

Spell It Like It Is...

The Undead & Tommyrot -

page 23



It's magic...

Apprentice: The Testing  
Of A Magical Novice -

page 12



YOU'RE A BIT TALL FOR A DWARF AREN'T YOU, MISTER GRIMWOLD?

NO. THE OTHERS ARE A BIT SHORT

I talk to  
the tree-surgeon:  
Squirrels Nuts  
And The Author -  
page 45



DEFINITION OF A GRAVE INSULT: THAT, WHICH, IF OFFERED, LANDS YOU IN THE GRAVE...

Up to the hilt:  
Play By Mail -  
page 59





# General Information

\* Subscriptions to Red Herring are £4.00 per single issue (UK and Europe), Rest of the World £5.50 (via Airmail). To order more than one issue, simply multiply the cover price by the number of issues required. A year's subscription gives you an extra issue free. Cheques/postal orders payable to Marion Taylor and NOT to Red Herring.

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

\* Letters for publication to Red Herring should be clearly marked 'For Publication'. The editors reserve the right not to publish, or to print extracts only. Personal ads are free to subscribers. Goods bought and/or swapped are at your own risk. The editors reserve the right not

to publish for reasons of space or good taste.

\* Professional advertising prices are as follows: Full Page - £5.00. Half Page - £2.50. One Third Page - £1.60. Quarter Page - £1.25. Closing date for adverts is the 21st of the preceding month.

\* Copyright of signed articles and entries in Red Herring is invested in their authors from whom reproduction permission should be obtained. The remaining contents and design is copyright to Red Herring.

\* For hints from the Red Herring & SynTax Adventure Helpline, write to Sue Medley, 9 Warwick Road, Sidcup, Kent DA14 6LJ or call Sue on 081 302 6598 at any reasonable time.

\* For complete solutions, write to Marion Taylor, 504 Ben Jonson House, Barbican, London EC2Y 8NH. Telephone: 071 628 0529 / Fax: 071 256 8427.

# Useful Addresses

**Adventions**, PO Box 851, Columbia, Maryland 21044, USA. Cheques, Money Orders in US dollars. Visa and Mastercard telephone orders accepted.

**The Adventure & Strategy Club**, 17 Sheridan Road, London E12 6QT. Tel: 081 470 8563. Cheques/POs to Hazel Miller

**Adventure Probe**, 52 Burford Road, Liverpool L16 6AQ. Cheques/POs to Adventure Probe

**Adventure Workshop**, 36 Grasmere Road, Royton, Oldham, Lancashire OL2 6SR. Cheques/POs to P. M. Reynolds

**Borphee Computers**, 64 County Road, Ormskirk L39 1QH. Cheques/POs to Borphee Computers.

**Jean Childs**, 24 Waverley Road, Bagshot, Surrey GU19 5LJ. Cheques/POs to Jean Childs

**Graham Cluley**, 43 Old Mill Gardens, Berkhamstead, Herts, HP4 2NZ. Cheques/POs to Graham Cluley

**Fictitious Frobshire**, 1 Heath Gardens, Coalpit Heath, Bristol BS17 2TQ. Cheques/POs to Neil Shipman

**High Energy Software**, PO Box 50422, Palo Alto, CA 94303 USA. Tel: 0101 415 493 2430. Cheques, Money Orders in US dollars. Visa and Mastercard telephone orders accepted.

**Special Reserve**, PO Box 847, Harlow CM21 9PH.

**SynTax Disk Magazine and PD Library**, Sue Medley, 9 Warwick Road, Sidcup, Kent DA14 6LJ. Cheques/POs to Sue Medley

**Toplogika**, PO Box 39, Stillton, Peterborough PE7 3RW

**Zenobi Software**, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX. Cheques/POs Zenobi Software

# C O N T E N T S

ISSUE  
14  
December 1993

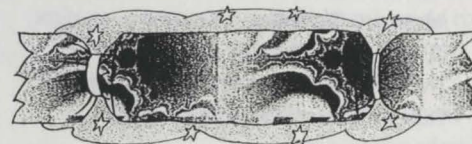
## REVIEWS

Alien, Nebula & Dark Continent	24	Jim & Jim's Christmas Joke Emporium	51
Apprentice	12	Little Bit Of Nonsense For Christmas	43
Chaos Strikes Back	20	Play By Mail	59
Crime To The Ninth Power	21	Sinclair Spectrum Emulator For The Amiga	38
Dr. Jekyll And Mr. Hyde	31	Squirrels Nuts And The Author	45
Elf's Adventure	18	Where To Stick Your RH Stickers	12
Eye Of The Inca & Revenge Of The Moon Goddess	56	Z80 — A Spectrum Emulator For The PC	50
Gateway II	29		
Get Me To The Church	25		
Jade Stone	14		
Jinxter	26		
Lost In Time	28		
Night At The Top	11		
Sir Ramie Hobbs	22		
Trials And Tribulations Of An Apprentice Wizard	16		
Unborn One	10		
Undead & Tommyrot	23		



## SOLUTIONS, MAPS & HINTS

Adventure In Time And Space. Hints	70
Eric The Unready: Part 2. Solution	68
Ishar II: Part 1. Playing Guide	71
Gateway To The Savage Frontier: Parts 14, 15 & 16	74
Helvera — Mistress Of The Dark. Solution	65
Jacaranda Jim. Hints	62
Legacy For Alaric. Map + Solution	72
Quest For The Holy Joystick. Solution	69
Rings Of Merlin. Solution	63
Solvadol-X. Solution	65
Wizard's Skull. Map + Solution	66



## FEATURES

A Bad Day For Santa	33
Chrono Quest II: Part 2	42
Christmas Bargains	57
Crossword Competition — The Winners and Some Special Prizes	86
E-as-y M-aze Game	54
Emulation Game — Shareware Spectrum and C64 Emulators For The PC	52
Format Magazine	49

<b>DEPARTMENTS</b>			
Bytes & Pieces	6	Help Wanted	20
Editorial	5	Index	83
Feedback	7	Solutions List	78
For Sale	27	Solutions Wanted	20
Games Wanted	15, 17	SynTax PD Library	75
Get Info	4		





Alien, Nebula & Dark Continent - SynTax PD295 - PC	Pitchford - Adventure Workshop - Amstrad CPC - Disk version requires CP/M or CP/M2.2 - Disk £4.00, Tape £2.00
Apprentice : The Testing of a Magical Novice - by Bert Lee - SynTax Library - PC - PD320 / ST - PD319 / Amiga - PD444	Jade Stone - by Linda Wright - Adventure Workshop - Amstrad - requires CP/M or CP/M2.2 - Disk £5.00
Chaos Strikes Back: The Extra Dungeons - SynTax Library - 2 disks, PD 251 & 252 - all STs	Jinxter - Magnetic Scrolls - Special Reserve - Amiga - £4.49 / Atari - £4.49 / PC - £4.49
Crime To The Ninth Power (Cliff Diver: Investigator for Hire) - by Patrick Farley - SynTax Library - PD229 - PC	Lost In Time - by Laurence Creighton - Zenobi, Spectrum 48K Tape £2.49, +3 disk £3.49, add 50p P&P in UK.
Dr. Jekyll & Mr. Hyde - Adventure Workshop - Amstrad CPC, requires CP/M+ - Disk only - £6.00	Night At The Top - SynTax PD Library - Amiga Disk 509
Elf's Adventure - by Bruce McKay and Marlene Abriel - SynTax Library - ST - PD269 / PC268	Sir Ramric Hobbs - Amiga version - SynTax Library - PD490
Eye Of The Inca & Revenge Of The Moon Goddess - by John Olsen - SynTax Library - PD 482 - PC	Trials and Tribulations of an Apprentice Wizard - by Nick Robinson - SynTax Library - PD 175 - ST
Gateway II: Homeworld - Legend - PC only - RRP £34.99	Unborn One - author - Clive Wilson - Adventure Workshop - Amstrad - requires CP/M or CP/M2.2 - Disk £4.00
Get Me To The Church - by Gareth	The Undead & Tommyrot Epoch - by Ian Talbot - Amstrad CPC - Tape - £2.00

## STUCK IN AN INFOCOM ADVENTURE?

ASK THE GRUE!

For expert advice, write or telephone The Grue! 64 County Road, Ormskirk, West Lancashire L39 1QH.

Tel: 0695 573141 - Monday to Friday, 7.30pm till 9pm.

If you write, a stamped, self-addressed envelope would be appreciated.

# EDITORIAL

## Contributors

Dave Barker  
 Terry Brawls  
 Alan Brookland  
 Bruce Brown  
 Jean Childs  
 Steve Clay  
 Neil Currie  
 Joan Dunn  
 "Grimwold"  
 "The Grue"  
 Richard Hewison  
 James Jillians  
 James Judge  
 Phil Lomas  
 Dorothy Millard  
 Ron Rainbird  
 Phill Ramsay  
 Neil Shipman  
 G. L. Wheeler

Ho! Ho! Ho! and all that sort of stuff... we hope you all had a very merry (*but not too merry ... bic...*) Christmas and we send you our best wishes for the New Year. We have a packed and advert-free issue for you (*except for the usual small ads*) and we hope you enjoy it. We've been delighted by the response to my pleas for some nonsense contributions — so a special thanks to everyone who put on their Xmas hats early and contributed, although I'm not so sure that it's thanks that James Judge and James Jillians deserve for their jokes. I haven't credited the other jokes sent in — to save embarrassment — but the two James' deserve all that's coming to them. More details on page 86.

Hah! Got you all going with 11 Across... chortle... well, of course it *was* a *deliberate* mistake... cough. Honestly, truly, sincerely, it really was — would I... ermm... lie to you?

The Post Office strikes again at Red Herring — a few more mangled RH envelopes have been delivered. The problem is the wire binding, I suppose. I've looked at the available alternatives, but there really aren't any unless we use cardboard book packaging and the cost, both of that and the postage, would be prohibitive. I did seal all the edges of James Judge's last copy with sticky tape, but then he complained it took him hours to open it... *glare at James...* So if you do get a mangled Red Herring, send it back and I'll replace it and the postage. Oddly enough, there have been no complaints from our foreign readers, perhaps the Post Office take more care with Air Mail.

Late news — Adventions have just released *Horror Of Rylvania* a new interactive text adventure by Dave Leary. It's a radical departure from the Unnkilian series, being a true Gothic horror story... shudder. It's available now from High Energy Software at \$21 + \$1 p&p, but I would check the p&p cost for outside the USA. It's for the PC *and* the Mac (*cheer*) and I'll be reviewing it in the next issue if the blood and horror aren't too much for me.

I've been promised *Holiday Lemmings 1993* for Christmas — Lemmings in Santa costumes — so I'm looking forward to some time off to play through the 32 levels but I'll probably get well stuck before I get that far!

## Red Herring

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

Design and  
 cartoons by  
 Ken Taylor.

Marion



## SPECTRUM and AMSTRAD

Martin Freemantle of Dream World Adventures has just released three new games for the Spectrum — Settlement XIII, The Final Battle and Curse of the Serpent's Eye. Each game is £2.50 on tape or +D disk, or £2 on +3 disk but you must supply your own blank +3 disk. Incidentally, The Final Battle is the concluding part of the Dragonslayer Trilogy.

Philip Reynolds, Adventure Workshop is hoping to be branching out into the Spectrum scene shortly. In association with Adventure Probe he will be selling the Guild's Spectrum catalogue of games. Adventure Probe will be selling the tape-based games and Philip will be selling the +3 disk versions. They hope to get it up and running early in 1994 when they have been in contact with all the relevant authors and got their OKs. More news on this as it breaks.

New releases on the Amstrad from Adventure Workshop — available now — Jekyll and Hyde, CP/M+, Disk £6.00; Get Me To The Church (includes a free game — Snow Joke), Disk CP/M+ or CP/M2.2 £4.00, Tape, £2.00; Axe of Kolt — 484 version, CP/M2.2, Disk £5.50; The Unborn One, CP/M+ or CP/M2.2, Disk £4.00; The Eunuch's Ball (Adult only), Disk £4.00, Tape £2.00; The Weirdstone & Save Your Sister (both on one tape or disk), Disk £4.00, Tape £2.00; The Jade Stone, CP/M+ or CP/M2.2, Disk £5.00, First Past The Post, CP/M+ or CP/M2.2, Disk £4.00, Tape £2.00.

## 16-BIT COMPUTERS

The follow-up to Legend of Kyrandia, Hand of Fate, should be out by the New Year from Virgin/Westwood Associates. This time you play Zanthia but other people will be recruited on your travels. The sound and music will be digitized and the graphics look excellent.

Meanwhile, there's a rumour that The Dig, the forthcoming LucasArts game from Brian Moriarty and Steven Spielberg, may be CD-ROM only. Don't panic, Activision said that about Return to Zork too! However, the next LucasArts extravaganza will be Sam and Max Hit the Road, which features two unusual detectives, a dog and a rabbit. The characters are taken from a comic series by Steve Purcell.

Did you enjoy SimCity? What about Populous? And Civilization? If you liked all three, look out for Genesia in the New Year, which promises to contain the best features from all of these. Produced by French designers, Microids, it will be a 3D isometric game released through Mindscape. You must recover 7 jewels but while doing so you must expand your fledgling empire, control the economy, progress technologically and manage an army.

New from US Gold/SSI comes Dungeon Hack, a first person perspective RPG. The storyline is hackneyed (search out and kill the baddie deep in the dungeon); what IS new is that the dungeon is randomly generated and you, the player, can use a set-up screen to choose the difficulty, type and number of monsters

French software house Coktel Vision have been acquired by Sierra. As a result of this Digital Integration will no longer be representing Coktel's new line-up of products (Goblins 3, Lost In Time) which will be released by Sierra. Digital Integration will, however, continue to represent Coktel's back catalogue games like Goblins, Goblins 2, Ween, Inca and Fascination. *Sue*

“... Well someone had to reply to the letter from James Judge but let's make it very clear from the start, I'm not annoyed or enraged and my hackles are as flat as they could be (*well as flat as a Grue's could be*).

Firstly, I don't like mazes either but some people actually enjoy mapping them out (*weird*). To you what may seem a loathsome chore is an absolute delight for others and to have only a couple of items to help map it is an even greater challenge. To suggest that mazes on 16bit games are mainly there to pad out the game or as a way of frustrating the player's path from A to B is a bit unfair. I would imagine that most authors — 8bit or 16bit — try to write a game that people will enjoy to play, but let's face it, there have been some dreadful games with dreadful mazes written on 8bit as well as 16 bit.

I also disagree with James' statement that 16bit authors have a lot to learn from 8bit authors, the fact is that all authors can learn from each other. Sure 8bit authors had the problem of memory constraints but they can write a two or three part game if the wish. How do you go about creating a large, difficult (*but enjoyable*) with a maze thrown in for fun on a PC or Amiga... The answer is still the same, with lots of fine puzzles.

There are some terrific games on 16bit machines: Jacaranda Jim, Humbug, T-Zero, The Mission, Perdition's Flames, the Unnkulian series and not forgetting Oklib's Revenge. Alright there aren't as many 16bit games around as 8bit, but that is due mainly because as people upgrade they lose interest to some degree in text adventures — but there are still some bloody good games around. Let's not forget that some of the 16bit authors have progressed from the humble speccy, does this mean they were good authors then but now they write on 16bit they are not?

Let's not try and lay the blame for a poor game on the shoulders of 16 bit authors. I could do the same to 8bit authors and suggest they are not capable of making the transition from 8bit to 16bit but that would be wrong and extremely unfair of me. Let's face it — a crap game is a crap game not matter what machine it is on or who wrote it.

*The Grue*

“...After reading my letter in the last issue of RH, I did feel I was being overly harsh and, as I said to Marion, I should have added a few 'somes' and other such words.

Firstly about the mazes. I'm not saying that everyone should hate mazes because I (*and many other adventurers*) do. Far from it — if you like them fine, if you don't you feel the same as me. When I think of mazes I do tend to think of the 8bits as a maze is a *traditional* adventuring tool used by authors. Of the 16bit games that I have played only a few have had mazes, but those that did used them mainly as a way to get from one place to another. I don't mean to separate the 8 and 16bit mazes as they are both used in the same way, either as a route from A to B or as a viable part of the game. Anyway, this is just a matter of preference - you either love 'em or hate 'em and I hate 'em (*especially the big uns*).



My next comment (*about the 8 and 16bit authors*) was, as I have said, a bit harsh and condemning for the poor 16bit author.

As you say, all authors can learn from each other, whether they are the best author in the world or not — you will always come across something new in other people's games and, probably, incorporate a variation of that in one of your future games, if it is a good idea. This is one of the good things about adventures and adventuring — you are always learning. No-one has come up with the perfect adventure that has pleased everyone, as this is nearly impossible. But, to cater for the majority of adventurers is a great achievement, and there have been only one or two authors to have done that to date.

I know there are great games on both types of machines and, unfortunately, a great many that have been crap. I'm not trying to blame the bad game on the 16bit author as I know that to be unfair, and probably untrue. Instead what I am trying to say is that most of the 8bit authors who have had to deal with memory constraints and other such hindrances tend to be the ones who have the most experience with writing games.

I'm not saying that 16bit authors are wet behind the ears — far from it. There have been more games that have had me stuck on the ST than there have on the Speccy and this is due to the complexity of the problems. But whether you are stuck or not on a fiendish puzzle doesn't make the game a good one.

When I am reviewing or playing a game I look for four things. The first is presentation, whether or not you can read what the game is telling you. We can't say that either type of machine is a fault on this count more than the other. The second is puzzles and you get some good and some bad on both machines. The third is atmosphere and here is where, I feel, the 8bit authors do extremely well.

