 465: Jubilee Road
- 500: Oklib's Revenge. Cutback PD version
- 551: Helvira. Cutback PD version

### TADS

#### These TADS games, and TADS itself, need 1 meg.

- 77: TADS + Ditch Day Drifter. Shareware
- 178: Deep Space Drifter
- 378: Unnkulian Underworld: the Unknown Unventure
- 379: Unnkulian Unventure II: the Secret of Acme
- 534: Alice source code

### CAT

#### C Adventure Toolkit for text games

- 248: CAT. Shareware, ST and PC versions. Needs C compiler
- 249: Awe-chasm. Adult
- 356: Everyday Adventure

### STOS

- 93: Treasure Search + source code. Treasure hunt for kids.
  - 441: Grandad and the Quest for the Holy Vest. Shareware. 1 meg
- RPGs and STRATEGY**
- 5: Hack! v1.03, with ramdisk

### 37: DDST

- 127: Nethack v2.3.1 Meg
- 258: Mystic Well. Shareware. No save facility
- 466: Dungeonlord. 3 levels. DM-type game. Shareware. USA
- 467: Cailynvorn.
- 468: Omega. 1 Meg
- 489: Conquest. Strategy
- 504: Dungeon Lord
- 547: Caesar. Strategy

### ALEX VAN KAAM'S Map Disks

#### All D/S with slideshow program. (AM+Em in low res.)

- 61: Bloodwych maps
- 129: Bloodwych Data Disk maps
- 131: Xenomorph maps
- 362: Nightmare maps/solution

### JOHN BARNSLEY'S Game Help Disks (AM+Em)

- 59: Bard's Tale 1 Game Help Disk, maps and text

### Other RPG Help

- 11: Dungeon Master maps and demo of the DM cheat
- 60: Chaos Strikes Back. Maps
- 156: Chaos Editor and Bloodwych Editor
- 162: Chaos editor, Chaos hints/pix, Populous editor
- 180: A new DM dungeon
- 251: Five Chaos dungeons
- 252: Five more Chaos dungeons
- 253: SimCity editor, terraformer, cheat program and printer option
- 310: Captive help, maps, text files etc. (AM+Em)

- 368: Sim City extra cities vol. 1 D/S
- 370: Sim City extra cities vol. 2 D/S
- 425: Captive Maps by Ivan Broad, created using the Mapper program on 158 (AM+Em)

### TALESPIIN

- 176: Mountain, SDI and Mansion - written by children for children
- 181: The Wolf and the Seven Kids - aimed at 5-9 year olds
- 381: Wizard's Dungeon

## UNCLASSIFIABLE!

- 158: Mapper - draw, save and print maps for RPGs and text games (AM+Em)

### UTILITIES

- 33: ST Writer Elite now v4.5. Excellent PD word processor, saves as ASCII
- 403: Intro Maker - write intros for your adventure games.

### 3D CONSTRUCTION KIT GAMES

- 461: The Maze
- 462: Hysula
- 517: Speilraum
- 518: West One
- 519: Infiltration

## PC DISKS

To simplify things from now on, it will be assumed that PC Owners use 3.5" disks and have a hard disk. If you don't, please check whether or not the disks will run on your machine.

### TEXT ADVENTURES

- 53: Crime, Island of Mystery, The Haunted Mission, Nuclear Submarine Adventure, Terror in the Ice Caverns
- 57: Golden Wombat of Destiny
- 62: Quest for Kukulkkan, Under the Ice
- 153: Jacaranda Jim now v 4.03
- 157: Humbug now v 4.5, saves to disk as well as RAM.
- 170: Advanced Xoru - evaluation copy.
- 174: Nirvana
- 196: McMurphy's Mansion
- 197: Four With Battune (Museum, Caverns City, Battune in Wonderland and Battune the Sailor
- 264: Another Lifeless Planet (and Me with No Beer...)
- 273: Four More With Battune (Battune Becomes an Actor, Crime-fighter, Goes on Safari and Meets Sleeping Beauty)
- 274: Supernova by Scott Miller
- 283: Pirate Island, Castle of Hornadette and Stoneville Manor
- 285: Fifi's Whorehouse, Softporn Adventure (both adult only), Basic Adventure and FunCity Adventure.
- 286: T-Zero. Time travel adventure
- 295: Alien, Dark Continent and Nebula
- 298: Masquerade, Escape from Maya's Kingdom and The Thief's Adventure
- 375: Dunjin
- 414: Pork, original vers. not AGT version
- 417: CIA, Escape from New York (both need Basic), IBM Adventure and Dungeon, the original Lebling/Blank et al adventure!
- 446: Mutant Invasion, Intercept and Red Planet
- 469: Geneva Adventure
- 476: Alice in Wonderland
- 479: Melita Adventure
- 482: Perils Of Darkest Africa, Revenge Of The Moon Goddess, Eye Of The Inca, Explorer
- 520: Starship Columbus, Crypt, LBSS, Maroon, The Adventurer's Museum.
- 522: Nectar Of The Gods, Paul's First Journey.
- 528: Return To Colossal Cave, Rimworld and Silver Cloud.
- 529: Revenge Of Xoff, Orbital Observatory Adventure and The Other World.
- 530: Skylands Star

### GRAPHIC ADVENTURES

- 385: Hugo's House Of Horrors I. Hard Disk
- 430: Hugo II. Hard Disk
- 436: Hugo III. Hard Disk
- 472: Hogbear
- 474: One Night In Sweden. 2 disks. £3.50
- 477: Mystery Of The Java Star. 2 disks. £3.50
- 486: Drock 1

### TADS

#### Text Adventures

- 288: TADS plus Ditch Day Drifter. V 1.2
- 289: Deep Space Drifter
- 329: Unnkulian Unventure I - The Unknown Unventure
- 330: Unnkulian Unventure II - The Secret of Acme
- 526: High Tech Drifter and Source Code
- 527: The Great Archeological Race
- 533: Save Princeton
- 534: Alice Source Code
- 540: TADS v2.1
- 546: Unnkulia One-Half plus Unnkulia Zero demo. Freeware.