Before I explain that, I just want to say that when I talk of terrible 16bit authors I'm not talking of people like Jean Childs, Peter Hague, Graham Cluley, the people who did the Unnkulian series and other high ranking authors (*I don't know about you, Grue, as I haven't had the (mis?)fortune to play one of your games*). Instead I'm talking, mainly, about the people who chuck out AGT (*for the most*) games that have been knocked up just on a whim. I know they might not have, but when you play a game that has got a few lines of description that is poorly spelt and punctuated, the game play is poor and the game is bugged here and there you tend to get the feeling whether the author really did take care of his *baby*. All the above authors that I have mentioned obviously take great pains over the way their games look, play and feel with extensive research and playtesting. So when I talk of the bad 16bit game, it is the authors who always get the bad reviews that I'm talking about.

Anyway, back to atmosphere. When I play an 8bit game (*including the ones that have been converted to the 16bit*) I tend to feel more at home with the game than I do with the aforementioned 16bit author. With games by the like of Laurence Creighton, Jack Lockerby, Simon Avery and Larry Horsefield I get absorbed into the game and it takes something like a crack round the face to get me into the real world. With some 16bit games, though, I feel as if I have been kept at a distance from the game, not being able to enter the world and I often find my attention wandering to doodle on my maps and things like that.

The fourth point I look for is a good parser. Here the 16bit authors have, undoubtedly, a great

advantage with all that extra K to fill with helpful verbs and nouns. If this is so, why am I always coming across difficulties with parsing in some 16bit games? Surely the authors should take the opportunity to add those few extra messages and commands so the player can do more of what he wants, instead of trying to find out how the authors mind works. This, I suppose, also relates to atmosphere, making the game more true to life.

Oh no, Grue, when an 8bit author comes to the 16bit scene I doubt very much that he becomes a bad author. All I said was that they should not try to overstretch themselves and make an empty adventure, giving themselves a black mark.

To sum up: some 16bit authors have got a lot to learn from 8bit authors and other 16bit authors. There are, as you said, terrible games on both the 8 and 16bit computers, but the bad games on the 16bit machines seem to be worse than the 8bit games. Then again, there are some real corkers on both types of machine.

I hope that has made my feelings slightly more clear. Oh, and Grue, I hope you've got your winter fur as you'll need it earlier than normal this year. Merry Christmas to all of you out there and a Happy New Year! ..."

James Judge

## Adventurers' Convention Awards

Results of awards made at the Adventurers' Convention in Birmingham in October

### BEST 8-BIT ADVENTURE

1. Tax Returns
2. Lost Tomb of Ananka
3. Joint — The Four Symbols / Death or Glory / Diarmid

### BEST 16-BIT ADVENTURE

1. The Four Symbols
2. Oklib's Revenge
3. The Test

### BEST 8-BIT AUTHOR

1. Steve Clay
2. Jack Lockerby
3. Joint — Jon Lemmon / Laurence Creighton / Simon Avery

### BEST NEW AUTHOR

1. Joint — Martin Freemantle / Marlon (Margaret Crewdson and Lorna Patterson)
2. Peter Council
3. Joint — Denis Francombe / The Grue / Nigel Kettlewell

### BEST SOFTWARE HOUSE

1. WOW
2. The Guild
3. Adventure Workshop

### MOST HELPFUL ADVENTURER

1. Joan Pancott
2. Barbara Gibb
3. Sue Medley

### BEST 16-BIT AUTHOR

1. The Grue
2. Sue Medley



## THE UNBORN ONE

Reviewed by Phill Ramsay, played on the Amstrad CPC

This is the eagerly-awaited sequel to *The Darkest Road*, where you had to confront and defeat evil by singing the *Silent Song*. However, that was many years ago and now a new evil is threatening the people and the land.

The Mysterious Stranger has sought you out again, seeking your aid in defeating this evil. Plague has befallen the land, killing the people in their thousands. Soon, the South Lands will become a barren wilderness, inhabited by only the warped and perverted things that stalk the night.

The plague was unleashed upon the people by the Unborn One, an evil concocted by the Black Wanderer, hidden until now, awaiting his call. The Unborn One has taken the Citadel of Gor and dispensed the plague from there. The Citadel is guarded by the Hosts, evil beings, but who can be destroyed by the power of the *Silent Song*.

The only problem is that the Unborn One is immune to the powers of the song so that cannot aid you in his destruction as it did in the last quest. You must enter the Citadel and somehow stop the Unborn One from destroying the South Lands. It doesn't sound too easy, does it? At least you knew that the *Silent Song* would help you out at the end in the last game. The only problem was getting there!

I found this game to be about the same difficulty level as *The Darkest Road*, which means that it is not *really* difficult. Novices might have to stop and think about how to solve such and such a problem, but overall, I don't think the game is very difficult. Having said that, there are one or two things which may not be immediately obvious to some people. But even these become obvious with thought. The problems which have been set are all quite logical.

There are several objects which have been

hidden in the location descriptions, so it is essential to search these locations thoroughly. Some of the objects you will need to find in order to complete the game include an arrow, a vial (*and be careful with this!*), a stone and a pair of shin-guards! If I can offer one clue — if you want to talk to something in the woods, then make sure it can see that you're green!

One of the things I did like about this game is that when you reach a certain point (*when you are South of the Top of the Rift*), you can take any one of three routes to the Citadel. Each route presents its own hazards and challenges, so if you Ramsave at the point where you make your choice and then get killed off, you can always Ramload and then try getting to the Citadel by another route. Of course, once you have solved one route, you'll probably want to see what problems the other routes have to offer anyway.

The game area isn't massive — I reckon that there are less than fifty locations, but the game doesn't suffer as a result. If anything, you get to know the playing area pretty well before being ready to try finding the Citadel.

The game has been converted to Amstrad format using the PAW, so it is only available on disc and runs under CPM+ and CPM 2.2. It is in one part and really shouldn't take an eternity to solve.

It was a pleasant change to play a game which made me think, but didn't leave me feeling frustrated because I couldn't see what I was supposed to do next. And, if that isn't enough, there's not a maze in sight — a definite plus point.

Those people out there who have already played *The Darkest Road* will need no urging to pick up *The Unborn One*. For those Amstrad owners who still haven't played it, it's still available from Adventure Workshop.

## A NIGHT AT THE TOP

Reviewed by Terry Brawls, played on the Amiga

If you fancy a bit of 8-bit-style, early eighties-feel, simulated basic-type text nostalgia tripdom (*though it's written in assembler*) then meet a master of the (shall we say) genre:- Mr. Trygve Jensen from Oslo in Norway.

Yes, he's seen fit to grace all us Amiga owners with a rather strange little text adventure called *A Night At The Top*. Now, why do I think it's strange? After all, he's not chosen any sort of outlandish SF or fantasy theme as subject matter, nor in any way stretched the text-concept beyond known boundaries or styles.

Game documentation is delivered in two ways. The main file is an unusually old-fashioned DOS-window thingy, full of closely-packed, disorganized ramblings about, amongst other things, his programming history, European politics, the current state of adventuring, and things you should read. The game's icon is rather nice — it's got a sort of miniature story written in tiny writing on it, and what a story! I MUST copy down the first quarter or so here —

*"IN THE BEGINNING THERE WAS A LONELY MAN ONE COULD SAY TO BE THE RIVAL OF ADAM BUT WHICH GOT THERE A SECOND TOO LATE AFTER THEY HAD TAKEN THE BITE INTO THE ROTTEN APPLE AND SO WAS HIS BLOWN..."*

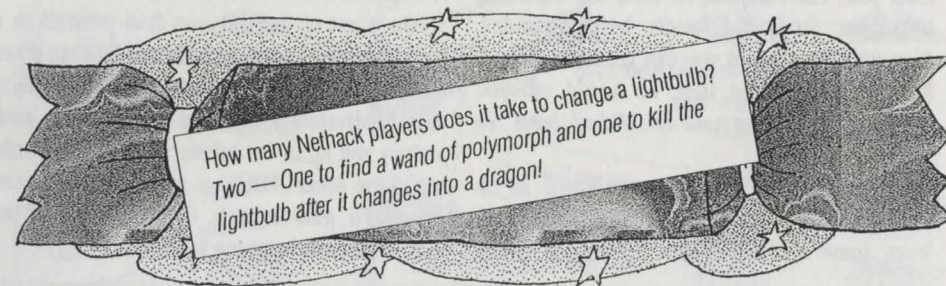
— it goes on in an equally mad, yet almost-beautiful way right to the end.

Once you've gnawed your way through all this, it seems that what we've got is a detective story. You are a police official trapped near the top storey of your headquarters by a group of terrorists who have cut off all modes of communication to the outside world. The aim is to escape through the down-most door to freedom.

The terrorist-characters are claimed by the author to possess a certain degree of artificial intelligence, as they react to the presence of the player. If he means they pop up at random moments and machine-gun you to death, then he's right!

Game-play is simpler and easier than the writing. It's quite fast, certainly faster than AGT, with, of course, better save and load routines. An undocumented feature is a result of its primitive format — pressing the *up* arrow-key skips through previous inputs, acting like a *repeat* key. Commands can be joined by the use of full-stops, and sophistication hits the level of *TAKE ALL EXCEPT X*.

Taken as a whole, though, I have to say that the game lacks any sort of depth or addictive qualities. Awkward writing, sparse atmosphere and annoying rate of death-by-violence all conspire to make a disk full of nothing much.





# APPRENTICE : The Testing of a Magical Novice

Reviewed by Sue Medley, played on the PC

Bert Lee, an American adventure writer, has written two AGT adventures over the last few years which have won honourable mentions in the annual contests. The first, *Apprentice: The Testing of a Magical Novice* was entered into the 1991 contest.

For a long time you've been waiting to hear some important news, that your initiation as a wizard had been approved. Just this morning, as you were finishing your chores in the kitchen, the wizard came to you and told you that today is the day! So, at midday, you met him at the Library, as instructed, and watched as he performed various magical rituals. You were a bit disheartened when, from his attitude, he made it clear that he didn't agree that you were ready to take this huge career advancement.

Then he gave you several objects including a compass and a pair of shoes. You found the shoes were heavy to carry but, when you put them on, you found yourself feeling surprisingly nimble. You were going to Dardhad, he told you, and you would be granted First Apprenticeship if you transported these items quickly and safely to the House of the Lunar Transit, where he would meet you. The compass, he said, was especially important. Study the objects, he commanded. Play with them, see if you can get them to work for you. Other than that, he would tell you nothing, because he said he 'didn't have the time'!

There were further things you could do on your travels to make your record look good; learn some magic, perform healing or dream



something into existence. If you caused harm to anyone or anything, you must also make amends for your actions. Even better would be to liberate Habib's Book of Passageways from the vault under the Tower of the Moon — or, requiring even more courage, to destroy the Mirror of Souls and

liberate the country from the Angry King. If you could do *THAT*, you'd be made Grand Wizard! There's nothing like a short cut to the top!

With that, the Mage is gone, and you find yourself in a small chamber made of stone blocks ... and with no entrance or exit. Since the air will only last a short while (*16 moves, to be precise*), it's imperative that you find a way out. Checking your possessions you find you have a white stone, a silver flute, a tiny bottle with some clear water in it, a brass compass, the shoes and tunic you are wearing — and some pocket fluff (*shades of Hitchbiker's Guide to the Galaxy*). A bit (*okay, a LOT!*) of experimentation with these objects will enable you to make a way out of the cell, sadly injuring a small mouse in the process. But, being disoriented, you don't know which direction is north, south, east or west. It's lucky you have a compass, if only you can work out how to use it.

Once out of the cell, you find yourself in a trackless desert, with a sandstorm bearing down on you. Seeking an escape from this arid place, you inadvertently upset a mother roc and, picking you up in her talons, she flies you north, across the ocean. Well, not quite across it as she drops you part way. Is there no end to the tribulations you're going to face?

The answer is no, as on your travels you will be catapulted from one dangerous situation to another. Luckily none of them lasts too long — for one thing the game only has 71 locations — for another, most of the perilous situations have a time limit so if you take too long finding the right solution it's time to reload.

During the course of the game you'll meet such varied characters as an old sailor in a surprisingly sea-worthy stone tub, a seahorse, a blind boy and a beggar (*or as the author calls him, a 'begger'*). Most of the puzzles are fairly logical though sometimes the exact wording may cause you a few headaches.

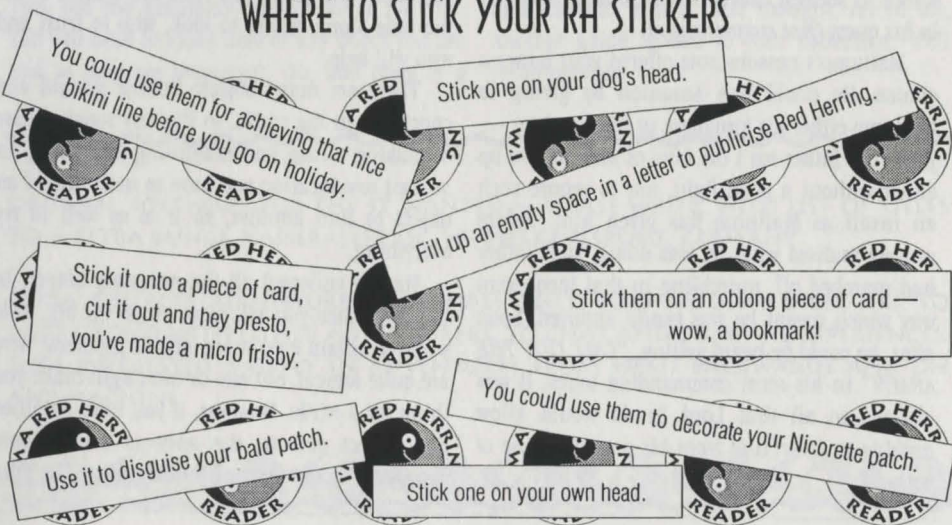
The location descriptions and messages are good, with few spelling mistakes and grammatical errors though Dardhad is called *Dardbek* at one point. Humour is strong, especially in the descriptions of the mouse who will turn out to be a very useful travelling companion if you can work out how to keep the wretched creature alive. On the minus side, there are a few bits of dodgy programming where, for example, the text repeats in certain locations. I would also have preferred the abbreviation X for EXAMINE, not just EX; it's very easy to program

changes like that into AGT.

There are a maximum of 83 points to score and some people may be confused by the fact that they start off with 33 points! The fact is that there are two main ways to implement SCORE in AGT. In one, which requires some work on the author's part, you award points for solving puzzles. The short cut is to use the built-in scoring system where points are given when the player reaches certain locations for the first time and, the way it is done in *Apprentice*, the REALLY lazy way, by giving certain items a score which is added to your total if you carry or wear them, or they are in the same location as you, or they are in a designated treasure room.

The first time I finished the game I had just 3 points! In fact, there are many ways to complete the game, not all of which are satisfactory in terms of what you have achieved. You need not complete all the Wizard's suggested tasks to win. But this means that a game which would normally be relegated to the disk box after being played once can be replayed numerous times in order to try all the routes and opportunities open to you — if you want to, that is!

## WHERE TO STICK YOUR RH STICKERS





# THE JADE STONE

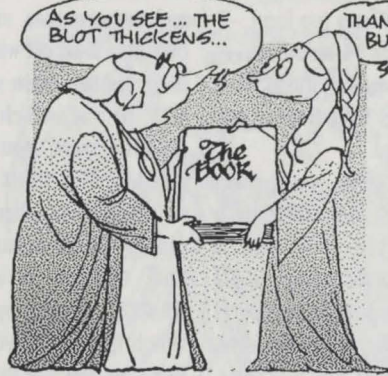
Reviewed by Phill Ramsay, played on the Amstrad CPC

The Jade Stone is one of the latest titles from Adventure Workshop. It is a two-part game and I would say one aimed towards intermediate adventurers. Having said that, the problems set are not so difficult that you will have no clue about how to solve them. The game has been converted to Amstrad format using the PAW, so is only available on disc and runs under CPM.

You become Amanda, the daughter of Lord Senda. You are engaged to Amanton, who is attractive enough but, all in all, a bit of a wimp. Now Amanton was stupid enough to believe that he could prevent Mallumo of Kradoon (*the local baddie*) from going to war with your father.

Needless to say, Amanton wasn't seen after he had made this attempt. The first news that was heard of him came from a Putron (*servant of Mallumo*) who delivered a ransom note to your father. It seemed that Amanton managed to fail in his quest (*not surprisingly*).

Mallumo's ransom note offered your father a choice. He could free Amanton by giving to Mallumo either his kingdom, or his daughter — you! Your father isn't the kind of man to give up either without a good fight, nor to ignore such an insult as Mallumo has given him. Before anyone realised what he was doing, your father had marched off, mumbling in that incoherent way which meant he was *really* annoyed. Soon after, he could be heard yelling, "CALL OUT THE ARMY!" in his most commanding tones. It was obvious to all that Lord Senda would allow nothing to divert him from his present course of action.



Now, one of your father's closest advisors, Sajo, confided in you that your father, despite his bravery and cunning, stood no chance of overcoming Mallumo. He is certain that there is more to the threat that Mallumo suddenly represents than meets the eye.

Sajo is convinced that only the legendary Jade Stone would be powerful enough to defeat Mallumo... but who could seek it? Well, as there isn't anyone else knocking about to take the job on, you decide to take on the task. After all, you can't allow your father to take all those risks, knowing that he cannot succeed.

Sajo holds some useful information, although getting it out of him might be a little difficult if you don't ask him the right question to start with. He also wanders around a little, so it's a good idea to make sure that he's still there before you start talking to him. Bear in mind the object of your quest. You need some hints about the Jade Stone, where to look, who to trust and who will help.

There are many objects littered around and concealed in the castle, so it's very much a case of making a map and examining everything. In at least one location you have to make use of an object to find another, so it is as well to try everything.