### CAT

#### C Adventure Toolkit

- 266: CAT - write your own text adventures, needs C compiler.
- 357: Everyday Adventure

### AGT

#### Text Adventures

- 198: AGT - write your own text adventures. £3.50 (multiple disks)

- 230: Humongous Cave. Expanded AGT Colossal. Hard Disk
- 237: AGT Utilities - AGTBIG, POPHINT, PRETTY, SCRIPTER
- 167: Betty Carlson's Big Date
- 168: Deena of Kolini - adult
- 195: Andkara
- 219: Magic Mansion
- 224: Pyramid
- 226: Storms
- 229: Crime to the Ninth Power
- 265: Crusade
- 267: Son of Stagefright
- 268: Elf's Adventure
- 278: Quest for the Holy Grail
- 287: What? No Low Alcohol Mineral Water
- 291: Space Aliens Laughed At My Cardigan
- 307: Ghost Town
- 309: A Dudley Dilemma
- 315: Castle of the Alchemists
- 320: Apprentice, the Testing of a Magical Novice
- 322: Colossal Cave (D. Gasior)
- 324: Escape From Prison Island
- 326: Sanity Clause
- 327: Cosmoserve. AGT
- 328: Disenchanted
- 338: Deadly Labyrinth
- 331: Fleece Quest
- 334: Hotel Notell
- 336: Rescue Of Princess Priscilla
- 340: Library
- 342: The Lost Stone Mansion
- 344: Sherwood. AGT. Hard Disk
- 346: The Spelunker's Tremendous Cave Adventure (spoof Colossal)
- 348: Tales of Tavisa
- 349: The Multi-dimensional Thief
- 351: Tomb of the Ancient Pharaohs
- 352: Mop and Murder
- 363: New England Gothic
- 447: Pyramid Of Muna
- 448: Love's Fiery Rapture
- 449: Tark
- 450: Battle of Philip...
- 451: Der Ring Des Nibelungen
- 452: Susan (Adult)
- 453: Sir Ramic Hobbs...
- 454: Pork
- 455: Pork II
- 456: House of the Os
- 457: Star Portal
- 458: The Pilot



459: Fast Lane  
 460: Easter Egg Hunt  
 470: AGTAID. Easier to write AGT adventures.  
 495: Odious' Quest  
 496: Squynchia Adventure  
 497: Jubilee Road  
 498: Darkest Road (shareware)  
 501: Oklib's Revenge - cutback PD vers.  
 525: AGT Adventure Author  
 531: Wraith Blaster  
 535: Shades Of Grey  
 552: Helvera. Cutback PD version  
 553: The Murder Of Jane Kranz  
 554: The Detective  
 555: Cliff Diver 2: Purchased Sight Unseen  
 556: The Caves Of Dyanty  
 556: The Lady In Green  
 558: Time Squared  
 559: The Quest For The Black Pearl  
 560: The Tempest  
 561: Reruns Again  
 562: A Journey Into Xanth  
 563: Zim Greenleaf's Laboratory  
**OTHER ADVENTURE WRITING UTILITIES**  
 394: Adventure Writer  
 521: Adventure Compiler/Interpreter and game, Mugger, plus ADVSYS and Adventure Maker.  
 523: Gamescape and Levy adventure writing systems.  
 524: Fagment

#### RPGs

171: Moraff's Revenge  
 173: Dungeons and Dragons  
 290: NetHack v 3  
 296: Vampyr - Ultima-style colour  
 305: PC Hack v 3.6  
 407: Lorrintron. Hard Disk  
 408: Maze Quest  
 432: Realm of Harkom Vol 1, The Axe of Fargrim. Written using the Bard's Tale Construction Kit, needs 2MB hard disk space. 4 disks! £5.00  
 471: Ranadinn  
 473: Moraff's World  
 475: Camelot, RPG-ish 'board' game for 2 players.  
 478: Fall Through. Text  
 480: Avaricus  
 485: Bander, The Search for the Storm Giant King. First in a series, 4 x 3.5" disks, £5.00. Hard Disk  
 487: Ancients 1: Deathwatch. VGA/Mouse  
 516: Moria

541: The Land  
 542: Dragon's Shard  
**MISCELLANEOUS**  
 292: Questmaster - design your own Sierra-style adventures.  
 299: Editors for Pools of Radiance and Bard's Tale 2 plus fixer for Bloodwych  
 367: SimCity extra cities volume 1  
 369: SimCity extra cities volume 2  
 422: Character editor for Eye of the Beholder II by Hartman Game Utilities

#### AMIGA DISKS

##### TEXT and TEXT/GRAPHIC ADVENTURES

192: The Golden Fleece. Text  
 193: The Holy Grail. Text, 1 meg  
 275: Midnight Thief. Text or text/graphics adventure by D. Thomas. 1 meg. Works on A500+/600 but better with PD510  
 429: Catacombs. Icon-driven graphic adv.  
 508: Thrallbound. Text/graphics  
 509: A Night At The Top. Text  
 564: 6 Amigabasic adventures + World. Text  
 565: Life After Death + Zut Alors! Text  
 566: Dark Staff + Jungle Quest Text/Graphics

#### AGT

##### Text Adventures

*Unless stated otherwise, AGT games need two drives to run, but they are gradually being replaced with one-drive versions.*

353: AGT text adventure writing utility. 2 drives recommended.  
 359: Battle of Philip...  
 360: Tark  
 361: Quest for the Holy Grail  
 366: Andkara  
 371: Pork  
 372: Pork 2  
 396: Star Portal (1 drive)  
 397: Dudley Dilemma  
 398: Love's Fiery Rapture  
 419: Disenchanted  
 420: Lost Stone Mansion  
 421: Tomb of the Ancient Pharaohs  
 426: AGTBIG for the Amiga  
 443: Castle of the Alchemists (1 drive)  
 444: Apprentice (1 drive)  
 445: New England Gothic (1 drive)  
 490: Sir Ramic Hobbs (1 drive)  
 491: House Of The Os (1 drive)  
 492: Easter Egg Hunt (1 drive)  
 493: Fast Lane (1 drive)

494: The Pilot (1 drive)  
 502: Oklib's Revenge. Cutback PD version (1 drive)  
 544: Fleece Quest (1 drive)  
 545: Tales Of Tavis (1 drive)

#### 3D CONSTRUCTION KIT GAMES

511: Mountain Adventure  
 512: Atlantis  
 513: Darkness Calls. Needs ReloKick from Disk510 to run on 500+/600.  
 514: Planet Of The Daleks  
 515: Escape From The Planet Of The Cardboard Monsters.

#### RPGs

377: Moria  
 390: Survivor. Needs 1 meg  
 392: Hack! Rudimentary graphics.  
 393: Return to Earth. Strategy/ trading game, icon driven, English docs.  
 399: Legend of Lothian. Single character RPG with Ultima style top down view. Works on A500+/600 but even better with PD510.  
 567: Antep + Larn

#### RPG Help

270: Eye of the Beholder maps and playing guide by Geoff Atkinson.

#### WARGAMES

536: Iron Clads. Needs 1 meg

#### OTHER ADVENTURE CREATORS

400: TACL. Contains interpreter plus 4 example adventures.  
 427: FRAC. Autoboots, A600 compatible verb/noun entry. Manual on disk.  
 537: Adventure Bank Creator. For graphic adventures. Needs AMOS

#### UNCLASSIFIABLE!

401: AmiGraph III. Dungeon mapping utility

#### UTILITIES

182: ST emulator for Amiga, contains several other useful utilities. A500 only.  
 510: ReloKick and ST emulator for all Amigas  
 543: PC Task. PC emulator for Amiga. Needs DOS. Shareware.

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

# 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!

A.R.E.N.A.  
 Adult II  
 Adultia  
 Adventure 100  
 Adventure 200  
 Adventure 550  
 Adventure In Allantia  
 Adventure Quest  
 Adventure Without  
 A Name  
 Adventureland  
 Aftershock  
 Agatha's Folly  
 Alice (AGT)  
 Alice In Wonderland  
 Alien  
 Alien Research Centre  
 Alstrad  
 Alter-Earth  
 Altered Destiny  
 Amazon  
 American Suds  
 Amity's Vile  
 Andkara  
 Andromeda III  
 Angelique  
 Another Bloody  
 Adventure  
 Another World  
 Antidote  
 Antilliss Mission  
 Appleton  
 April 7th  
 Arazok's Tomb  
 Ark Of Exodus  
 Arlene  
 Arnold Goes To  
 Somewhere Else  
 Arnold The Adventurer  
 Arrow Of Death. Part 1  
 Arrow Of Death. Part 2  
 Arthur  
 Ashes Of Alucard  
 Ashby Manor  
 Ashkeron  
 Assignment East  
 Berlin  
 Astrobus Affair  
 Atalan Adventure  
 Atlantis  
 Atlas Assignment  
 Aunt Velma Is Coming  
 To Dinner  
 Aural Quest  
 Aura-Scope  
 Aussie Assault  
 Avior  
 Avon

Axe Of Kolt  
 Aztec Tomb  
 Aztec Tomb Revisited

B.A.T.  
 Back To The Present  
 Ballyhoo  
 Balrog And The Cat  
 Bard's Tale I  
 Bard's Tale II  
 Barsak The Dwarf  
 Base, The  
 Basque Terrorists In  
 Dartmouth  
 Battle Of Philip  
 Battletech  
 Battune In Wonderland  
 Battune The Sailor  
 Beattie Quest  
 Beautiful Dreamer  
 Beer Hunter  
 Behind Closed  
 Doors 1, 2 & 3  
 Behind The Lines  
 Behold Atlantis  
 Beneath Folly  
 Bermuda Triangle  
 Bestiary  
 Betty Carlson's Big  
 Date  
 Bew Bews  
 Beyond Zork  
 Big Sleaze  
 Billy Barker In TV Hell  
 Billy Barker In  
 Walesville  
 Bimble's Adventure  
 Bite Of The Sorority  
 Vampires  
 Black Cauldron  
 Black Crypt  
 Black Dawn  
 Black Fountain  
 Black Knight  
 Blackpool Tower  
 Blackscar Mountain  
 Blade Of Blackpoole  
 Blade The Warrior  
 Blag. The  
 Blizzard Pass  
 Blood Of The  
 Multineers  
 Blue Raider  
 Boggil, The  
 Bomb Threat  
 Book Of The Dead  
 Border Harrier  
 Border Warfare