Having collected all the necessary objects in the castle then you will move out to the big, wide world to obtain even more. All the problems here are quite logical, but one or two might make you think for a while. However, if you have obtained the correct objects, the answers will become apparent. In this part of the adventure, helping

others in distress, or a kindly act or two may pay dividends.

Perhaps one thing I should warn about is when you have managed to obtain the money you will need to buy various things — do not waste your money on things which you don't need. This advice is, to say the least, double-edged, as you don't know what will be needed later on (and in Part Two) until you get there. I don't believe in giving too much away in case it spoils the game for people who thrive on a challenge.

Eventually, after several minor adventures (including being attacked by robbers) you will arrive at Carmon's house, fully provisioned for the next part of the game. Now, Carmon can be a very persuasive man and giving in to him may not be the best idea you ever had...

If all goes well you will manage to find the hidden glade and by mysterious means find the way to enter Part Two.

At the start of Part Two, Sajo, kind old soul, appears with the gift of a book. Unfortunately, the important information that you will need later on is obscured by an ink-blot. Nevertheless, the information contained is/will be useful.

There are not quite so many locations in Part Two, but the gameplay doesn't suffer for that. You will need to make note of any words you are told as they are important. Oh, and there is a

time limit for you to accomplish your tasks, just to add to the fun.

Obtaining the Jade Stone is one of the first things to do — if you can manage to do it. I confess I cheated and looked at the solution. I needed to type carefully to obtain the correct result. There are some nice problems to solve — one involving some rubble which is too heavy for you to shift, you being a girl and all, and so you need someone to help you.

Then there is a hidden path to uncover, not to mention the perils posed by a snake and an irritable bear. As if that wasn't enough, later on you have a homicidal vulture to take care off. Well, it's all in a day's adventuring. If having successfully got through all that, you may head towards confrontation with Mallumo. Success or failure depends on whether you have the correct objects with you...

I have to confess that I enjoyed playing this adventure. Before Agatha's Folly, I'd never played a Linda Wright game. I like the style of the game and I like the odd pieces of humour which are scattered around, almost as though they place placed there accidentally — a nice touch.

The problems, as I have said, are all logical and solvable with a little thought. All in all, another game to add to your collection. Well recommended.

ORIGINAL SOFTWARE FOR THE ST WANTED — PLEASE WRITE, WITH LIST OF TITLES TO — PETRA BUNGE, KAISERALLEE 25C, W-76133 KARLSRUHE, GERMANY.

PETRA COLLECTS ADVENTURES (ORIGINALS ONLY) AND WOULD REALLY LIKE TO CORRESPOND WITH OTHER ADVENTURERS, TO CHAT AND COMPARE EXPERIENCES. SHE'S INTERESTED MOSTLY IN ADVENTURES FROM 1986/7 BACKWARDS AND ON ANY MACHINE.



# TRIALS AND TRIBULATIONS OF AN APPRENTICE WIZARD

Reviewed by Jean Childs, played on the ST

WARNING! Do not try to play this game if you have a *kid* in the same room trying to do their homework. (*Excuse me, but kid is a private joke. Isn't it JJ?*) The sudden bursts of laughter can be very distracting to them. Also the occasional *listen to this bit* is enough to make them want to leave home. (*Adventurers must be very difficult to live with.*)

Actually, there is a warning at the start of the game about some scenes possibly causing offence. "*If you object to poor wise-cracks about religion, acres of bare nubile flesh, and the occasional piece of mild swearing, then switch off*". In other words, if you're human — play on. The game is written with STAC and, although I use STAC myself, I didn't recognise it as such. This should dispel the myth that all STAC games look alike. I was not too keen on the yellow text on a black background, combined with a rather elaborate font, but that could be due to me using a television and not a monitor. In certain places the text was in capitals, and due to the font it was a little difficult to read. There are few graphics but these few are excellent.

The introduction tells how you, an apprentice at the Wizards Academy, make a mistake while mixing ingredients. A BIG mistake. You come face to face with Death who explains that your little *accident* caused him to be distracted, thus allowing a wizard to run off with his liftimer. Your mission, if you accept (*sorry — you have no option*), is to find and return the liftimer.

Now I must make a confession. I got stuck



right at the beginning of this game and (*dare I say it?*) cheated. Just a tiny little bit, and it wasn't my fault. It was Nick's fault for putting that red herring there in the first place. What happened was, I found an axe. Not just any axe, but the Holy Axe of Excelsior.

Examine the axe and you are told that the wielder is granted immortality. Take the axe and you gain five points, an angelic chorus, bright lights and you become King of Albion. The axe is cast from solid gold and is further weighed down by a myriad of magical enchantments. Who could resist it? Well, just up the road is a tree and you need to climb across a branch in order to continue your adventure. The branch breaks, you die, you start again, you take the axe, you climb the tree, the branch breaks, you die... (*stop laughing — it wasn't funny*). The esteemed author in his infinite wisdom probably thought it would catch us out once or maybe twice. Not me. I spent days pulling my hair out and finally getting hold of a copy of the solution. (*It takes a very brave person to admit that.*)

The puzzles are both amusing and original. Some of them are quite hard. (*With my brain power they were all hard.*) During the game you go through various glowing portals into a variety of different worlds. These portals are actually rips in the fabric of time, the beginning of the destruction of reality, caused by the guy who ran off with his liftimer. The room descriptions are entertaining and well-thought out, occasionally hiding an exit. Once or twice I found a lack of information on exits. You meet

many well-known characters who don't always behave as you would expect them to.

I found nothing offensive in this game, it was just terribly, terribly, funny. At one point in the game you meet up with your old tutor, who also suffered from the effects of your experiment. "*He holds his head in his hands... quite literally.*" At another place it says "*You can also see a seal*". (*Examine seal*). "*It rears up, slaps its front flippers together and barks at you. No, sorry, wrong seal. This is a wax seal*". Usually you are allowed to *die* once, following which Death will appear and resurrect you. But this isn't the case if you spend too much time watching the Gods play chess. If you stay too long, and believe me you can't resist it, you get squashed by a God. Death appears as usual but apologises for not being able to resurrect you, as it was — an Act of God. This is where you realise that the beauty of this game is not in the solving of it, but in getting it wrong. I haven't, as is the case of some film advertisements, spoilt this by telling you all the best bits because this game is packed with humour. I haven't even mentioned Sonja, who becomes your companion in the adventure. Such a *nice* girl!

The game is Shareware and in the Read-Me file Nick Robinson, the author, asks the player to register with a donation of whatever you like. He also mentions that a follow-up is on the way. I always find the unspecified donations difficult to

deal with, but I had enjoyed the game so much that I had to register and find out about the follow-up. I hoped to have an answer before I finished this review, and Nick obliged by answering my letter by return. The follow-up, which was to have been an expanded version of T & T with 350+ locations, was not as yet available. (*Weep all ye T & T lovers. Weep!*) A visit to the States had interrupted the writing of it, and on his return he discovered that he had lost various notes. He struggled on and finished it (*sort of*) but was then let down by his play-tester. Nick then became addicted to the Movie Mogul Play-by-Mail game, and also became a Trekker.

Now for the good news. It appears that my letter and ego-messaging comments on T & T may have sparked off in Nick a renewed interest in finishing the extended version of T & T, and in adventuring generally. (*Not to mention an interest in Red Herring. That's one RH sticker that was put to good use.*) So if you have played T & T and enjoyed it as much as I did, why not drop him a line and say so. We can't let a good adventure writer like Nick stray too far from the scene. If you haven't played T & T yet, well I think you can gather from this review that I thoroughly recommend it.

*Note: The extended version will need a 1040ST and double-sided disk drive.*

AMSTRAD GAMES WANTED

MAINLY OLDER ADVENTURES, TAPE OR DISK.

TELEPHONE MARK ON 021778 2014 AFTER 5 PM OR WRITE TO MARK OULAGHAN,  
90 SPRINGCROFT ROAD, HALL GREEN, BIRMINGHAM B11 3EN.



# THE ELF'S ADVENTURE —or— GOD BLESS FROSTY THE SNOWMAN!

Reviewed by Sue, played on the PC

With the festive season upon us, I thought this might be an appropriate time to settle back with an adventure with a Christmas theme. *The Elf's Adventure* a.k.a. *God Bless Frosty the Snowman* was originally authored by Bruce McKay and Marlene Abriel and is one of the earliest AGT (Adventure Game Toolkit) text adventures, being one of those provided with the utility itself, having been converted to AGT by AGT's author, Dave Malmberg. It's a professional level game, which means that extra verbs, commands and messages have been programmed in, rather than the game using only those which are built into the utility itself.

You play the oldest elf, summoned out of retirement on Christmas Eve by Santa. You know that something dire must have happened, because the oldest elf is only called upon when a disaster threatens Christmas. Actually it's a wonder you've reached the North Pole at all because the method of transportation used to bring you here — Baron Justus von Leibig's magic mirror — is rather erratic to say the least. You can well remember how, when you were a young elf, the then-oldest elf was brought to the Pole using the mirror. The mirror still bears the resulting cracks to this day.

On arrival, you might be forgiven for thinking that a bad dose of the 'flu was the disaster since the hundreds of elves, who met you in the octagonal room where you arrived, took one look at you and you felt an itch build up in your nose until ... 'Achooo!' ... you and all the



other elves sneezed in unison. It's only when you realise that all the elves look identical that it dawns on you that you're still inside the mirror!

But, once outside, you start to notice that all is not well at the North Pole. For one thing, it's unseasonably warm for the time of year, not a flake of snow to be seen at the Pole, and the icy runway, which Santa uses for his sleigh, has turned into more of a slushway. Checking the thermometer in Santa's gingerbread cottage, you see that the temperature is stuck at 10 degrees Celsius and a weather report on Santa's computer informs you that it's due to stay warm until Boxing Day.

When you finally find Santa, the old codger is in a bit of spin trying to decide whether to wear his usual red suit or a raincoat. He's also trying to hold up his trousers with one hand while trying to do twelve things at once with the other. It seems he's lost his shiny black belt, so one of your first priorities will be to find something to hold up his trousers.

But there's one even bigger problem in the reindeer barn — Rudolph. Yes, the red-nosed reindeer has lost his glow and is hanging his head in shame. Without his red nose, there's no way Santa will be able to see where he's going in the fog that's starting to swirl around outside.

So the aim of the game is to sort out these three major problems — Santa's belt, the unseasonably warm temperature and Rudolph's nose. Fortunately, help is at hand in the form of a diary belonging to another elf called Egbert.

This wise elf documented the secrets of Christmas, including the formula for a magical elixir called *No Doze Noze Gloze* which is just the thing needed to restore Rudolph to full health.

You'll do a fair amount of travelling in the game, even going to the other end of the world to visit a Penguin Colony in the Antarctic. Make sure you're well-wrapped up in some warm clothes before you travel there or you'll be in for a chilly death. You'll actually only meet one penguin, Percival, who is dressed very smartly in a black tuxedo with enormous pockets. You'll find out why his pockets are so big if you try to carry a certain object past him — yes, he is something of a kleptomaniac and seemingly not too friendly either, as he keeps kicking you on the shins. Just to make things worse, the Penguin Colony is a large and complicated maze of ice floes where one false step will plunge you into icy cold, and fatal, water. Despite the fact that a map of the colony is provided during the game, it's still very tricky to get safely through. There is one other small and completely pointless maze which shouldn't cause you any problems at all other than a bit of frustration at the fact that it was included in the first place!

Another very important character who will turn up during the adventure is Frosty the Snowman. As in many games, if you do him a favour, he'll do one for you. And, indeed, without his help, you won't complete the adventure and a lot of children will be very disappointed when Santa doesn't arrive with their presents.

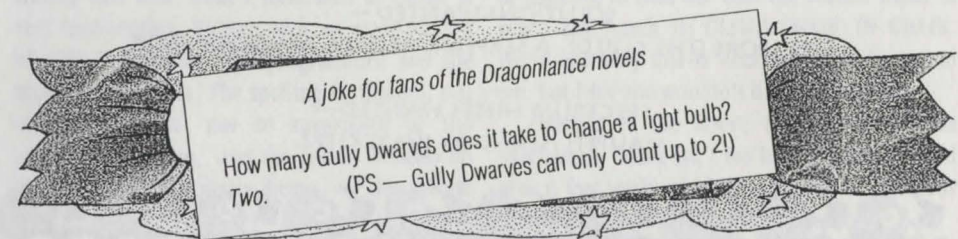
As you'd expect, with the game being

converted by the programmer of AGT, the Elf's Adventure is well-programmed. Changes have been made to the program itself, getting rid of some of the built-in messages which are common to AGT adventures (unless the author has purchased and amended the utility's source code) and giving the game more atmosphere with, for example, the end of game messages. My main moan would be the lack of X or EXAM as abbreviations for EXAMINE. AGT adventures usually only recognise the full word or abbreviation EX, which I find very frustrating as it's so easy to program in other synonyms. The ALL command hasn't been especially well implemented either so you can't, for example, WEAR ALL or GET ALL FROM <container>.

The ability to use a spellchecker on the source code, which for AGT games is always written using a word processor, means that there isn't any excuse for spelling mistakes and I only spotted an odd typo in the game such as a *shinny*, rather than shiny, mirror.

*Elf's Adventure* isn't very big, just 60 locations, but it is very well written, with a good plot, lengthy descriptions, attention to detail, a lot of humour (*such as the way Santa always talks about himself in the third person*) and a very satisfactory ending. The scoring goes up to 250 points so it's easy to see yourself making progress.

The game is ideal for youngsters because of the storyline and lack of violence though they might need a bit of help on some of the harder puzzles such as the ending which is tightly timed. The young-at-heart will probably enjoy it too. I know I did.





## CHAOS STRIKES BACK — Extra Disks

Reviewed by James Judge, played on the STE

Unless you've been dead, in a coma or have just been born (and if so what is your IQ, oh child prodigy?) you'll have heard of Chaos Strikes Back, the sequel to the highly acclaimed Dungeon Master that has graced more than one person's screen over the past seven odd years.

Chaos Strikes Back is exactly like DM, with the same control system, spells and stats. The characters have changed and so has the dungeon. As with DM you could, at one time, get an editor for the game so you could cheat and basically peer into otherwise inaccessible parts of the game.

And, as with DM, a group of peeps has got together and edited the main dungeon to make slightly harder challenges. The DM extra dungeon I got my hands on was appalling — in the first three levels there had only been one extra pillar added. Hmmm, thinking about it though, I didn't go charging around the levels nutting every wall I came across so maybe there were secret passages.

Anyway, back to the matter at hand...

There are ten levels in all, five on each disk. They are imaginatively named dungeon 1, 2, 3, 4, 5 etc. To install them as the dungeon you just copy the certain file to a blank disk, rename it to CSB.DAT (or something like that I can't remember) and then load it as you would any saved position. You are then deposited at the

start of the new dungeon.

Don't get your hopes up too high as the dungeons aren't all that different from the original, there are just added false walls, passage ways and walls. Some parts of the dungeon are inaccessible, making the game harder because it deprives you of handy pieces of kit.

You can't select the characters in your party, you are just given four characters which are the same for most of the dungeons. I don't know what characters they may be as both the names and portraits have been changed (to protect the guilty, undoubtedly).

If you've completed the original game — give us a solution, please. Seriously though (not that my plea for help wasn't serious), the disks do offer an extra challenge to those of us who are proficient at the main CSB dungeon and with ten dungeons with plenty of variation between them, you shouldn't get bored all that quickly, even if the problems and puzzles will still be the same.

PS — There is a half meg version that is available from LAPD, but I'll be giving a copy of it to Sue (or Jean Childs will) so the 512 owners won't feel left out. It lacks all the samples and the random names, but it still has enough samples to make it enjoyable and the gameplay isn't any different.

### SOLUTIONS WANTED —

THE SPORE (THE GUILD), A SERPENTINE TALE, PANDORA'S BOX.

### SPECTRUM HINTS WANTED —

MAUPITI ISLAND BY JIM O'KEEFE.

## CRIME TO THE NINTH POWER

(Cliff Diver: Investigator For Hire)

Reviewed by "Grimwold", played on the PC

"I had been investigating a lead on a murder over in the Sunset district and by ten-thirty I was about as worn-down as Milli LeMuir's welcome mat. After running halfway around the Mission district, I figured it was a nice gesture to show up at my office and catch up on some paperwork. I was just locking the files when I noticed a faded folder lying off by itself. I was so tired, I didn't even remember setting it on the desk.

The label on the cover read: Ricard Zamboni & The Zamboni Corporation: Current Investigation: OPEN

With Barbara in her holster and my butt in its chair, I quietly flipped the folder open to the first set of reports. Like a child reading Dick Tracy by flashlight after everybody in the house fell asleep, I read newspaper clippings and police reports under the harsh glare of my desk lamp. One hour and a half-dozen reports later, old case memories began to rise to the surface..."

That's the introduction to this detective-style adventure and I must profess to having a dislike for adventures that follow the detective genre. Having said that, what I have seen of Crime is very encouraging. Written with an early version of AGT, it has been well programmed and the spelling is flawless. The spelling is, though, full of Americanisms, not so surprising as the author is American, and the game is based on an essentially American theme — the private dick.



head), there is nothing that upsets the flow of his patter.

The adventure is quite hard, I've had little success so far, only seeing 16 locations and scoring zero points. It definitely isn't for beginners, though some cryptic answers to the HELP command do give you a pointer in the right direction when it's needed.

There are a couple of things I am not happy with. There a lot of sudden deaths, not only do you die, but you are dumped unceremoniously back to DOS, making you re-load the game again. The other is an occasionally unfriendly parser. At one part, there is an elevator with a hatch in its ceiling. Since you can't reach it from the floor, you must drop a folding chair and ascend on this. Normally, you'd try to STAND on the chair, but Crime won't acknowledge this. Then you'd try to CLIMB chair, but this doesn't work either. It took a bit of hacking to find out that the correct input to reach the hatch is: CLIMB CHAIR IN CHAIR. Weird eh? Why this is necessary isn't known to me, but I for one wouldn't have guessed this.