Border Zone  
 Bored Of The Rings  
 Boredom  
 Borrowed Time  
 Bounty Hunter  
 Bralaccas  
 Brawn Free  
 Breakers  
 Brian And The  
 Dishonest Politician  
 Brian The Bold  
 Brimstone  
 Buckaroo Banzai  
 Buffer Adventure  
 Bugsy  
 Bulbo And Lizard King  
 Bungo's Quest For  
 Gold  
 Bureaucracy  
 Burlough Castle  
 Bultons  
 Caco Demon  
 Cadaver  
 Cadaver: The Last  
 Supper  
 Cadaver: The Payoff  
 Calling, The  
 Camelot  
 Can I Cheat Death?  
 (Level 9)  
 Canasto Rebellion  
 Captain Kook I  
 Captain Kook II  
 Case Of The Beheaded  
 Smuggler  
 Case Of The Missing  
 Adventure  
 Case Of The Mixed-up  
 Shymmer  
 Castle Adventure  
 (W. Pooley)  
 Castle Blackstar  
 Castle Colditz (K-Tel)  
 Castle Eerie  
 Castle Master I  
 Castle Master II  
 Castle Of Dreams  
 Castle Of Mydor  
 Castle Of Riddles  
 Castle Of Terror  
 Castle Of The Skull  
 Lord  
 Castle Thade  
 Castle Thade Revisited  
 Castle Warlock  
 Cave Capers  
 Cave Explorer  
 Cavern Of Riches

Caves of Silver  
 Challenge  
 Challenge Of Ilythus  
 Chambers Of Xenobia  
 Changeling  
 Chaos Strikes Back  
 Chips Are Forever  
 Chiropodist In Hell  
 Christian Text  
 Adventure  
 Chrono Quest I  
 Chrono Quest II  
 Circus  
 Citadel  
 Citadel Of Chaos  
 Citadel Of Yah-Mon  
 City For Ransom  
 City Out Of Bounds  
 Civilization  
 Classic Adventure  
 (Abersoft)  
 Claws Of Despair  
 Cleric's Quest  
 Cloak Of Death  
 Cloud 99  
 Codename - Iceman  
 Colditz (Phipps)  
 Colonel's Bequest  
 Colorado  
 Colossal Adventure  
 (Level 9)  
 Colour Of Magic  
 Commando  
 Complex  
 Computer Adventure  
 Conch  
 Confidential  
 Conquest Of Camelot  
 Conquests Of The  
 Longbow  
 Cornwall Enigma  
 Corruption  
 Cortizone  
 Corya I: The Dragon  
 Cosmic Capers  
 Count, The  
 Country Capers  
 Countdown To Doom  
 Coverted Mirror  
 Crack City  
 Cranmore Diamond  
 Capers  
 Cranston Manor  
 Crash Garrett  
 Cricket Crazy  
 Crime Adventure  
 Crimson Crown  
 Crisis At Christmas

Crispin Crunchie  
 Critical Mass  
 Crom  
 Crown Jewels  
 Crown of Ramhotep  
 Cruise For A Corpse  
 Crusade  
 Crystal Cavern  
 Crystal Frog  
 Crystal Kingdom Dizzy  
 Crystal Of Chantlie  
 Crystal Quest  
 Crystals Of Carus  
 Crystals Of Doom  
 Cuddles  
 Cup, The (River)  
 Cup Final Frenzy  
 Curse, The  
 Curse Of Calutha  
 Curse Of Crowley  
 Manor  
 Curse Of Enchantia  
 Curse Of Shaleth  
 Curse Of The Seven  
 Faces  
 Cursed Be The City  
 Custard's Quest  
 Cuthroats  
 Cyborg  
 Dallas Quest  
 Dagger Of Amon Ra:  
 Laura Bow II  
 Damsels In Distress  
 Damocles  
 Dance Of The  
 Vampires  
 Dances With Bunny  
 Rabbits  
 Danger, Adventurer at  
 Work I  
 Danger, Adventurer at  
 Work II  
 Dangermouse In The  
 Black Forest Chateau  
 Dare, The  
 Dargon's Crypt  
 Dark Crystal, The  
 Dark Forest  
 Dark Lord  
 Dark Lore  
 Dark Planet  
 Dark Seed  
 Dark Side (Incentive)  
 Dark Sky Over  
 Paradise  
 Dark Storm  
 Dark Tower



Darkest Road	Dragonstar Trilogy	Seeker Of Gold	Frankenstein's Legacy	Gryphon's Pearl	Imagination	King	Lost Phirious	Million Dollar Jewel	Nightmare I
Darkness Is Forever	Dragonworld	Evil Ridge	Frankie Crashed On	Guardian, The	Impact	King Solomon's Mines	Lost Temple Of The	Heist	Nightmare II
Darkwars	Drakkhen	Evolution	Jupiter	Guild Of Thieves	In Search Of Angels	King's Quest I	Incas	Mind Forever	Nightwing
Daze Aster	Dream Zone	Excalibur	Frog Quest	Gunslinger	Inca Curse	King's Quest II	Lost Tomb Of Ananka	Voyaging	Nine Dancers
Dead End	Driller	Experience, The	From Little Acorns	Gymnasium	Incredible Hulk	King's Quest III	Lottery	Mindbender	Nine Prices In Amber
Deadenders	Droolig And The King's	Extricator, The	From Out Of A Dark	Gypsum Caves	Indiana Jones And The	King's Quest IV	Lucifer's Realm	Mindfighter	1942 Mission
Deadline	Gold	Eye, The	Night Sky		Last Crusade	King's Quest V	Ludoids	Mindshadow	Nile Time
Death In The	Druoid's Moon	Eye Of Bain	Fuddo And Slam	H.R.H.	Indiana Jones And The	Kingdom Of Hamil	Lure Of The Temptress	Mindwheel	Nord And Bert
Caribbean	Dudley Dilemma, A	Eye Of Kadath	Funhouse (Pacific)	Hacker 1	Fate Of Atlantis	Kingdom Of Klein	Lurking Horror	Mines Of Lithiad	Not The Lord Of The
Deathbringer	Dun Darach	Eye Of The Inca	Future Tense	Hacker 2		Kingdom Of Speldome		Miser	Rings
Deathship	Dune	Eye Of Zoltan	Future Wars	Halls Of The Dwarfen		Knight Orc		Mission (J. McBrayne)	Nova
Deeds Of Glengarry	Dungeon			King		Knight's Quest	Madcap Manor	Mission Asteroid	Nythyhel 1
Hall	Dungeon Adventure	Fable (AGT)	Galadriel In Distress	Hammer Of Grimmold	Inferno	Knightmare	Maddog Williams	Mission One: Project	Nythyhel 2
Deek's Deeds	Hall	Fabled Treasure Of	Galaxias	Hampstead	Infidel	(Mindscape)	Mafia Contract I	Volcano	Oasis Of Shalimar
Deena Of Kolini	Dungeon Master	Koosar	Gateway, The	Harvesting Moon	Ingrid's Back	Kobyashi Ag'kwo	Mafia Contract II	Mission X	Odiblator
Deja Vu I	Dungeon Of The	Faerie	Gateway To Karos	Hatchet Honeymoon	Inner Lakes	Kobyashi Naru	Magic Castle	Mold I	Odious' Quest
Deja Vu II	Dragon	Faery Tale	Gauntlet Of Meldir	Haunted House	Inspector Flukeit	Kristal, The	Magic Isle	Molesworth	Odin's Shrine
Demon From The	Dungeon Of Torgar	Gem Of Zephyr	Gem Of Zephyr	Haunted House	Institute, The	Kult	Magic Mountain	Monster	Odyssey, The
Darkside	Dungeon Quest	Fairly Difficult Mission	Gerbil Riot Of '67	(Version.B)	IntoThe Mystic	Labarinth	Magic Shop	Monsters Of Murdac	Moonmist
Demon's Tomb	Dungeons,	Fantasia Diamond	Ghost Town (Adv/Int.)	Haunted Mansion	Intruder Alert	Labours Of Hercules	Magician's Apprentice	Mordon's Quest	Mortville Manor
Demon's Winter	Amethysts etc.	Fantastic Four	Ghost Town (AGT)	Haunted Mission	Invaders from Planet X	Labyrinth (Actavision)	Magician's Ball	Motor Cycle Crazy	Motor Cycle Crazy
Denis Through	Dusk Over Elfintion	Fantasy World Dizzy	Ghost Town (Virgin)	Adventure	Invasion	Lady In Green	Magnetic Moon	Mountain Palace Adv.	Mountain Palace Adv.
Drinking Glass		Farmer's Daughter	Giant Adventure	Heart Of China	Iron Lord	Lancelot	Majik	Mountains Of Kel	Mouseman
Der Ring Des	Earthshock	Fascination	Giant's Gold	Heavy On The Majick	Island (Ken Bond)	Land of the Giants	Malice In Blunderland	Murder At The Manor	Mural, The
Nibelungen	Eclipse	Fast Lane	Giro Quest	Helm, The	Island (Crystal)	Lapis Philosophorum	Malice In Wonderland	Murder Hunt '86	Murder At The Manor
Desert Island	Ecoquest I	Father Of Darkness	Gladiator	Hermitage, The	Island (Duckworth)	Laskar's Crystals	Manhunter New York	Murder Hunt II '86	Murder Hunt II '86
Desmond and Gertrude	Egyptian Adventure	Faust's Folly	Gnome Ranger	Hero Quest (Gremlin)	Island (Virgin)	Last Voyage Of Sinbad	Manhunter San	Murder Off Miami	Murder Off Miami
Detective	El Dorado	Feasibility Experiment	Goblins 1	Hero's Quest (SSI)	Island Of Mystery	Last Will and	Manhunter San	Murder On The	Murder On The
(M. Eltringham)	Elf Rescue	Fergus Furgleton	Goblins 2	Heroes Of Karn	It Came From The	Testament	Manhunter San	Waterfront	Murders In Space
Devil's Hand	Elf's Adventure	Ferryman Awaits	Goblin Towers	Heroes Of The Lance	Desert		Manhunter San	Murders In Venice	Mutant
Devil's Island	Elfindor	Final Battle	Gods Of War	Hexagonal Museum			Manhunter San	Murders In Venice	Murders In Venice
Diablo	Elisnore Diamond	Final Mission	Gold Icon	Hillsfar	Jack And The	Leather Goddesses of	Manhunter San	Murders In Venice	Murders In Venice
Diamond Trail	Elven Crystals	Fire And Ice, The	Gold Or Glory	Himalayan Odyssey	Beanstalk	Phobos I	Manhunter San	Murders In Venice	Murders In Venice
Diplomat's Dilemma	Elvira I	World Will End In...	Gold Rush	Hit	Jack The Ripper	Phobos II	Manhunter San	Murders In Venice	Murders In Venice