Overall, if the above two points can be overlooked, Crime isn't too bad. I think it would give a few weeks of challenge, if you like your adventures hard, and can persevere.



The Amiga version...

## SIR RAMIC HOBBS AND THE HIGH LEVEL GORILLA

Reviewed by Steve Clay, played on the Amiga

I first heard of Sir Ramic Hobbs when I read Gil Williamson's book *Computer Adventures: The Secret Art*. A superb book of adventuring, it included a transcript of part of the author's own game, Sir Ramic Hobbs. Reading the transcript made me want to play the game, so when Sue sent it to me for review I was well chuffed. That was almost a year ago. The Amiga version contained several bugs and wouldn't run correctly. Several disks later and still no joy. Enter Bob Adams and *bingo!* Sir Ramic is up and running on the Amiga! Was it worth the wait? (*After all that let's hope so!*)

As Sir Ramic Hobbs, you awake in a cave after a heavy night on the booze. The voices in your head turn out not to be in your head at all but that of one of your ever-present companions in this quest, Wizard Prang. Prang will describe your location in his own special way and offer words of advice and abuse in fairly equal proportions. Also with you in this quest is an owl, Bloodcurdling Owl to be precise — BO for short. You can ASK BO about things. So what is this quest? You find rather quickly that you, in your drunken stupor, agreed to rescue Princess Anne de Pea who has been kidnapped by the evil HLG (*High Level Gorilla. Geddit!*).

Problem number one is that you were supposed to bring a ransom (*no, not Esther Ransom*) and you've left that back at the Dome of Trasch Khann, relation to Cuddly Khann, so it's back to the Pleasure Dome for you.

Task number one of the return journey is to get down from your current position, that being halfway up the midden. A wander around should bring you the required bits and pieces to get over a hole in the floor and after a visit to a workshop you can have a short ride on a Chinese loco-

motive that just happens to be around. Now you have to deal with a bear and here we have a little timed sequence, for once the bear is disposed of you have a limited number of moves before mummy bear arrives. Tip! If you find yourself in the same location as a bear then forget it — *you are dead!*

The puzzles are fairly straightforward and a bit of experimenting should be rewarded. One neat puzzle involves a pneumatic ladder and a rope... nicely done. I have to say that it was the text that kept me playing rather than the puzzles. Wisecracks abound — "*You are in what is called the Hall of Remembrance! I'm damned if I can remember why!*". Examining objects often gives you a witty message. *Examine suit* tells you that *the suit belonged to your uncle who perished in it. You can still smell him*. Another nice touch is when examining some items you are told that USE item will do the job and this saves a lot of messing about.

AGT is the system used and brings all the well-reported quirks with it. On the plus side I like the programmed function keys — F1 is get, F2 is drop etc.

Overall this game is an excellent PD buy. The humour is spot on and the puzzles are fair enough to get most people to keep trying. To get the most from this game, examine everything and ask BO about everything.

### A Few Hints

Gap in the floor? - ecnef porD / raeb eht fo dir gnitleg erofeb lla teG /taob gnisu nehW krabmesid dna krabmE / Need a paddle? - tab esU / Locomotive - (1) bonk nruT (2) kcits hsuP (3) revel lluP

## THE UNDEAD & TOMMYROT EPOCH

Reviewed by Phill Ramsay, played on the Amstrad CPC

Both these games come on one cassette, which is priced at £2.00. I assume that the game is not available on disc since I have had no information regarding disc availability.

There is, in fact, a problem with *Tommyrot Epoch*. It was apparently written on an unexpanded 464 and most of the memory was used up in the writing. This means that 664 and 6128 users will find that the game corrupts when it has loaded, because the interface ROM needs some of the first bank of 64k and therefore room and object descriptions are corrupted on these machines.

Fortunately I own both a 464 and a 6128, so I was able to load the game. The cassette inlay says nothing about *Tommyrot Epoch* being 464 only, so I would have assumed the game was corrupt if I hadn't been used to using the GAC and been familiar with its limitations.

I looked forward to playing these games, but there are lots of problems with them and I don't mean of the adventuring kind.

We have all seen spelling and grammatical errors in professional games and had a quiet chuckle at them. Even worse, in my opinion, is the home-produced game which has such errors.

Both *Tommyrot* and *Undead* fall into this category. The games have quite obviously not been checked for spelling errors, contain sentences which aren't — due to the lack of a main verb — and sequences of words which, quite frankly, make no sense at all.

*Tommyrot Epoch* contains some superbly childish mistakes, such as *Bear Mat* which is covered in stains and the size of a credit card. Another object is a *Bag of Potatos*. Plurals obviously cause him difficulties too. One of my favourite locations was the *Ships wheel huse*. Apostrophes and correct spelling really are not Ian Talbot's strong point.

In *Undead* at one point there is a sword which is made of solid *SIVER*; not silver. The noun has been defined as *SIVER* in the data file, so the correct spelling is not recognised. Another of my favourites, again from *Undead* is: "... *in this this EXPLOSED CEMERTAY, are so...*".

Throughout both games there are no spaces after full stops, which gives the text a very cramped appearance. I know that there are formatting problems when using GAC, but there are better ways of overcoming them than cramming the text so closely together that it becomes difficult to read.

In *Undead* your input is often reduced to entering a, b, c, or d for an indicated action. Quite why the game has been programmed this way is a mystery to me. It does not improve the game at all: quite the opposite, I found.

I have not completed *Undead* mainly because these errors annoy me to the extent that I quickly lose interest. Nor are these isolated examples. Such errors litter both games with monotonous frequency. It seems to me that Ian Talbot doesn't care about the quality of his games, or how badly they fall down on these basic points, as long as he gets the money from their sale.

The Adventure Workshop sells tape-based adventures, priced at £2.00. However, Philip Reynolds (proprietor of AW) has a team of playtesters working on his games and submitting reports on any error, so that the games can be corrected *before* being offered for sale.

Ian Talbot's game give the feeling of having been programmed yesterday and offered for sale today. Never mind all that boring stuff called 'playtesting'. Never mind checking for spelling mistakes (*they won't notice and once they've sent their money, it's too late anyway*) and



never mind grammatical errors (*who cares about grammar these days?*).

To sum up... if you've money to throw away, don't mind being ripped off and if you don't mind atrocious spelling and grammar, then these games are the games for you. Otherwise, do yourself a favour and give them a miss.

After Phill's first look at these games, he

wrote a friendly letter to Ian Talbot pointing out the problems. He asked that the mistakes should be corrected and a new version sent to him.

Phill also said that he would wait three weeks before writing the review but if he hadn't received a corrected version by then, he'd review the games as they were.

So far... not one word in reply!

Marion

## Alien, Nebula & Dark Continent

Reviewed by Bruce Brown, played on the PC

A confession! These are the first adventure games I have ever played on a PC and so I had no idea what to expect. This may explain some of the difficulties I had with the first game, *Alien*. You find yourself stranded on a distant world as the sole survivor of an exploded spaceship. Your aim is to survive and, if possible, escape the dismal planet you have been dumped on. For an embarrassingly long time I could not even get started. I was stuck at the first location, unable to move, until swept away to my death by a hurricane. I then solved the only puzzle in the game: all inputs must be in capital letters. *Alien* appears to be largely an exercise in mapping, with an incredible number of sudden death locations thrown in for good measure. Completing the game is fairly straightforward as long as you have the patience to keep going after being killed for the zillionth time. A definite *MISS* I'm afraid.

In *Nebula*, you are a space explorer ordered by NASA control to collect one animal, one plant and one metal object from each of three planets. In addition one intelligent life form must be captured alive and the whole lot returned to Earth. One thing I found useful was to LOOK at each location. This often revealed extra objects in a similar way to the EXAMINE command used

in other games. There are quite a few hints available if you should get stuck on any of the puzzles although they are generally pretty easy. Overall this is a very gentle game and would provide an ideal introduction to adventuring for someone new to this type of game.

*Dark Continent* is written by the same author as *Nebula* and is aimed at *Intermediate* level players. He has also written other games aimed at *Expert* and *Grand Master* level. This is particularly depressing as I cannot get very far at all in *Dark Continent*. You play a brave explorer in the heart of Africa who has awoken in the morning to find all the porters have done a bunk with your gear. The first problem is how to cross a deep ravine which is too wide to jump. Some handy vines enable you to overcome this Tarzan-style. Not long after, an old airplane is discovered on a disused runway. After finding some fuel (*up a tree!*) I managed to takeoff and land elsewhere. But that's it!, I got no further. The type of help which was available in *Nebula* is not there in this game. The bit of the game I have played so far has been enjoyable enough to make me want to carry on and so I shall probably send off to the Helpline for some hints.

So there we have it, two good games and one lemon.

## GET ME TO THE CHURCH

A Preview by Phill Ramsay, played on the Amstrad CPC

This game is the sequel to *First Past The Post*, an adventure in which you had to intercept a letter you'd written to your fiancée, Miss Rosie Cheeques, in a fit of temper and drunkenness otherwise she'd no doubt call off the wedding.

Fresh from that adventure and having recovered and destroyed the incriminating letter, the date has been set and our hero, Ernie Spludge, is all set for his wedding and will live happily every after.

Unfortunately, there are one or two minor problems which might blight Ernie's big day. For example — he's currently twenty miles away from the church and has no transportation. His best man is asleep in his bed and shows no sign of recovering from last night's monumental stag party.

Once you manage to rouse Robin (*which isn't as easy a task as it first sounds*), he manages to inform Ernie of a couple of other things that he forgot to do — like booking the honeymoon...

The game has been written using the Adlan compiler and is therefore available on disc and tape (*hurrab!*). It's light-hearted and humorous and the problems set are not very difficult to solve. The most difficult is working out how to wake up the best man and that becomes

obvious with a little thought and careful attention to the location and object descriptions.

Several helpful objects are craftily hidden, so it's as well to search everything and don't forget that objects can be hiding behind and under things.

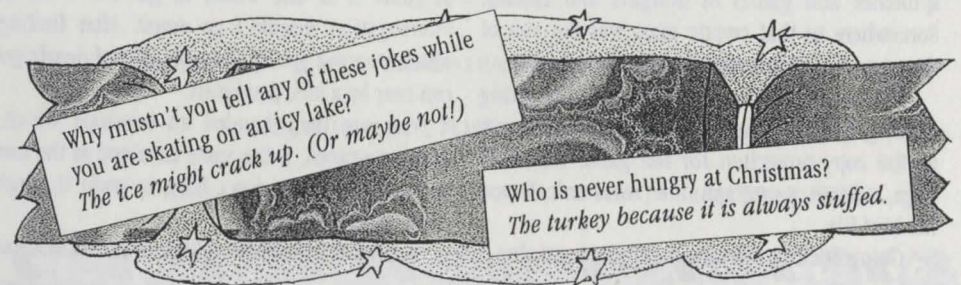
Obtaining transport is a priority but the way it is accomplished is more than a little oblique, to say the least. If I say that it involves a telephone, a pizza and a moose's head, you might get some idea of how convoluted this game can be.

Once you manage to get to Scumsville (*having solved the problems caused by your vehicle breaking down and a mad dog trying to impede your progress*), you have more problems to solve. How, for example, do you manage to get money out the the cash machine? Why do you need dynamite?

The game is quite playable, not very difficult to solve and it should give a smile or two along the way. All in all, the game is a must for fans of Ernie Spludge. If you've not acquainted yourself with him yet, perhaps you should.

Get Me To The Church will be released in the next few months and Snow Joke will be free on the B side.

The Spectrum review with Coded Hints was reviewed by Mal Ellul in Issue 9.





# JINXTER

Reviewed by James Judge, played on the STE

JUST WHEN A MAN THINK HIS LUCK IS RUNNING OUT... things start getting even worse (be has to review Jinxter, for a start). He gets run over by a bus, sprayed with a cheese sandwich by a supernatural being, smashed against a tunnel by a speeding train, he falls 2000 feet down an artificial waterfall, he gets drunk, drowned and cursed, he gets incinerated, widdled on, folded, bent, splindled, mutilated and generally mucked around with.

Ah well, sounds like an ordinary day in my house so I thought I'd buy the game with that exact paragraph (minus a few commas and add a few full stops, but it reads better with the commas in review form, and it looks better, and the comma key is easier to reach) on the back of a box. Having only bought one Magnetic Scrolls game before (Corruption) I didn't know what to expect from this Hitchhikers Guide sound-alike.

I rushed home with the oddly sized box (neither the small budget size or the big #30ers, somewhere in between), tried time and again to get the ridiculously small top off the base, succeeded at last and I gazed at the goodies that awaited me. In there was an envelope with STAFF MEMO on it, a newspaper and a disk.

Discarding the disk I opened the envelope and found two A4 sheets of paper with the standard office coffee stains, scribbles, ink splotches and games of noughts and crosses. Somewhere in that cryptic mass was the aim of the game so I didn't read that for the moment.

The newspaper provided some interesting reading, being a humour piece as well as acting as the copy protection for the game (standard page, column, paragraph, line, word ordeal) and the hint file.

Going back to the memo I figured out that a

witch, Jannedor (Rodennaj backwards which makes no sense at all), has been stirring up all the other witches who had, previously, restrained themselves to jokes, meetings and charitable works. Now they are planning to destroy a particular bracelet that means a great deal to the department you work for.

The recommendations of the department are that someone follows recommendations — 4.B.1. (Locating all missing charms), 4.B.2. (Gaining access to the said bracelet), 4.B.3. (Reassembling said Bracelet) and 4.B.4. (Utilising power of Bracelet against said Witches).

From what I could gather, the bracelet is connected to the said charms and when they are brought together they will be able to destroy the said witches. Jolly good.

Oh, just come to a good bit in Vivaldi's Four Seasons so please excuse me while I prance around the roompretending to be a conductor... ah, that's better, back again now. On with the review (nice interlude though).

So, after piecing those bits of info together I loaded the program and, like all other Magnetic Scrolls games, (as I have come to learn) it loaded very quickly with a pretty piccie to give you a nice intro to the game.

You start off on a bus, not knowing what bus or route it is and where to get off. A bit of interrogation wouldn't go amiss. After finding which stop you get off, you get off and nearly get run over by a bus, good start.

You are then handed an envelope which, when examined, is the same envelope as the one in the box so you don't have to wade through loads of screen text.

Nearby is your house which is locked but you

should have the key to this problem (sorry, couldn't resist it). Upon entering a great deal of exploration is needed and you won't score many points, maybe none at all. Around the house will be random events that will detain you for a move. Normally I would be very annoyed at these (such as Pork 2), but these are extremely funny and make a nice break to adventuring.

Once you get outside you'll be able to nip round to your friend's house for a quick gander at all of his possessions. While you're there the postie comes and leaves a parcel in your friends typically American post box that stands on a post, outside the house and is self-locking. Getting a little hot under the collar and melting summat might be handy here (now, what have you got that will be pliable when hot?).

And so the game goes on with puzzle after puzzle, interspersed with humour, jokes and graphics.

The graphics in this game are really something, accessed by right clicking on the menu bar across the screen and pulling down.

They appear every five or six locations and are a treat to see, being professionally done and not just scanned pieces of artwork either.

The menubar allows you to save your game and other such household things that you may not want to type in. You can also access help for most of the problems in the game. When you type in help, the computer asks for a code. You then look in the paper, find the appropriate question for your predicament and then type in about three to six lines of complete nonsense, which is time-consuming and puts you right off the idea of calling up any hints via the game, much easier to ask someone or to get a solution.

This is a very enjoyable game that I can't wait to get back to. With the highly intelligent parser, great puzzles, humour and graphics this is a very good adventure, one of the best I'd say. Only one type of game can come close to this standard and that's the highly acclaimed Infocom series and I can't decide which is the better.

## PC SOFTWARE FOR SALE

ARE WE THERE YET? (3.5") AND PUZZLE GALLERY (3.5") — PUZZLE GAMES — £8.00 EACH OR BOTH FOR £12.00

ALTERED DESTINY (5.25") — £8.00 / FASCINATION (3.5") — £8.00 / HEART OF CHINA (3.5") — £8.00 / PLAN 9 FROM OUTER SPACE (3.5") — £8.00 / LES MANLEY IN SEARCH FOR A KING (3.5") — £ 5.00 / LEISURE SUIT LARRY 2 (5.25") — £3.00 / TENNIS CUP 2 (3.5") — £3.00 .

◆◆◆ TAKE THE LOT (£55.00 SEPARATE) FOR JUST £30.00 ◆◆◆

PRICES INCLUDE POSTAGE AND PACKING.

NEIL SHIPMAN, 1 HEATH GARDENS, COALPIT HEATH, BRISTOL BS17 2TQ.



## LOST IN TIME

Reviewed by Joan Dunn, played on the Spectrum

In the year 2193, a scientist, Sir Prise Pakit developed a Sonic Mobilizer which enabled him to travel through time. He arrived at 1993 but is mugged and his Sonic Mobilizer is stolen. Can you help him find it and so return to his own time? This is the position when you start playing this adventure. Why anyone should want to return to 1993 with its wars, violence and high level of crime I can't imagine. However the stranger does not give any information about life in the future, so one can only guess. At least he seems anxious to return to his own time so perhaps life will improve through the years.

You start off on a path ... adventures always seem to start on a path or in a forest ... from which you can go east into a shack, or down. In the shack you will find some very useful items. As in all Laurence Creighton's games you need to examine things well, sometimes more than once, and don't forget to look under things as this will often reveal another object.