Disenchanted	Elvira II		Golden Apple	Hitch-hiker	Jade Necklace	Legend Of Apache	Manhunter San	Murders In Venice	Murders In Venice
Ditch Day Drifter	Emerald Isle	Firelance	Golden Baton	(Supersoft)	Jade Stone	Gold	Manhunter San	Murders In Venice	Murders In Venice
Dizzy - Prince Of The	Emmanuelle	Firestone	Golden Fleece	Hitchhiker's Guide	Jason And The	Legend Of Faerghai	Manhunter San	Murders In Venice	Murders In Venice
Yoke Folk	Empire Of Karn	Friren Wood	Golden Mask	(Infocom)	Argonauts	Legend Of Kyrandia	Manhunter San	Murders In Venice	Murders In Venice
Doctor Goo And The	Enchanted Collage	Fisher King	Golden Pyramid	Hob's Hoard	Jason And The Golden	Legend Of The Sword	Manhunter San	Murders In Venice	Murders In Venice
Samorans	Enchanted Realm I	Fish!	Golden Rose	Hobbit, The	Fleece	Leisure Suit Larry I	Manhunter San	Murders In Venice	Murders In Venice
Doctor Wot And The	Enchanted Realm II	Fistful Of Blood	Golden Sword Of	Hobble Hunter	Jekyll And Hyde	Leisure Suit Larry II	Manhunter San	Murders In Venice	Murders In Venice
Time Lords	Enchanter	Capsules	Bhakhor	Holiday To Remember	Jester Quest	Leisure Suit Larry III	Manhunter San	Murders In Venice	Murders In Venice
Doctor's Demise	Encounter	Five On A Treasure	Golden Voyage	Hollow, The	Jewels of Babylon	Leisure Suit Larry V	Manhunter San	Murders In Venice	Murders In Venice
Dodgy Geezers	End Day 2240	Island	Golden Wombal Of	Hollywood Hijinx	Jhothamia	Les Manley In Search	Manhunter San	Murders In Venice	Murders In Venice
Dog Star Adventure	Energem Enigma	Flashback	Destiny	Holy Grail (Jim	Jinxter	For A King	Manhunter San	Murders In Venice	Murders In Venice
Dogboy	Erik the Viking	Flight Of The Unicorn	Gordello Incident	McBrayne)	Joan Of Arc	Let Sleeping Gods Lie	Manhunter San	Murders In Venice	Murders In Venice
Dollars In The Dust	Escape!	Flinth's Gold	Graill	Homicide Hotel	Joe Dick. Case 1	Liberte	Manhunter San	Murders In Venice	Murders In Venice
Dome Trooper	Escape From A.R.G.C.	Flood 1	Grail Quest	Hostage	Jolly Duplicate	Life Term	Manhunter San	Murders In Venice	Murders In Venice
Domes Of Sha	Escape From Cygnus	Flood 2	Grandad & Quest For	Hostage Rescue	Journey (Infocom)	Lifeboat	Manhunter San	Murders In Venice	Murders In Venice
Dondra	Alpha	Fool's Errand	The Holy Vest	Hotel Hell	Journey One Spring	Lifeform	Manhunter San	Murders In Venice	Murders In Venice
Don't Panic - Panic	Escape From Hodgkins	Football Director II	Grange Hill	Hound Of Shadow	Journey To The Centre	Lighthouse Mystery	Manhunter San	Murders In Venice	Murders In Venice
Now	Manor	Football Frenzy	Grave Robbers	House Of Orion	Eddie Smith's Head	Little Wandering Gulu	Manhunter San	Murders In Venice	Murders In Venice
Doomlords I - III	Escape From Magic	For Your Thighs Only	Great Mission	House Of Seven	Journey To The Centre	Loads of Midnight	Manhunter San	Murders In Venice	Murders In Venice
Doomsday Papers	Escape From Pulsar 7	Forest At World's End	Great Peepingham	Gables	Of The Earth	London Adventure	Manhunter San	Murders In Venice	Murders In Venice
Double Agent	Escape From The Shire	Forest Of Evil	Train Robbery	House On The Tor	Jungle Bunny	Loom	Manhunter San	Murders In Venice	Murders In Venice
Dracula	Escape From Traam	Forestland	Great Pyramid	Hugo's House Of		Loony Castle Quest	Manhunter San	Murders In Venice	Murders In Venice
Dracula II (PD/C64)	Escape To Freedom	Forgotten Past	Greedy Dwarf	Horror	K.G.B.	Lord of the Rings	Manhunter San	Murders In Venice	Murders In Venice
Dracula's Castle	Escape To Zanuss	Formula, The	Greedy Gulch	Hunchback (Amstrad)	Kabul Spy	Lords Of Midnight	Manhunter San	Murders In Venice	Murders In Venice
Dracula's Island	Escaping Habit	Fortress Of Keller	Green Door	Hunchback (C64)	Karyssia	Lords Of Time	Manhunter San	Murders In Venice	Murders In Venice
Dragon Of Nolocare	Espionage Island	Four Minutes To	Gremfins		Kayleth	Lost City	Manhunter San	Murders In Venice	Murders In Venice
Dragon Slayer	Essex	Midnight	Grimoire, The		Keeper, The	Lost Crystal	Manhunter San	Murders In Venice	Murders In Venice
Dragon's Breath	Eternam	Four Symbols	Ground Zero		Kelly's Rescue	Lost Dragon	Manhunter San	Murders In Venice	Murders In Venice
Dragon's Tooth	Eureka	Frankenstein	Grues In Space		Kentilla	Lost In The Amazon	Manhunter San	Murders In Venice	Murders In Venice
Dragonslayer (AGT)	Everyday Story Of A		Grueknapped!		Key To Paradox		Manhunter San	Murders In Venice	Murders In Venice
					Key To Time		Manhunter San	Murders In Venice	Murders In Venice
					Killing Cloud		Manhunter San	Murders In Venice	Murders In Venice