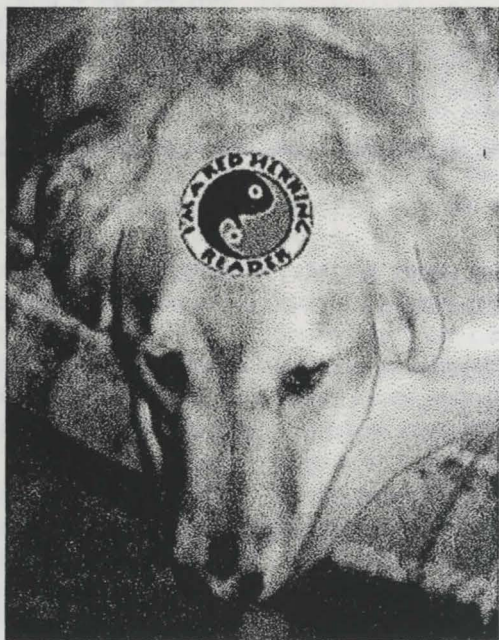
As you progress you will find the usual problems, although the answers are not always the ones you expect ... a torch (*without a battery*), a lake which is too wide to

swim across, a canoe, yes, you've guessed it, with a hole in it! A fissure which is too wide to jump and not a rope in sight... and many more. All the answers are logical and don't take a lot of figuring out.

Early in the game you will find some magic specs. If you wear these and things get difficult, you will find they provide a few hints. The puzzles follow one after the other, so the solving of one, and finding another object, will lead to the solution of the next problem and so on.

The descriptions are adequate and the text often gives a bit of useful information. The best advice is to examine everything and you can't go wrong. This is not a large game, under 40 locations and about 20 objects and all with some useful purpose ... even some smelly socks!

I think this is Laurence's easiest game to date. I thought perhaps I was getting smarter as I sailed through it in just two one hour sessions, but I'm afraid this is not the case. It would be an ideal game for someone new to adventuring. I should like harder problems and more atmosphere in the text, this is sadly missing. However it is a good game and I enjoyed it.



Joan Dunn's dog, Megan, in contemplative mood.

## Lost In Thought

## GATEWAY II: Homeworld

Reviewed by Sue, played on the PC



Following the successful conclusion of your adventures in Gateway, you are now living a life of luxury in a snazzy penthouse flat in San Francisco. The enormous bonus of \$50 million you earned on your final

mission as a Gateway prospector has been well invested. Still, you deserved it, having been the person responsible for foiling the plans of an alien race known as The Assassins. If you hadn't activated four shields which had been put in place by another race known as the Heechee, mankind would have been extinct by now, wiped out by the homicidal Assassins who delight in eradicating complete civilisations. The Heechee, in a last-minute panic, had chickened out of activating the shields and vanished to ... who knows where ... leaving behind a legacy of strange artifacts and faster-than-light spacecraft on Gateway. Adventurous (*or desperate*) individuals have been using these to explore far-flung planets, sometimes finding great reward, as you did, but sometimes going on what could only be described as a one-way suicide mission.

A few weeks before the start of the game, on July 25th 2112, something was noticed on the deep space sensors, an object making a faster-than-light jump through Tau space. When it appeared, near to Pluto, everyone was astounded. It appeared to be a space craft! Silently, it waited, ignoring all efforts at communication. The population of Earth went into a panic; The UN entered emergency session. Was anyone on the ship? The Heechee? Or, <shudder>, the Assassins?

You remain, unconcerned, in your apartment. It isn't your problem. But, it soon

the first choice for ambassador so, with someone filling in at short notice, you, with your knowledge of all things Heechee and Assassin, are asked to brief him.

You can probably guess that things won't be *THAT* simple! No sooner has the message finished than another comes through ... a Sect hit squad is on its way to your building to kill you. The elevators are already disabled as are the outward circuits of your PV. It's a race against time to reach the roof and the aircar which is being sent to take you to the briefing before the Sect carries out its mission.

That problem solved (*not difficult*), you reach a Research Centre in San Francisco and start to learn of the ship, the Aquila, which is taking the ambassador on a four month trip to the Artifact. Suddenly — bam! The Phoenix Sect turn up again! Persistent, aren't they? There's a gas attack on the centre and you narrowly escape assassination by a Sect member. You run for your life!

It won't take much imagination to work out that YOU are the one who ends up on the ship, heading for the Artifact. Once there, your adventures are only just beginning as, when you approach it, tractor beams grab your ship and pull it towards it.

Whereas the first game in this series had you travelling between worlds, you will do less physical travelling in Gateway II. However, the



Artifact turns out to have several habitats, or zoos, within it and working your way through these will feel very similar to visiting different planets. You will later fly to a planet inhabited by Kords, strange crystalline creature who can bud objects. This was my favourite section of the game as I found the Kords a very engaging race, especially the oldest Kord who only really livens up when telling you a long story, telepathically.

I won't say much more about the storyline except to draw your attention to the title, Homeworld, so as you can imagine, you'll finally get to meet the Heechee in one section of the adventure. One other thing you'll probably guess is that The Phoenix Sect will play a large part and you will have to foil their plans more than once before the game is ended.

A minimum 286 is required with VGA upwards and the game takes about 8 meg hard disk space. Once again, a hint book is supplied; I wish they wouldn't do that!

The screen display is the familiar Legend interface, with some slight changes from the last game but nothing too much. There's an optional menu if you would rather click on the verb/noun of your choice rather than type them in. A small graphic window can be alternated with an on-screen map but this shows such a small area it's pretty useless. I tended to keep the graphic window up and disable the menu system, using the bottom half of the screen for the text window. As in previous Legend games, there are occasions when a graphic interface is used — operating your ship controls, using a keypad on a door etc.

When playing Gateway II, I started off by enjoying it immensely and enthused about it to anyone who rang up. But after a while, it started to pall. For one thing, the game is just too easy (*which is not to say I didn't get stuck a few times!*). Even without using the on-screen map, there is no need to map the game as each section is small enough to find your way around without

getting lost. Points are thrown at you for doing virtually nothing. See something lying on the ground — pick it up — 5 points. Someone leaves your location - have another 15 points. If you're slow picking something up, the game will make you collect it automatically before leaving the location ... and STILL give you the points. Go on, have 10 points for almost missing something. Gee, thanks.

When about to take off in my ship for the Artifact, I was presented with screens of instructions for launching and flying the ship — what altitude to go to — when to calibrate the autonav systems and ignite the fusion pulse drive — how many orbits to allow before departing for the Artifact — I painstakingly wrote all these down in my atrocious handwriting and what happened? Yes, the game went into hands-off mode once the ship took off, I entered cryosleep and four months later my ship gets pulled to the Artifact, all without my touching a key. Damn.

There are a few bugs though not as many as in the original Gateway where some of us found we could duplicate objects. The bugs this time are minor ones — two words being joined together, a message being repeated, that sort of thing.

The graphics, however, are excellent ... not just the graphic window but the cut scenes too. There is also some very good animation, nice and smooth. And, for the first time, I didn't disable the music.

However, a game doesn't get good ratings through graphics and music, it's the puzzles that are important and Gateway II, sadly, falls down in that department. The game, by being divided into sections and, in the case of the zoos on the Artifact, sub-sections, which must be travelled through one by one, is very linear. The storyline isn't as good as the first game either and the ending is a bit of a let-down.

*But I DID like the Kords!*

## DR. JEKYLL AND MR. HYDE

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

This game is another conversion to Amstrad format by Adventure Workshop. Once again the conversion has been affected using the Amstrad version of the PAW which means that, once more, unexpanded 464s aren't catered for. The game is available on disc only and runs under CPM.

It does seem that tape users are being discriminated against, since most of the Adventure Workshop's conversions are PAW-based but they do have several tape-based adventures available. Send a SAE for their catalogue.

Dr. Jekyll and Mr. Hyde is, in places, a weird adventure and a difficult one. The whole game is played over three very different parts. Part One sees you within your house and laboratory, Part Two sees you roving around London and Part Three — the strangest of the three sections — sees you first in a surreal world, then in reality, then into another surreal dream sequence and finally, back to reality.

Throughout all three parts, the language used is very atmospheric, adding volumes to the tension and realism of the game. The location descriptions are written in flowing, almost Victorian, English (*reminding me strongly of Conan Doyle's writings*) which complements the subject matter superbly.

I don't normally give hints to the games that I review, holding to the view that for those adventurers out there who don't want any help it spoils things and for those who find that they do need help can always take advantage of Philip Reynold's helpline. But, for Part One of Dr. Jekyll and Mr. Hyde I'm going to break that rule



because the game is both difficult to solve and to find out what you have to do.

Part One of the game sees Dr. Jekyll in his house, tired out after his many experiments into the duality of man's nature. Yet Dr. Jekyll is

looking forward to the next evening's dinner party. His friend, Dr. Lanyon, is bringing to Henry Jekyll some rare salts which are essential to creating the potion which will lead to the culmination of Jekyll's experiments.

This is the objective of Part One — to make the potion which will enable the evil Dr. Hyde to emerge into the world and commit heinous acts.

Now to create the potion you need three ingredients. Some Phosphorus, some rare crystalline salts (*which Dr. Lanyon is set to provide you with*) and some alcohol.

No doubt you think that creating the potion is a relatively simply matter? Get/find the ingredients, then mix them up and drink the resultant nauseating brew.

You can try it but you just might find that the potion doesn't, in fact, work. That Dr. Jekyll has failed in his life-long ambition of experimenting into the duality of mankind — or could it be that you have mixed the ingredients in the wrong order?

Of course I'm assuming that you manage to obtain the ingredients in the first place. There are problems to overcome before you can obtain them. The Phosphorus is the easiest to deal with, so I won't give any hints for obtaining that. However, getting the salts from Dr. Lanyon might not be as easy as you first think.

At the beginning of the game, I mentioned



how tired Dr. Jekyll was after many long nights conducting his experiments. Well, it seems that your butler, Poole, is becoming concerned about the amount of time you are devoting to this project. This night, when you eventually fall asleep, you fall into the grip of a nightmare and awake screaming.

Poole hears your screams and comes to the conclusion that the strain of the past months has become too great for you and that you are beginning to crack up. He confides his fears to Dr. Lanyon, who being a true friend, then refuses to give the rare salts to you, preventing you from making your attempt at mixing the potion.

Well, this is a problem, but there are two ways round it. I don't want to give either solution away, so all I'll say is that you cannot prevent the nightmare, but you can delay it...

Having obtained the salts from Dr. Lanyon, you may well mix the potion only to discover that it still won't work. It could be that someone has been tampering with your alcohol.

One of your domestics is, it seems, an alcoholic. Having pinched some alcohol, the bottle will be topped up with water but which will, of course, render the original alcohol useless for experimental purposes such as mixing a potion.

There are, once again, two ways of getting around the problem that this presents. One is by keeping the strong stuff under lock and key — the other, well you'll have to find that out for yourselves. I'm certain that you don't want the entire solution presented to you.

Once you have managed to concoct the potion correctly it will go through many changes and you have to drink it at the right point, so it's an idea to ramsave before mixing the potion.

The original (*Spectrum*) version of the game did not have a ramsave/ramload facility, I believe, having an 'oops' command instead.

Given the choice, I'd prefer the ramload option every time.

Having successfully drunk the potion you will be given the password to Part Two.

Part Two is much more difficult than Part One. You must, as Jekyll, venture out and obtain safe lodgings for Hyde and then return and loose the monster of your creation.

Out in Soho, Hyde will have trouble entering a club but will eventually manage it. Later in the evening he may win a great deal of money. Later, an insight into Hyde's ruthlessness is gained when he tramples a small girl underfoot.

Henry Jekyll's friends are getting concerned at Edward Hyde's activities, so don't be surprised if they begin to catch up with you as Hyde and ask you searching questions — just make sure you give plausible answers...

Part Two ends with Hyde having some trouble in turning back into Jekyll.

Part Three of this saga is, as mentioned earlier, quite surreal in places, having two dream sequences to be negotiated. Here, I'm afraid you're on your own. The dream sequences are all yours! After the first dream you return to reality and to brutality as Hyde murders an old man.

As Jekyll you will be questioned about Hyde and will feel another transformation about to occur. Outside the Police Station, the transformation takes place and you have to escape the police by utilising the sewers.

Dr. Jekyll And Mr. Hyde is a really good adventure and a good conversion. The version which I played needed a little fine tuning but that will, I am assured, all be taken care of by the time you read this.

For those adventurers who like atmospheric, challenging adventures this is the game for you.

*The Spectrum version of Dr. Jekyll and Mr. Hyde was reviewed in Issue 3 by Gareth Pitchford.*

## A BAD DAY FOR SANTA

by Alan Brookland



Snow flurried gently through the icy wastes of Antarctica. Past frost-capped glaciers, swirling wildly around white mountains, even spiralling gently around the gaudy red and white post which marks the true pole (*the one the scientists still haven't found*). An

outside observer, had there been one, would have noticed the snow begin to drift lazily downwards, as if tired and relieved to be home at last, before settling on a small wooden roof which, had the scientists been aware of it, would have made them all very annoyed.

Inside the house, things were quiet, although, had the observer chosen to wander within, perhaps to escape from the snow outside, they would have sensed a strange expectant quality about the place, as if a ritual which had been performed many times before was about to occur again. Small specks of dust floated slowly in the light from the window, following their cousins outside as the air held its breath.

<<BRRRRRIIIIIINNNNNNGGGGGGGGG>>>

"Damn alarm! Must be broken again. It can't be Christmas already." A lazy hand emerged from a bundle of blankets by the window, flailing wildly at the clock. A loud crash echoed through the room, mortally wounding the silence, already punctured by the harsh tones of the alarm. "Bugger, I'd been saving that brandy." The blankets stirred again, slowly unfolding, like a magician pulling away the handkerchief, revealing a large, chubby, bearded

figure, blinking in the light from the window. The figure padded slowly over to the door, collecting a dressing gown from a hook on the back and wrapped himself up once more. Two letters, S.C., stood boldly on the pocket. A bleary eye peered at the calendar,

strangely enough, contained only one month, apparently numbered backwards from 25 to 1, and a hand opened the first of a selection of little windows, revealing a snow covered scene, bringing an ironic smile to the figures lips. "Well, I'd better see what those lazy pixies have been up to while I've been away. They'd get away with murder if I let 'em."

Outside, the roof of the house had all but vanished, covered with a white blanket of snow. Next door however, things were far more active. A thin cloud of steam hung softly over the building as the snow surrounding it melted. Occasional yelps and flashes of light from within gave the distinct impression, familiar to any small child or party maniac, of the expenditure of a great deal of energy. The haunting whistles and hoots would perhaps make the party fiend feel more at home, but the small teddy bears which occasionally flew out of the window would confirm any small child's suspicions, even if they hadn't read the hand-painted sign outside, often copied in shops across the world; "*Santa's workshop*".

Past that same sign now strode a familiar figure, highlighted against the snow in an outfit instantly recognisable to children and marketing



managers alike. Pausing slightly outside the workshop door, he pulls his hat down slightly for protection, sending the small white pom-pom on the end swaying wildly. Then, bracing himself, he opens the door and vanishes within.

The scene inside the workshop would defy even the rampant imaginations of the most artistic child. A huge machine filled the room, expanding outwards into window frames and cupboards, seemingly pushing the walls away in sympathy. Pistons shunted, gears spun, cogs whirled and valves hissed, sucking in the air from the floor, moulding the room into new and exciting shapes. Covering the machine, like ants, troops of pixies swarmed, adjusting levers and pulling knobs, pressing buttons and turning dials, parting periodically as another gift emerged from the interior of the machine, before clustering around once more. In one wall, a large door led into a storeroom, through which a steady stream of boxes washed, carried by a tide of hands, before being stacked, sorted and wrapped, ready for delivery.

The outside door opened, admitting the red-clad figure.

"Watch out lads! It's the boss!", a squeaky voice cried over the noise of the machine. The mass of pixies snapped quickly to attention, disrupted only slightly by a squashed package firing its way through the centre. "At ease lads, back to work now", the figure waved the shop back to work, sending clouds of steam spilling into the air once more.

"Well", he murmured slowly to himself, "at least things seem to be going fairly smoothly for once." A squeal from the opposite side of the shop floor brought him up short, "Ow! Me hands!"

Santa, for it was he, wandered over to the source of the cry, vaguely annoyed to see Tinkle-Washnut had got there first and was leaning over a prostrate pixie, tutting and flicking through a small book. Santa didn't trust Tinkle. Oh, he was a good worker 'en all, but he seemed to take too much interest in what went on outside. The union had been his idea, been watching too much television no doubt, and it had seemed like a good idea at first. Until he got started with his union regulations that was.

*"...and this is clearly a breach of U.A.P.A.T. regulation number 13.b, which states, and I quote, "No pixie shall have to work after the infliction of any form of disease or illness until such time as the proper medical authorities have pronounced said pixie to be once again fit for duty."*

"What? What was the first part of that again?"

"I said, this is obviously another case of R.S.I., which, I might add, half the work-force are laid up with at the moment clearly caused by a lack of ergonomic working conditions here in a factory, and this is clearly a..."

"Hang on, what was that about gnomes? I didn't think you lot had anything to do with the gnomes about all that trouble last Easter. Anyway, you can't get sick, you're pixies, thingummy, mythical creatures. Who ever heard of a pixie getting ill?"

"Look here, sir, R.S.I. is a well acknowledged medical phenomenon often affecting high skilled machinery operatives like ourselves."

"There you are bringing gnomes into this again. Have you been reading those newspapers again? I told you, those are for wrapping paper

recycling only. You don't want to be getting silly ideas from outside."

Tinkle turned to the now gathered workforce.

"You see what I'm talking about lads, this is the sort of high-handed censorship you get from the management around here. I say its time we stood up for our rights as pixies. I propose a general strike right now!"

"Bugger", muttered Santa softly. Perhaps things weren't going to turn out so well after all.

Leaving the workshop, quickly, before the pixies start chanting, a new figure is visible outside on the snowy wastes. Wearing a grey suit and a bowler hat and carrying a briefcase under one arm, he seems undeterred by the hostile environment, an expression of determination set on his face. Wiping the snow from his glasses, he squints slightly at the swinging sign outside the workshop and checks it against a note from his pocket before approaching the door and pressing the door-bell. A tinny rendition of a well known carol drifts briefly in the air before the door is opened once more, by a rather stressed looking Santa, a small sign reading, "Equal rights for fairy folk" clutched firmly in his left hand.

"Good morning sir. Do I have the pleasure of speaking to a Mr. S. Claus?"

"Depends. You're not from the book club people are you?"

"No, absolutely not sir, I represent the Department of Trade and Industry. I'm here to inform you about the exciting new opportunities



which are about to open for your business. Do you mind if I come in?"

The suited figure pushes his way into the workshop, followed quickly by a grumbling Santa who closes the door behind him, sealing the workshop from the world outside

once more and forcing us to again venture inside, despite the wailing of the pixies within.

"Thank you sir. Now, I expect you've heard of the recent government innovations in a wide variety of nationalised industries. Our wonderful advances in the fields of water, gas and electricity for example."

"Yes..."

"Well, rather than resting on our laurels, so to speak, we finally feel we're ready to tackle the big one. The largest and longest running monopoly of all, a monopoly which consistently fails to return any form of profit, runs inefficiently, uneconomically and is only even open for business one day a year! Yes, I can see you're getting my drift Mr. Claus. I'm here to offer you the opportunity for the various sections of your business to bid for a share of Christrack, the present delivering system for the next century! Perhaps you'd care to look at our sales brochure?"

Santa glanced briefly down at the glossy leaflet thrust into his hand. A large shiny logo ran across the front, "Christrack! Take the present into the future!"

"Yes, er, thank you very much Mr., Mr.?"

"Gossthorp."



"Yes, er, thank you Mr. Gossthorp, but we're quite happy with the way we run things at the moment. We've been running a fast efficient service for over a thousand years now."

"Yes, using the same techniques no doubt. I'm sorry Mr. Claus, but I've just come from the new Japanese consortium, Santa Inc., and their operation frankly makes your set-up here look rather low-key."

"But what about the years of experience? I've been doing this job for years you know! Never missed a year, even during the war."

"That's as maybe Mr. Claus, but the operative word there is 'year'. You simply don't seem to realise the possibilities available in your sector of industry. For example, Santa Inc. are already moving into Easter deliveries as well as handling catalogue and mail handling services. Have you never heard of direct mail advertising Mr. Claus? There are companies out there prepared to pay a fortune to meet a consumer base such as you possess. And let's talk about merchandising. Do you know how often your face appears out there? Cards, balloons, masks, stockings, decorations, the list is endless, and that's before you even consider personal appearances. There's a fortune to be made from copyrighting alone. A fortune we intend to make when we licence out your business Mr. Claus. Why, there might even be enough cash left to let us give out the odd free present, just for the good publicity."

"The odd free present? But all the presents we give out are free."

"Yes, that's something else we have to talk about Mr. Claus. It simply isn't economic to distribute free gifts to everyone, even as a loss leader. I mean, your products aren't even

available the rest of the year even if people did want to buy them. As for your delivery service. The sled and reindeer are all very well, I'm sure the children love them, but it's not what you call good management of resources is it? I mean, what would you do if you had a breakdown? The whole system grinds to a halt, that's what, and, you do realise that the hours you put him behind the wheel contravene international safety regulations, even if you do have several months sleep afterwards. Speaking of safety, I'm sure government guidelines for standard working conditions aren't being followed in here. Would you mind if I distributed some copies of our new Fairy Charter to your workforce before I leave? Oh, speaking of safety standards, the Department of the Environment asked me to drop this around while I was here. It's a leaflet detailing radiation symptoms in reindeer. I'm sure it's nothing to worry about though."

Santa glanced down at the second leaflet, only to be stared back at by a strangely familiar looking reindeer, with a glowing red nose.

"Anyway, it's been nice talking to you Mr. Claus, but I have to be going now. I'm supposed to be speaking to the Easter bunny this evening. Oh, there was just one thing before I go. The Equal Opportunities Commission asked me to mention they'd be calling. Something about discrimination against socially-challenged children, the 'naughty or nice' policy I think they called it. Anyway, I must be going. A representative from my department will call next week to discuss advertising sales so we'll be in touch."

Closing the door behind Gossthorp, Santa sat down heavily and sighed. It had been a stressful morning. Still, there was still work to be done, he thought dutifully, turning on the workshops one concession to technology, the computerised

present-list organiser. He flicked idly through the indexes, checking addresses for errors, updating where necessary and occasionally deleting an address where he was no longer believed in. Santa always made a point to not call where he wasn't wanted. Keep perceptions intact, that was the first thing they'd been taught at legend classes, that way you can stay away from the real world. Hasn't been working too well so far today, he thought bitterly.

Next to the computer, the telephone jingled into life, emulating the popular song. He reached out a hand to answer.

"Santa's workshop. Mr. Claus speaking. How can I help you?" He always made it a point to be polite on the phone, you never knew who might be calling.

"Mr. Claus? This is the Data Protection Registrar's office. We believe you may be illegally storing address data on a computer without the consent of the addressees. Could we make an appointment to come and see you?"

Santa hung up the phone.

A strange wailing noise from behind him made him look around. It sounded like it was

coming from the machine, but all the pixies we still on strike. There was a flashing blue light as well now, now, what could that be?

Santa awoke roughly and glanced around him. He was in his sleigh, parked on a roof. He rubbed his head slightly and glanced behind him. The sleigh was empty.

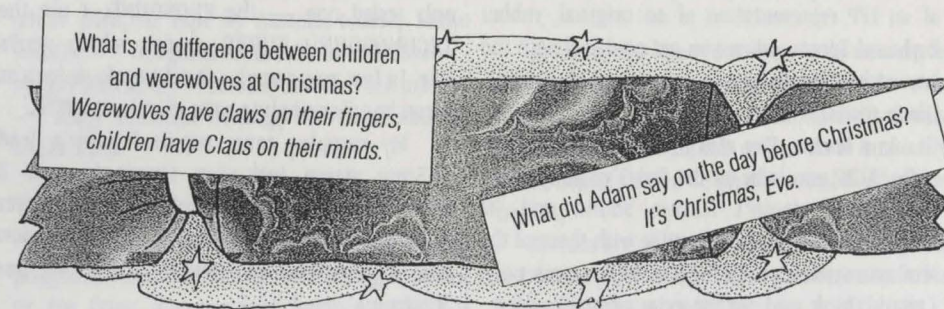
"Must have dropped off during the round." he thought slowly to himself, "Still, looks like Dasher and company found their way around OK without me. Phew, what a nightmare. I'm glad that's another Christmas over, I can put my feet up at least now. Strange that flashing blue light's still around though." His brain finally took in the policeman shape leaning accusingly over him.

"Are you in charge of this sleigh sir?"

"Er, yes officer."

"That wouldn't be brandy I can smell on your breath would it?"

In the distance, a radio sang, "Christmas comes but once a year", softly into the night, while the snow settled gently onto the rooftops.





# SINCLAIR SPECTRUM EMULATOR FOR THE AMIGA

by Terry Brawls

## INTRODUCTION

This is a review of version 1.7 of the ZX-emulation package written by one Peter McGavin of New Zealand, which should be included in Sue's PD library even as you read this. It's easily the best Speccy emulator I've ever seen in the Amiga public domain (*not difficult, really*) and contains a few features previously unheard of in the field. With older versions of this software, you had to provide your own copy of the Speccy ROM (*a hassle*) as the author was unsure of the legality of doing so himself. Now, however, he has gained permission from Amstrad, who hold the copyright, to include it on the disk, which is a generous move.

## SOFTWARE

As well as the 16384-byte ROM file, there are no less than 4 versions of the emulator, each one specific to whichever processor you have. "00" is for standard Amigas like the A500, A500+ and A600, all of which feature the 68000 processor. "10" is for machines fitted with a 68010, but can also be used by higher processors. "20" is for 68020/30/40 owners. Lucky sods. "00-Special" is an alternative "00". The code has some in-built shortcuts that can result in some faster emulations, at the expense of possible limitations in other areas.

On-screen help is provided by the inclusion of an IFF representation of an original, rubber keyboard Speccy, when you get confused with the keywords! There's also a good-sized document-file to read.

As a *bonus*, I've also included a copy of the older 'KGB' emulator on the disk I've sent to Sue. It's slower, doesn't feature sound and its snapshot-files aren't compatible with those of the McGavin system, so it's for interest/research only, I would think, and not for serious consideration.

## HARDWARE

No, don't worry, you don't need any special *dongles* or esoteric add-ons as such, but having access to 3 particular items will make using the system a dream, if you can get them.

1) A real Spectrum. It sounds daft I know, but if you've still got your old machine lying around, it'll help enormously in transferring software over to your Amiga. More later.

2) A sound-sampler. There are disks of dubious legality filled with game snapshots beginning to appear in the public domain which you can load into the emulator, without needing a sampler. Also, you don't need one if all you're going to do is write your own programs in emulated Sinclair Basic. However, you WILL need one if you want to load in and/or save to disk your cassette-based software.

3) A "Mirage Microdriver", or similar device. If you're the lucky owner of one of these Spectrum add-ons (*I'm not*) then you're laughing. ANY program should theoretically be transferable using it. Dream scenario!

## THE SOUND-SAMPLER

These are small cartridges that plug into the parallel-port and accept input from various sound-sources. Mr. McGavin gives a list of a few that probably work, though he admits that he's only tested one — the PROSOUND. I use the TECHNOSOUND TURBO model, which works fine. In fact, any sampler should work, as long as it can handle sampling rates of at least 20KHz.

My sampler came supplied with a lead (3.5mm stereo jack-plug terminating in 2 phono-plugs), which connects your tape-player to the samplers 2 phono-sockets. The Amiga now has a tape-loading system, usage as per Spectrum!

## SYSTEM LIBRARIES

Under Workbench 1.2 & 1.3, the system uses the ARP.Library for all file-requesting functions, whereas 2.04, 2.05 & 3.0 uses the ASL.Library (*both are provided on the disk*). Owners of the later machines might like to consider blanking out the ASL and use the ARP.Library instead. The ASL system is configured in an unattractive lo-res mode and tends to use which-ever colour scheme is on-screen at the time, sometimes rendering the files invisible! ARP is in hi-res, and uses its own display mode.

The ASL colour problem is also present in the emulators own small selection of requesters. Merely a minor irritation, but a careless one nonetheless.

## EMULATOR FUNCTIONS

Select the emulator suitable for your processor, and you're presented with the strange but pleasant sight of the 1982 Sinclair screen on the Amiga. The mouse accesses 2 menus at the top of the screen, each containing the following functions —

1) Reset — acts like the Sinclair NEW command; Load Snapshot — loads in full emulated program already on disk; Save snapshot — saves to disk once you've loaded from tape; Help — displays the IFF picture described above; Quit — back to Workbench.

2) Load / Merge / Verify — from where? Sampler or files already on disk?; Save — to what? Disk, or tape by cassette-tones?; Audio volume — off/quiet/normal/loud; Titlebar — system title at top of screen, on/off; Task priority — techy function dealing with multitasking capabilities.

## LOADING FROM TAPE

To start with — the emulator can't handle programs locked inside turbo-loading systems, or any other non-standard loading system! It

traps calls to the ROM load-routine, therefore only standard, 1500 baud programs will transfer over, though headless files are perfectly OK. This is obviously where a Mirage device would come in handy, which would make a snapshot of a turbo'd program upon loading, thus rendering it easy for transferal.

As an emulated Spectrum, it's business as usual. The Symbol-shift key is represented by the Amiga's Alt key, so LOAD "" as usual. Just pop in a tape, connect-up and go. Unfortunately, there's more to it than that. First thing you'll notice is that the sampler is VERY volume-sensitive and only accepts a very narrow band, around half of what you'd normally use to load a real Spectrum. It's also very sensitive about glitches and dropouts on your tape — in fact, it makes you appreciate just how forgiving the old Speccy was! After the first day of sampling a fair cross-section of my tapes, I was horrified to discover that I was only getting something like a 20% success-rate!

Original (*manufactured*) software fares worst — sometimes the quality can be quite appalling. Even my own backup-compilations didn't do too well, even though I always backed-up using a copier, or moved files to another tape manually using SAVE, rather than recorder-to-recorder, if I could. Something had to be done!

## EASIER LOADING

Two methods spring to mind, a slow one and a fast one, both requiring a real Spectrum.

1) Using the Spectrum, simply do new copies of the programs that you want to transfer over, putting them on to nice, fresh tape. Obviously, you want to use a copier, or just do it manually. These copies should be glitch-free and emulator-friendly.

2) This is a variant of a method I used to use to backup particularly vicious/noisy/jerky turbo-tapes that even recorder-recorder wouldn't do.



a) Switch on your Spectrum and connect the recorder to the EAR socket as usual. Press LOAD "". In fact, we don't really need the program to load in as such, we just need 'all channels open', as it were. The best way of achieving this is to LOAD "an unlikely name", e.g. "XYZ123". You could even use VERIFY "".

b) From this point on, the Spectrum can take care of itself — you can disconnect it from the TV if you wish, especially if you're sharing it with the Amiga. There's nothing to see Speccy-wise.

c) Connect-up the Amiga/sampler. Attach the lead to the sampler. Make sure the other end of the lead terminates in a MONO 3.5mm. jack-plug (I made my own) and plug it into the Spectrum's MIC socket.

d) Run the emulator on the Amiga and load the tape into the Spectrum. A signal will also be present at the MIC socket which will be picked up by the sampler via the lead and will load into the emulator.

This method gives outstanding, 100% transferability! It also normalises the volume problem back to Spectrum standards, and you can copy over tape after tape as long as you keep everything hooked up!

Of course, this may all be academic. Perhaps it's just my sampler that's a bit awkward; other models may be more user-friendly — I wouldn't know.

#### UPON SUCCESSFUL LOADING

Once the program is in, it'll behave just as it would in a normal Spectrum, and you're ready to save it to disk as a snapshot, if you wish. As normal, the program might, for instance, write over the loading screen as soon as it starts, or shoot through some introductory material before you're ready to make the snapshot. Whatever. So you might like to consider altering the Basic loader BEFORE loading from

tape (using MERGE "") and include a PAUSE 0 command before the USR trigger. A tip — I made habitual use of a system-variable POKE (23570,16) to stop data-headers corrupting the SCREEN\$ file during loading. The emulator doesn't like this POKE — so I had to resort to mucking about with INK and PAPER colours etc. Alternatively, why not just alter the loader to load the SCREEN\$ file last?

However you decide to go, save the program as a snapshot. On reloading, it will always start from the point at which it was saved — useful if an adventure doesn't have a SAVE option, and a phenomenon that will excite arcade fans (you can make as many snapshots of any program as you wish, at any stage in that program).

#### THE SNAPSHOTS

These are datafiles, always 49179 bytes long. That's the whole 49152 bytes of the Spectrum RAM plus a few register values. You can fit 17 snapshots onto an ordinary disk, far more if you crunch them. The emulator doesn't support the loading of crunched files as such, but there's an interesting little program in the public domain called PPATCHER which runs in the background and makes POWERPACKED datafiles behave as normal, irrespective of whatever program is using them. Using this, you can get well over 30 snapshots on a disk!

The snapshots aren't saved with an accompanying icon, but you can easily attach, say, a project icon of your own to one. Fit this into a self-booting disk and you can start the whole ball rolling with a click, by making the emulator the icon's default-tool.

You may be interested to know that POWERPACKER and PPATCHER are available on T-BENCH from Sue's PD library, a Workbench 2 & 3 replacement disk full of similarly useful programs. Make sure to ask her for the upgrade (0.1)!

#### PERFORMANCE

Owners of the new A1200, and, of course, of the bigger machines, are in luck, as apparently the emulator runs at the same speed as a real Spectrum, and in some cases a bit faster! The rest of us, alas, don't have it so good — on 68000 processors, it runs very much slower, though mostly to the detriment of arcade games.

However, I'm very pleased to report that almost all Spectrum adventures work well with the emulator, especially those written with GAC, PAW and Quill. In fact, these tend to be more fully-featured and FASTER than the majority of Amiga adventures! Essentially, the more graphics an adventure has, the slower it runs. Some of the early games written in Basic are virtually unplayable, for example those by Phipps. Even an assembler game like the *Hobbit* runs too slow as it seems to use ROM routines for its graphics. The colour-fill is excruciating!

#### FILE HANDLING "IN EMULATOR"

So, what happens when you're playing an emulated adventure and you want to SAVE a position? You SAVE it, that's what! If the game uses the Spectrum SAVE and LOAD routines (most do, though some use custom routines) the emulator traps the call and redirects all output to your disk-drive. The same thing occurs when you reload the position. Ramsave and Ramload all work as usual.

To give a few examples, I've got PAW, Quill and VU-File working perfectly on my Amiga. To transfer over data-files generated from these

programs, just select the LOAD FILE feature (present in some form on them all) and play the tape into the emulator. Once in, the files can then be resaved to disk. Note that there is a difference between these files and snapshots; the emulator knows!

The emulator has the facility of saving datafiles as cassette-tones, so you could theoretically write a Spectrum adventure on the Amiga, intended for standalone Spectrums. BUT IT DOESN'T WORK!

The author admits this feature needs a lot of work, though he's wrong in saying that the tones "sound right". Speccy veterans can't be fooled! I saved off a couple of example files and what seems to be happening is that the system is saving out DOUBLE the number of bytes as it should be, even with the header block, which sounds REALLY strange. Also, the BAUD rate seems to be a bit twisted. It's a pity; this feature would have resulted in total Spectrum-Amiga-Spectrum symbiosis.