Plagues Of Egypt Plan 9 From Outer Space Planet Of Death Planetfall Play It Again Sam Plundered Hearts Police Quest I Police Quest II Police Quest III Populous I Populous II Pork I Pork II Powermonger Pre History Prehistoric Adventure Prehistoric Island Price Of Magic Pride Of The Federation Prince Of Persia Prince Of Tyndal Prison Blues Prisoner Prisoner Island Programmer's Revenge Project Annihilation Project Nova Project Thesius Project Volcano Project X - Microman Prophecy Prospector Puppet Man Puzzled Pyramid Pyramid Of Muna	Red Alert Red Hawk Red Lion Red Moon Red Planet Rendezvous With Rama Rescue From Doom Retarded Creatures And Caverns Return To Doom Return To Earth Return To Eden Return To Ilhica Revenge Of The Moon Goddess Revenge Of The Toothless Vampire Rex Nebular And The Cosmic Gender Benders Riders Of Rohan Rifts Of Time Rigel's Revenge Ring Of Dreams Ring Of Power Rings Of Medusa Rings Of Merlin Rings Of Zilfin Rise Of The Dragon Rising Of Salandra Roadwar 2000 Robin Hood (Artic) Robin Of Sherlock Robin Of Sherwood Robo City Robocide Robyn Hode Rogue Comet Ronnie Goes To Hollywood Roog Royal Adventures Of A Common Frog Royal Quest Ruby Runaround Run Bronwynn Run Runaway Runes Of Zendo Runestone Of Zaobab S.D.I. S.M.A.S.H.E.D. S.P.O.N.G.E. Sacred Cross Saga Of A Mad Barbarian Salvage Sandman Cometh Sands Of Egypt Sanity Clause Savage Island 1 Savage Island 2 Scapeghost Scary Mansion	Scary Tales School Adventure Scoop Scroll Of Akbar Khan Se-Ka Of Assiah Sea Of Ziran Seabase Delta Search For Mithrillium Search For The Reaper Seas Of Blood Seastalker Secret Agent: Mission 1 Secret Mission (Adventure Intern.) Secret Of Bastow Manor Secret Of Life Secret Of Monkey Island I Secret Of Monkey Island II Secret Of St. Bride's Secret Of Ur Seek And Destroy Seeker Of Gold, Everyday Story... Serf's Tale Serpent From Hell Serpent From Mordor Serpent's Star Sex Vixens From Outer Space Shadowlands Shadowgate Shadows Of Mordor Shafted In San Diego Shakey City Shard Of Inovar Shards Of Time Sharpe's Deeds Shell Shock Sherlock (Infocom) Sherlock (Melbourne) Sherwood Forest Ship Of Doom Shipwreck Shiver Me Timbers Shogun Shrewsbury Key Silverwolf SimCity Sinbad And The Golden Ship Sir Ramic Hobbs Skegpool Rock Skelvullyn Twine Skull Island Skyfox Slaughter Caves Smuggler's Cove Snowball Snowqueen, The Soapland Softporn Adventure	Soho Sex Quest Solaris Sorcerer (Infocom) Sorcerer (Tim Gilbert) Sorcerer Of Claymorgue Castle Soul Hunter Souldrinker Souls Of Darkon Space 1889 Space Ace Space Aliens Laughed At My Cardigan Space Hunt Space Quest I Space Quest II Space Quest III Space Quest IV Space Rogue Space Vixens Spacy Special Delivery Spectre Of Booballyhoo Spell Of Christmas Ice Spellbreaker Spellcasting 101 Spellcasting 201 Spelunker's Tremendous Cave Adventure Spiderman Space Spooky House Spy Trilogy Spycatcher Spyplane Spytrek Adventure Squynchian Adventure St. Jives Staff Of Law Staff Of Power Staff Of Zaranol Stainless Steel Rat Saves The World Stalag 23 Star Portal Star Reporter Star Trek: Promethean Prophecy Star Wreck Starchild Starcross Starflight I Starflight II Starship Columbus Starship Quest Stationfall Stone Table Storm Mountain Storms Stowaway Stranded Strange Odyssey Subsunk	Suds Sundog Supergran Survival Survival Of The Fittest Susan Suspect Suspended Swamp, The Sweet Sixteen Swiss Family Robinson Sword Of Vhor Tales Of Mathematica Talisman Of Lost Souls Talisman Of Power Tamoret Tangled Tale Targhan Tark Tass Time In Tone Town Teacher Trouble Tealand Tears Of The Moon Temple Curse Temple Of Terror Temple Of Vran Temple Terror (Atlantis) Temporal Ten Little Indians Terror Castle Terror In The Ice Cavern Terror Of Trantoss Terrormolinos Test Theatre Of Death Theme Park Mystery There's A Bomb Under Parliament Thermonuclear Wargames Theseus And The Minotaur Thief (Corrupt Code) Thief (River) Thief's Tale Thompson Twins Three Muskeeters Time Time Lord's Amulet Time Machine Time Of The End Time Quest (Central) Time Quest (Legend) Time Thief Time Traveller Time Warp Times Of Lore Tir Na Nog Tizpan, Lord / Jungle	To The Manor Bourne Toil And Trouble Token Of Ghall Tomb Of Xeiops Top Secret Torch And Thing Torquest Total Eclipse Total Reality Delusion Tourist Trouble Tower Of Despair Tracer Sanction Tramotane Alliance Transylvania Transylvania (Polarware) Treasure Treasure Hunt Jersey Treasure Island (River) Treasure Island (Windham) Treasure Island Dizzy Treasure Isle Treasure Of The Santa Maria Trial Of Arnold Blackwood Trials And Tribulations Of Apprentice Wizard	Trinity Trixie's Quest Trollbound Trouble At Bridgeton True Spit Twas A Time Of Dread Twice Shy Twilight Zone Twilight's Ransom Twin Kingdom Valley Two Ways Ultima I Ultima II Ultima III Ultima IV Ultima V Ultima VI Ulysses And The Golden Fleece Unborn One Undercover Underground Adventure (AGT) Underworld Of Kyn Uninvited Unknown, The Unnkulian Underworld Upper Gumtree	Urban Upstart Urquhart Castle Use Your Loaf Utopia V - The Silver Saucer Valhalla Valkyrie 17 Valley Of The Kings Velnor's Lair Venom Vera Cruz Very Big Cave Adv. View To A Chip Village Of Lost Souls Village Underworld Violator Of Voodoo Virus Volcano Of Raka-Tua Voodoo Castle War In Middle Earth Warlord Waxworks Waxworks (Accolade) Waydor Weaver Of Her Dreams Ween Welladay	Werewolf Simulator West (C64 PD) Whiplash And Wagonwheel Whistle White Door aka Crisis At Christmas White Feather Cloak Who Done It Width Of The World Will O' The Wisp Willy Beamish Winter Wonderland Wise And Fool Of Arnold Blackwood Wishbringer Witch Hunt (Audiogenic) Witch Hunt (River) Witness Wiz Biz Wizard And The Princess Wizard Of Akyrz Wizard Of Oz Wizard Quest Wizard's Challenge Wizard's Scrolls Wizard's Skull	Wizard's Tower Wizard's Warrior Wolfman Wonderland Woodland Terror Woods Of Winter Worm In Paradise Wychwood Xanadu Xenomorph Yawn Yellow Door Yukon Yuppie Zacaron Mystery Zak McKracken Zim Sala Bim Zodiac Zork I Zork II Zork III Zork Zero Zzzz
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# Index