#### CONCLUSION

Get a copy now! It would be nice to read some reports on how higher processors get on with the system. How about having all the Spectrum PD titles on disk? A note of interest — apparently, the snapshots share the same format as those of a PC Spectrum emulator called JPP. Anyone got this? Any Atari Spectrum emulators out there? Review them!

*The Spectrum needn't die...*





# CHRONO QUEST II: Part 2 — Zone 13

by Dave Barker

The plot in Time Zone Thirteen is immediately recognisable as being based on a scene from Alexandre Dumas' *The Three Musketeers*, published in 1844. Dumas was a prolific writer and often used the services of collaborators, especially for the purpose of research. In the course of their research they stumbled on the *Memoires de d'Artagnan* and some other works by Gatien de Courtilz de Sandras, a late seventeenth-century novelist. In these they found the outline of the story of d'Artagnan, the names of the Musketeers and some vague references from which Dumas partly derived the character of the branded woman, which was used as the basis for *Milady*.

We know that many of the characters that Dumas presents to us such as Richelieu, Anne of Austria, Louis XIII, Buckingham, and de Treville, all chief characters of the novel and many other minor ones have a basis in history. As for the Musketeers, they did serve as a personal bodyguard to Louis XIII. It might surprise many to know that there was a really a d'Artagnan who became a King's Musketeer, but he served Louis XIV. As for Aramis, Athos and Porthos, they too existed but Courtilz de Sandras gave them simplified names for the sake of orthography and sound.

The only leading character that does not



have a sound historical basis is that of *Milady* as there is no mention of her in historical documents. Her influence in the story grows as the affair of the diamond tags unfolds. From other more dubious contemporary so-called memoirs Dumas drew the idea of the secret activities and intrigues of the Court of Louis XIII. These include the Duke of Buckingham's infatuation for Anne of Austria, the Queen, and of her folly in presenting Buckingham with the diamond tags which Louis XIII had previously given her.

Dumas takes all these characters and stories and invents further situations and dialogue. He alters both places and dates to suit his story and generally fitting them into a pattern of drama conceived in his own mind. When *The Three Musketeers* was published, Dumas hoped to get the credit for an entirely original work, the product of his own imagination. But this backfired on him and ever since the publication of this masterpiece Dumas' critics and philologists have searched endlessly to track down his true sources.

There are several early translations available as reprints, but these I found rather difficult to read. A more recent translation can be found on the Penguin Classics label. This is much more readable and has the benefit of a comprehensive introduction.

What are the best things to put in a Christmas cake?  
Your teeth.

New Year Joke  
What do you find at the end of the year?  
The letter "R".

# A LITTLE BIT OF NONSENSE FOR CHRISTMAS

By Jean Childs

1 You are standing by a railway line. There is a train coming.

>Wave at train

Nothing happens. >Shout

YOO HOO...

O!

Pardon?

2 >Jump on train

OH, BOTHER...

The train is going too fast

>Inventory  
You are carrying:- a hoover, a flag, a sledgehammer

>Wave flag  
Nothing happens!

>South  
You are by a tree.

THE LARCH

3 >Climb tree

You can't do that!

>Hit tree with sledgehammer

The leaves fall down.

>Hoover leaves.

Okay!  
>North

4 You are standing by a railway line. There is a train coming.

>Put leaves on line  
The train slows down.

>Catch train

You catch the train.  
Mission accomplished.  
Well done!

Too late for publication? Damn! I knew I shouldn't have used British Rail.



# SQUIRRELS NUTS AND THE AUTHOR

*Under The Scrutiny Of James Judge*

Wow, sounds daunting, doesn't it, being under my scrutiny. After getting my Spectrum 128K the first game that I bought was a compilation, named Squirrels Nuts. Not knowing much about the author (except that he was meant to be good at what he does) I bought the cassette and got into them. Then I thought about reviewing them for RH and, after deep thought and meditation, I decided to see if I couldn't do a small interview with Simon on the subject of his games and a few other things. Marion agreed, Simon did so it went ahead. Six months later this is the outcome. Firstly let me tell you something about Simon — he is a schizo, being both a human and a dwarf. Anyway, on with this. I asked Simon a few general questions then some about the games. they tend to be a bit repetitive (the questions about the games) but that is only because I wanted to know the same things about them. Also let me apologise to Simon. I have lost the original set of questions and the disk I kept a copy on has decided to become unfriendly to my drive, so I had to make the questions up again. So, reader, if you come across a Q, A like this... JJ — *So, what do you think of the current economical plight of the small tribe of natives in Umgangow?* SA — *Half past four.* ... you'll know it is my fault. OK, on with the show...

JJ — Firstly, to provide an active interest between the player of your games and you, Simon, tell us a bit about yourself.

SA — Simon's 22 years of age, 6'2" tall, works as a tree surgeon (which is actually a lot more boring than it sounds) and likes scampi. Grimwold [JJ - *and here is where it starts to get surreal*] is 4' nothing, 120 years of age, works at elf battering and likes anything he can catch. It's tough being trapped in a 6'2" frame.

JJ — Fine. As the title of this compilation suggests, squirrels feature rather prominently in your games (well, they always make an appearance). Pray, why is this?

SA — Just how they started to infest my games is a bit of a mystery, they came, they liked being there, and stayed. Personally I hate the bloody things, but for a long while they were my kind of *signature*. Strange, but then what did you expect?

JJ — Look, Simon, I'm the one who asks the questions. No witty come backs either. Right, before I start to tear your first game to pieces, just what gives you the inspiration to write these games?

SA — Cornflake packets. My inner self. Holy visions. Extra-Terrestrial messages. Medication. You name it, it's been a source of inspiration.

JJ — John Major's underpants?

TIZPAN

This game is based on the idea of Tarzan, Lord Of The Apes. Here we see the familiar scene where Jayne has been kidnapped away from her loved one (*Tizpan*) and you (*ber loved one*) must travel through the forest and surrounding country, defeating all odds, to rescue Jayne from her incarceration. The first question I had to ask Simon (*Grimwold?*) was why base a game on the old Tarzan idea. Not that there have been any games based on it that I could name, but it does seem a bit of an outdated idea.

SA — Why not? [JJ — *I've warned you already.*] As more and more adventures are written, it get difficult to find a scenario that hasn't been covered by another author and as far as I know,

Tizpan is the only game based on Tarzan [JJ — *At least we both agree*]. I'm quite proud that I've never written an adventure based on *The Hobbit* — it seems that everyone who picked up a copy of Quill or GAC wrote a spoof of this great book and I've yet to see an adventure that gives J.R.R. Tolkien's classic justice. Bilbo, you're safe from me.

JJ — For those of you who haven't played an Avery game before, Simon has a very distinctive style that is noticeable in all of his games. On the CPC he uses Quill to write his game and, from what I can gather, Tony Collins has converted them to the Spectrum using the Quill.

From the way he writes, to all the little commands you can type in to get *extras*, such as HELLO and the way he handles swearing is very good, especially in one case where the game emulates a reset. Anyway, back to the game.

If the game was just a standard adventure with no humour or little *extras*, it would be quite boring, with average puzzles and a poor ending, but the way in which Simon actually makes the game is damn enjoyable to play and fun.

All the useful commands that you need are here and, unlike other some 8bit games, I had no problems with the parser, trying to get that phrase that will allow me to complete the game. There are only a few *sudden deaths* and quite an easy maze which just adds to the enjoyment of the game. The only thing I can criticise and that is the ending. For me it was a bit abrupt by just *GETting JAYNE*. As this was only the down point I asked Simon what he liked and disliked about the game.

SA — Interesting question [JJ — *I know it is, that's why I asked it*] I like cheetah, and the loin cloth message. I dislike the ending [JJ — *ah, a man who knows his own down points*], I feel that there should have been another puzzle at the end instead of just *GETting JAYNE*. It's easy to criticise in retrospect, but hopefully this makes you a better writer in the future. [JJ — *A pearl of wisdom from a person who obviously knows his cookies. It does seem that some authors do keep on making the same mistakes.*]

JJ — Cheetah, aah, that reminds me. In all of Simon's games there are many characters from cheetah the ape to a whole army of them in DAAW. I then asked Simon whether his characters were based on people he knew himself and he said...

SA — No, not really. You might have noticed [JJ — *Not recently*] that a lot of my characters are like Tizpan in one way or another, perhaps it's a bit telling that they are pretty hopeless in all areas as they are possibly based on myself. [JJ — *Is this an admission on Simon's or Grimwold's part?*]

## PRISON BLUES

In this game you play a convict who is desperate to escape from jail, by hook or by crook (sorry, poor pun there). The prison was described in some detail, so Simon had obviously had experience on the *inside*. I confronted him on this and he admitted to...

SA — I was caught smuggling a haggis through Scottish customs, I had neglected to put it into quarantine as is required to prevent a possible outbreak of *Haggis Disease* — thankfully little known south of the border.

JJ — Aha, I wondered why Simon had a small suit with arrows painted on it in his closet. Once again I wondered why he had chosen such a strange place in which to base an adventure. As this was an interview, I asked him.

SA — My girlfriend at the time, Melissa, wanted to know why I hadn't written an adventure based in a prison. So I did, she helped a bit with some of the puzzles, notably the entire ground floor of the



prison, west of the kitchen [JJ — *Errm, isn't that most of the adventure?*]. It is she who is responsible for the chap in the basket!

JJ — As with most of Simon's games this has the added *extras* and humour. This is, in my opinion, the worst game in the compilation. Not through any lack of puzzles or humour, it is just that it seemed a bit short and abrupt. Other than that the text was great and the parser up to its usual standard, no problems there. Being in a confrontational mood, I confronted Simon on the issue of the current economical plight of the small tribe of natives in Umgangow and why this game was so small.

SA — Half past four. This game may be short, but then this is one of my older games, it's only the second commercial game I wrote and I was fairly inexperienced at the time. DAAW was a game I was very proud of at the time, and still am. [JJ — *Just how did DAAW get into this, eh? We're dealing with PB at the mo', DAAW is coming later.*]

JJ — Actually, it is 9:15pm Tuesday the 30 of Nov here Simon. I know there is a small time gap between the east and west of this country, but come on, four and three quarters of an hour?

As we know what I think the shortcomings of the game are (*being a bit short and empty*) I asked Simon what he thought of this game.

SA — The various messages sprinkled through the prison I like (*again, Melissa*). The main thing I don't like about this game is the pretty illogical puzzle at the second fence. To anyone who has not been afflicted by this particular *gem*, you have to MAKE SPADE whilst carrying a sign and a broom. Sorry about that!

JJ — Ahhh, so that's how you do it. Let me just load it up... Squeel, squeek... peeeeeeep... tap... tap... tap... MAKE SPADE... YES! I did it, I completed PB, thanks Simon. Now, about my next problem... LABYRINTH — I'm having a few problems with the two doors. [SA — *Look, I'll answer your questions later, alright?*] OK, snivel.

This game is, as the title suggests, based on the film by the same name. Your kid brother, who you have been baby sitting has been kidnapped by the goblin king (aka David Bowie) and you must travel through the labyrinth to get him back before your parents come back. As this was a film, I thought we'd get to know more about Simon's tastes...

SA — Labyrinth, it was a very good film, I don't have a particular genre of film, I like anything that is good.

JJ — Oh, thanks Simon, that's very specific isn't it? For me, this is the second best game in the collection, with a group of characters that you can pick up on the way, all the humour of previous games and great little extras, such as the messages the fox comes out with. The parsing is excellent, and the descriptions are up to Simon's usual standards — short but to the point and enjoyable.

The game doesn't follow all that closely to the film (*as is demonstrated by the doors. I rented the damn thing out so I could get some more clues, and still Simon won't help me*). This may be a failing as, if it followed the film, it may have felt slightly more together. But it still very nice to play. I asked Simon what he liked/disliked about this little baby.

SA — I think I didn't give enough clues about the doors at the end of the maze. [JJ — *Yeah, you don't have to tell me.*] You don't have to remove the bars from the knockers [JJ — *Oh*], simply knock one door or the other. A certain James Judge is suffering from this particular problem.

JJ — Not any more, Simon mi old matey. Thanks for the help. A maze, yes Simon did mention a maze — a traditional 8bit adventuring tool. I asked Simon whether he enjoyed mazes or not.

SA — Small mazes, yes, I like them. That's why the mazes in my games are generally quite small. One thing I hate is to be places in a maze either right at the start, with no objects with which to map it, or to have my objects stolen when I drop them. [JJ — *Don't blame you.*] These kind of mazes leave me cold. I tried it out with *A Day In The Life Of A Tupperware Salesman* and even I got lost in that one!

JJ — Ah, a writer who has got the idea of mazes — they should be short, fun and mappable. Anyway, now we go onto the cream of the crop...

#### DANGER, ADVENTURER AT WORK!

In the first location there is a massive bug that, unless you make a spelling error, disallows you to leave the bar at the start. I complained to Simon about this and he said that it was not his fault, he did not check the Spectrum conversion and so it falls into the lap of Tony Collins, the converter.

The actual bug is that once you have smashed the window in the bar, you must *CLIMB UT* instead of *OUT*. This left me with a feeling of '*well, if such an obvious mistake has been missed, what does that say for the other conversions*'. This could have quite easily have been avoided by proper play testing. Again, I'd like to say that it isn't Simon's fault. This game was a very surreal one and the best in the compilation, and so I had to ask Simon just why he wrote this game and where he got his ideas from.

SA — Thank you. [JJ — *That's alright.*] I wrote it to wind certain adventuring people up but I think I failed in that area. The ideas came from a variety of people from whom I asked for information about the various celebrities and used that information in the game. No matter how much you liked this game, you won't enjoy it half as much as I did writing it!

JJ — You must have been on a permanent *high*, then. I could imagine the faces of the people mentioned when they *discovered* themselves! This game is just so brilliant. It has you playing an adventurer who is in search of the perfect place to play adventurers non-stop. Aaah, sounds like heaven. The only trouble is finding it. The puzzles are all logical, but some may take quite a bit of thought (*such as the door over the chasm*). I needn't say anything about the parser and text as it is taken as read that Simon's games are top notch in this respect. As is traditional, now, I asked him what he liked/disliked about the game.

SA — I don't really hate anything about the game, it really was a joy to write, a feeling I haven't had to such an extent before or since. If there was one game I'd like to be remembered for, it's this one.

\* \* \* \* \*

JJ — And so you shall Simon. Let us leave the review of the compilation and go onto a few bits and bobs in tradition Q&A style. Have you ever thought of going into the 16bit market with any of your games, as I think they would do quite well.

SA — Yes. As some of you may know I have hung up my Amstrad and invested in a PC to join the herd who have left the 8bit scene. I plan to convert *Tupperware* to the PC using TADS along with a couple of other adventures I have written, and these will probably find their way on the ST and Amiga formats.

JJ — At the time of this interview, Simon was planning to open a shareware library. Well, now it is up and running with professional flyers and a great disk-based catalogue. He stocks a great range



of PD software from adventures to Windows utilities. If you want a free 3.5" disk-catalogue send an SSAE to: The Round Corner Shareware Library, Hamlyn's Cottage, Old Exeter Road, Chudleigh, South Devon, TQ13 0DX. TRCSL sells almost full disks (*normally within a few K of bursting*) for the piddly price of £1.50.

JJ — Do you plan to write any more adventures?

SA — I don't have any adventures, apart from those above, which I am planning to write, but there will probably be a new game out in about a year or so, depending on a lot of things.

JJ — Have you ever thought of releasing games into the shareware market?

SA — Shareware on the 8bits is pretty much unknown, the nearest I ever came to it was writing a demo of *Tupperware* for the public domain. I don't know whether it has been successful as yet. I'm not altogether sure of the shareware concept as a whole as it seems to depend on the ethics of the end user to register. I shall have to research this further before I release any games into the shareware domain.

JJ — Your current games, as they stand, seem to be very short. This may be because I am used to larger ones on the ST, but have you ever thought of doing games for just the Spectrum 128K, instead of the 48K?

SA — I'll answer the last one first; I haven't thought of releasing a 128K only game because: (a) I didn't have a 128K Speccy, (b) All my games were originally written on the Amstrad CPC. The conversions to other machines were carried out by Phil Reynolds and Tony Collins.

The games WERE short, as many adventures go, but this was not always my fault. Quill, the utility I used to write most of them, allowed 30K of memory in which to program. Add to this my style of having a lot of messages and you don't have a lot of space left. I personally don't like being met with *You Can't* every time I try an input that is out of the ordinary, nor do I like loads of rooms with nothing to do in them. Adlan, the utility I used for the last few Amstrad games was much better, although it was badly bugged so I didn't write as I would've liked. However, when I get round to writing games on the PC, I can guarantee that they will be bigger.

JJ — Very glad to hear that, Simon. But don't get carried away with the splendour of everything and write a game that you would loath playing — large and empty and big, unmappable mazes. Although I do credit you with some common sense.

Other authors look up to you as one of the *better* 8bit authors. Who do you admire?

SA — It's a bit of a surprise to hear that anyone could look to to me as an adventure author! I've gone all humble now! [JJ — *Now, c'mon man, pull yourself together, this is the last question.*] The authors I look up to are those who can write good, atmospheric text that lead the player into the game. Sadly, writers who can do this are few and far between. I've tried this style myself under the name Michael Hunt but I found it really hard work to write such a serious game

JJ — OK, I lied there is one more questions. In standard Herring/SynTax tradition I must ask you both, what coloured socks do you wear?

Simon — Little pink, fluffy, cotton ones, with an attractive bunny-rabbit motif. [JJ — *Aaaaah.*]

Grimwold — Socks! Socks! What does a dwarf want with socks? Bloody soft southern nancies...