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M = Map : Ma = Maze : OL = Object List  
PG = PLayering Guide : R = Review : S = Solution  
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 Celtic Carnage  
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 Escape From Devil's Island  
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 Great Million Dollar Jewel Heist  
 Island Of Chaos  
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 King Arthur's Quest  
 Marooned  
 Micro-Mutant  
 O Zone  
 Test, The (16-bit)  
 Time Warp  
 Unnkulia Zero: The Search For Amanda  
 Urban  
 Wheel Of Fortune  
 Woodbury End

What do you think, Mr Thwaites?  
 Is it better to kill the guards  
 indiscriminately and leg it smartly  
 for the nearest drainpipe, pausing  
 only to cram the jewelled *Dagger of  
 Doom* and the *Legendary Mystic  
 Runic Parchment of the Blind  
 Soothsayer Froggewynd the  
 Blasphemer* into ones reticule?  
 Or might it be yet more prudent to  
 spirit oneself off to the *Arms of  
 Morpheus*?

As a relative stranger  
 to these parts, I would have  
 thought *The Pig and Whistle*  
 might provide a better milieu  
 for a bit of a knees up or a  
 pint of Port and Lemon and a  
 bit of action with the arrows,  
 if such is your fancy. This,  
 followed by a friendly bit of  
 GBH will probably relieve your  
 obvious homicidal tendencies,  
 which, if I'm not mistaken will  
 probably land you in *Holloway*  
 for a good long stretch

Sir, Lady Dorothea was seeking  
 advice on a subject which  
 is obviously alien to you.  
 I refer to the noble pursuit  
 of *Adventuring*. At times  
 like this I regret deeply that  
 Fanshawe is currently stuck  
 up the Orinoco downtreading  
 the local populace and therefore  
 cannot be here himself to give us  
 poor womenfolk succour in our  
 time of need. Meanwhile, Lady D  
 and I will consult the pages of  
*Red Herring* the estimable  
 adventure magazine. We bid you  
 a terse and frosty goodnight, Sir.  
 Don't call us...



*Red Herring* is published bi-monthly at the end of the month. Next Issue — October



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