*I'd just like to thank Simon for sparing his time to do this interview and I hope you out there enjoyed it.*

## FORMAT MAGAZINE For Spectrum and Sam Users

by Marion

FORMAT Magazine and INDUG (their User Group) have been successfully publishing for the last seven years and recently Darren Fisher (*thanks Darren*) drew my attention to FORMAT. Initially I thought how strange it was that ZX81, Spectrum, QL and +3-owning me hadn't come across them before now. Then I did remember and remembered why I hadn't remembered! This is serious stuff, far to technical for me — but I'm in a class of my own when it comes to the tekky bits, so perhaps I may be forgiven. So I wrote to FORMAT asking for information and very quickly had a nice reply with the two latest issues for me to look at.

The first thing that strikes you before you even open the the magazine is that someone has a sense of humour. The front covers made me smile, the ideas were spot on and the artwork excellent. Now to get down to the serious stuff... two regular features first.

SHORT SPOT, edited by John Wase contains about 5 pages of readers hints, tips and programming ideas in each issue. MACHINE CODE WITHOUT THE TEARS by Carol Brooksbank is now at Part 22 and is laid out with a small block of machine code followed by a clearly written paragraph of explanation, this format continuing for about 3 pages.

The first of the two articles in the October Issue is — WHAT THE HECK IS THIS ALL ABOUT? By Nev Young. Yes, well... I think I'll just quote the sub-heading and the first two paragraphs...

*How Can 9 + 8 = 117*

*Why Is 1.50 + 0.40 = 2.30?*

*It's alright. I've not gone mad, both the above are true. There just happened to be some extra information missing. The first sum is in hexadecimal, the second hours and*

*minutes.*

*The reason for this is that many people just do not seem able to grasp the hexadecimal notation and what it is about. But the second example shows we all manage to use duodecimal and sexagesimal with no problems. I hope in this article to explain what hexadecimal is, how to use it and above all, why bother!*

PC = Z80 by Stephen Baines is the second article. As we have a couple of reviews of the same emulator in this issue, I read it with interest.

BASICALLY SPEAKING by David Finch in the November issue sees the first of a series on BASIC for beginners. He has opted to go back to the beginning and assumes that the reader knows nothing at all about the subject. I think adventurers who, never having owned a Spectrum, are now plugging in emulators in order to play Spectrum games, would find this a very worth-while series of articles. For Spectrum owners who have long ago put their machines away, it takes you back. If only the ZX81 manual had been written like this, it would have saved me a lot of agony back in 1981.

The rest of FORMAT... News items, the Editorial, Help Page, Small Ads and Letters Page.

The October HELP PAGE concerns — problems with a +3 disk drive, Citizen and GLPII printers, how to convert a Spectrum/BASIC program for use on the SAM without using an emulator, how to print boxes round text in Tasword 3 and how to print text files from Tasword 2 when using the +3 — and in November the help asked for is just as varied and the answers in both issues were clear and detailed.



There also is an extremely lively LETTERS section covering all aspects of the Spectrum and the SAM and even — a couple of references to games!

From the September issue, FORMAT has been redesigned and is now produced using the PC and looks very good. This allows them the same flexibility of design as the Mac does for Red Herring. The serious text is lightened by the pocket cartoon and by some illustration within the magazine. The adverts and small ads are a

*FORMAT has 40 pages, is published monthly and the UK subscription cost is £12.00 per year (12 issues), the overseas subscription being £16.00 or £25.00 airmail. For further information, please contact Jenny Burdock, Membership Secretary, Format Publications, 34 Bourton Road, Gloucester GL4 0LE. Telephone... 0452 412572*

## Z80 — A Spectrum Emulator for the PC

by Bruce Brown

Do you use a PC and have a cupboard full of Spectrum tapes gathering dust? Or have you ever looked longingly at the huge catalogue of cheap adventures from companies like Zenobi? If so, then this excellent emulator will be of interest.

Z80 comes in two versions, a stripped down PD form and as registered software. A lot of the features missing on the PD version are so useful that it's probably only worth considering as a sampler before registering. After sending off my registration fee of £15 the disk was returned promptly and I prepared myself for the technical challenge of installing the program. It was a relief to find it extremely easy to install, the program automatically detects what type of PC is in use and adjusts itself accordingly.

How to get the Spectrum games into the PC? There are two options. Firstly, if your Spectrum is fitted with an external disc drive such as the +D then there is a utility to convert these files to

very useful source of information — essential, I would have thought — for all things Spectrum and SAM, especially those hard-to-find bits and pieces.

FORMAT, for those who don't just use their computers to load in tapes and/or disks and play games, has to be a *must-have* magazine. I expect that, for RH's Spectrum users, I'm preaching to the converted, but given the current interest in the Spectrum Emulator scene, 16-bit owners should also find it of use.

a Z80 readable format. If not, then a tape interface can be supplied by B.G. Services for £11.50 which is in fact a modified printer plug. I tried both methods and found they worked every time. I use a tatty old cassette player with the tape interface and it has loaded all the games I have tried so far including speedsaves and other fancy loaders.

A large manual is supplied on disk, and in the interests of investigative journalism I thought I ought to try and wade through it. Apparently Z80 emulates fully 48k and 128k Spectrums with or without microdrives and will also mimic the 128 sound capabilities if the PC has a suitable card. There is a section in the manual covering z80 machine code and how the emulator works. I took a deep breath and went in. Half an hour later I found myself staring out of the window. I swiftly came to the conclusion that the author of the program must have a

brain the size of a planet and decided to leave the manual alone.

In normal usage the emulator is very easy to operate. A series of pull down menus is available from the function keys to load and save games or change settings. For example, it is possible to slow the emulator down if those aliens keep zapping you and if you can't remember which combination of keys to press for FORMAT or

RANDOMISE then there is a helpful picture of a rubber-keyed Spectrum.

Overall, I have found Z80 to be a great utility program. It can be used at two levels; as a workhorse emulator that allows the running of all Spectrum games on a PC or, for those who are technically inclined, as an authentic mimic of the Speccy at the machine code level.

*Useful address: B.G. Services, 64 Roebuck Road, Chessington, Surrey, KT9 1JX. Tel: 081 397 0763*



## JIM AND JIM'S CHRISTMAS JOKE EMPORIUM

Written by James Jillians and James Judge — *The Kings of the Cracker Cracks*

*It's the festive season again — time to don the red bobble hats and furry white beards, as the two masters of comedy (hem, hem) prepare to unleash their repertoire of Christmas cracker jokes on unfortunate Red Herring readers. (HO! HO! HO!)*

How do angels greet each other at Christmas?  
*Halo there!*

How do sheep greet each other at Christmas?  
*A merry Christmas to ewe.*

What Christmas carol is popular in the desert?  
*Oh camel ye faithful.*

What do ghosts put on their turkey at Christmas? — *Grave-y.*

How do you know Santa likes gardening?  
*Because he shouts, "Hoe, Hoe!"*

What is ploughed but never planted? — *Snow.*

What is written on the back of Santa's sleigh?  
*"My other sleigh's a Porsche."*

What is the wettest animal? — *A raindeer.*

Why does Santa wear red trousers?  
*Because his blue ones are at the cleaners.*

What do you get if you cross a snowman with a shark? — *Frost bite.*

What do monsters like best about Christmas?  
*Slay-riding.*

What do you call a letter that is sent down a chimney at Christmas — *Blackmail.*

PLEASE NOTE: Before any of you send death threats, we quote "*I might even give a prize for the worst joke ever...*" Well, we should qualify for that 26 times over!

The discerning reader may notice a shortfall in that number, but I promise you they really did send >groan< 26 — 99% of the rest are scattered throughout RH.

Marion



## THE EMULATION GAME

### Shareware Spectrum and C64 emulators for the IBM PC

by Richard Hewison

It's difficult going back to playing adventures on a Spectrum or C64 when you've been used to using an Amiga or PC with a hard disk for the last four years. Whilst I missed the games (*although some more than others*), I certainly didn't miss all that messing around with cassettes that would only load after half an hour of fiddling with the volume and tone settings. However, these days I'm very pleased that I kept the majority of my Spectrum games in a box in the loft because now I can play them all again, but this time on my PC. Emulators are nothing new, especially Spectrum ones. Most of the machines these days have them but those running on anything less than a 386 PC aren't really worth bothering about. There are at least five emulators for the PC, but by far the best one available is Z80, written by G.A Lunter who originates from the Netherlands.

Z80 is the first of the Spectrum emulators to be legally allowed to supply the original spectrum roms as files. Amstrad gave permission for the roms to be distributed with Z80 and this has allowed them to be the first of the emulators to include both 48k (*series 2 and series 3*) and 128k+ emulation! The 3 channel sound from the 128 machine can be pumped through a sound blaster card and (*at the right speed*) it is identical to the original machine. It also emulates the Interface 1, Microdrives, tape files, the RS232 channel, digital and analogue joysticks, and can convert saved files from other emulators into a format that it likes (*including the ability to read directly off a Plus D disk and run the snapshot files without any need for converting them first*). In fact, Z80 has so many features that it's difficult to know where to start beginning to describe how good it really is!

On the graphics side, Z80 will run quite

happily in Hercules, CGA, EGA and VGA although only the latter exactly emulates the spectrum palette (*including both bright and non-bright colours*). 48k beeper sound is shoved through the PC speaker and (*thankfully*) you can turn the sound off from a menu. 128k sound can be played through a Sound Blaster card if you have one and it works perfectly.

There would be little point in having an emulator if you couldn't load in your cassette software and then save them off to the hard disk. Z80 needs a special interface that plugs into the printer port for it to load software in, but you are given all the details required to build one and it's quite simple to construct. Once you have the device attached to your printer port, connect it up to your old cassette player with the spectrum tape leads and you're ready to go! There are two modes that the emulator can run in when loading in games from tape. Normal mode will handle normal speed headers, and code. Just enter the usual Spectrum load commands and off you go! The other mode is called *Real mode* and this is used when a cassette uses headerless files and fast loaders. *Real mode* doesn't update the screen whilst it is loading, but it will handle all those non-standard loaders without any problems. Once it has loaded in, just switch back to normal mode and save the game to disk.

Multi-load games can also be handled by using the emulator's .TAP tape file format. This clever feature can do a number of things to exactly emulate tape loading from hard disk. Say you have a game that loads in with normal speed files and it loads in a basic loader, a loading screen, and three sections of code. By setting the emulator to exactly mirror what it loads, it will save out the same file to a file on hard disk. This way the game will load in off hard disk in exactly the same way

that it did off the tape. It can get more complicated than this, but it works very well. It can also be used to intercept the standard spectrum save and load routines used by many games so that when it thinks it is saving back to tape, it actually saves a small file to hard disk instead. It can then be fooled into loading it again later. This means you can play your old speccy adventures and load and save your game to and from hard disk.

You can also adjust the speed of the emulator. On a 33mhz 386 it runs at 220% the speed of a spectrum. You can state exactly what speed you want to run it at by typing in the % yourself from a menu. Some games have to be run as close to 100% as you can get, but others really benefit from the increase!

There are many other features available in the emulator. The programmer seems to have covered all of the bases and has come up with a piece of software that is now a permanent fixture on my hard disk. If you want to have a taste of the program, you can get a shareware version (*with many options and extra programs omitted*) or for just £15 you can get a fully registered version. If you loved your spectrum, by pass the shareware version and go for the real thing. Contact B.G Services at 64 Roebuck Road, Chessington, Surrey. KT9 1JX. For £10 plus £1.50 p+p you can also get a neat ready made cassette interface. Brilliant!

Fear not C64 owners, because there is also a very impressive shareware emulator available for you, but you'll need a 25mhz 486 to get it running at the same speed as the old C64 itself. As with the Spectrum emulator, it uses the Sound Blaster card to exactly emulate the old 64 sound chip. At present, the emulator (*written by a young man from Slovenia called Miba Peternel*) is only a demo, but by the time you read this a finished shareware version should be available.

The emulator is called the C64S, and it supports the 6510 CPU, memory management,

graphics, sound, timer and raster interrupts as well as the keyboard and joysticks. You'll need VGA to run it, but a Sound Blaster card isn't essential as it also emulates the sound chip through the PC speaker! As with the Spectrum version it can emulate cassettes and disks. All the different types of sprite are emulated (*normal, expanded, multi-colour etc.*) as is the hardware scrolling! In the demo version, border sprites and expanded screens can't be handled but the doc files hope that the full shareware version will be able to do this without any problems.

Loading software in from tape will again be done from an interface, but no details are available at the moment. It can handle multi-loaders from tape and whole disks are emulated as one image file and are transferred over via a C64 to PC serial link (*so you need to still own a C64*). The 1541 disk drive rom is present to make the transition nice and easy.

The demo is admittedly a little ropy. There's no way of resetting the C64 to load in another file unless you abort first and re-load the emulator. It also runs too slowly on my 33mhz 386 to be useful, but I've seen it on a 486 and it's very impressive. The full shareware version should be excellent when it appears. It is promised to include various utilities, including tape tools (*to handle turbo cassettes directly, amongst other things*) and various other features.

These two programmes just go to show how good the Shareware concept can be. A lot of hard work has gone into both these emulators and they deserve as many registrations as they can get. Let's hope that the fully implemented shareware version of C64S appears soon and that registration can be done through a licensee in the U.K. to make it as easy as possible. Z80 has got me playing all my old Level 9 classics again, along with Lords of Midnight and Doomdark's Revenge. Through emulation, the 8 bit micros can live again!



# E-ASY M-AZE G-AME

by Jean Childs

*Dedicated to James Judge, that well-known lover of mazes!*



You are in a maze. Written on the wall are the words *JJ WOZ ERE*. There are exits in all directions. If you choose to go north go to 1, if south go to 1, if east go to 1, or if west go to 1. In other words start at 1.

- 1 You are in a Nasty maze. If you choose to go north go to 14, if south go to 2, if east go to 4, or if west go to 6.
- 2 You are in a Peculiar maze. If you choose to go north go to 15, if south go to 7, if east go to 4, or if west go to 6.
- 3 You are in an Extraordinary maze. You can see the letter *E*. If you choose to go north go to 10, if south go to 7, if east go to 11, or if west go to 6.
- 4 You are in a Perplexing maze. If you choose to go north go to 17, if south go to 10, if east go to 6, or if west go to 2.
- 5 You are in an Enormous maze. You can see the letter *X*. If you choose to go north go to 19, if south go to 17, if east go to 9, or if west go to 15.
- 6 You are in a Mystifying maze. If you choose to go north go to 19, if south go to 12, if east go to 2, or if west go to 4.
- 7 You are in a Bizarre maze. If you choose to go north go to 2, if south go to 15, if east go to 10, or if west go to 12.

- 8 You are in a Scary maze. You can see the letter *R* (again). If you choose to go north go to 10, if south go to 16, if east go to 15, or if west go to 12.
- 9 You are in a Spooky maze. You can see the letter *M*. If you choose to go north go to 17, if south go to 13, if east go to 2, or if west go to 19.
- 10 You are in a Curious maze. If you choose to go north go to 4, if south go to 17, if east go to 12, or if west go to 7.
- 11 You are in a Weird maze. You can see the letter *R*. If you choose to go north go to 10, if south go to 12, if east go to 7, or if west go to 8.
- 12 You are in a Bewildering maze. If you choose to go north go to 6, if south go to 19, if east go to 7, or if west go to 10.
- 13 You are in a Wearisome maze. You can see the letter *A*. If you choose to go north go to 2, if south go to 4, if east go to 19, or if west go to 18.
- 14 You are in a Strange maze. You can see the letter *M*. If you choose to go north go to 4, if south go to 3, if east go to 7, or if west go to 6.
- 15 You are in a Colossal maze. If you choose to go north go to 7, if south go to 2, if east go to 17, or if west go to 19.
- 16 You are in a Novel maze. You can see the letter *Y*. If you choose to go north go to 5, if south go to 12, if east go to 15, or if west go to 17.
- 17 You are in a Frightening maze. If you choose to go north go to 10, if south go to 4, if east go to 19, or if west go to 15.
- 18 You are in a Nearly-there maze. You can see the letter *S*. If you choose to go north go to 20, if south go to 2, if east go to 4, or if west go to 6.
- 19 You are in a Horrible maze. If you choose to go north go to 12, if south go to 6, if east go to 15, or if west go to 17.
- 20 You have successfully made your way through the maze. Well Done! I knew you could do it.

Many years ago, while playing an adventure game (I can't remember the name) I came across a maze that was called either *The Forest of Good NEWS* or *The Maze of Good NEWS*. I got lost and died many times before I realised that *NEWS* was in capital letters.



## REVENGE OF THE MOON GODDESS & EYE OF THE INCA

Reviewed by Marion, played on the PC

Here's a quick look at a couple of fairly basic PC Shareware adventures written by John Olsen. They are two out of four adventures available on one SynTax Library disk.

### REVENGE OF THE MOON GODDESS

You have travelled to the South American jungles in search of the legendary City of the Sun and you are hoping to return to civilisation with a gold idol which is rumoured to be hidden in the Temple of the Condors. Friendly natives have taken you up the River of Broken Waters as far as they can and have left you standing on a rotting dock, promising to return in one week's time.

Before you get anywhere near the City of the Sun there are hazards to be overcome and several items to collect in the surrounding jungle. For starters — you're on the wrong side of the river. This really isn't too much of a problem because there is an easily found tunnel underneath the river and you can also chop down a tree higher up the river which will make a convenient bridge. There's a jaguar who isn't too keen on your tree-cutting activities, but I'm sure you'll be able to dispose of it. Helpful hieroglyphics are scrawled in lots of places — it's a pity you don't understand the language, so before you go dashing off looking for the temple, you'd better find some sort of dictionary.

Having done all that you are now faced with a random maze and the necessity of wandering back and forwards through it several times to either leave or pick up various objects. Eventually you find the lost city and the game becomes a test of your ingenuity in figuring out how to open the many and varied locked doors, finding the secret panels and hidden exits and avoiding various hazards connected with all of them. I did find it a bit strange that breaking an egg in one location resulted in the moving of a large object which

then revealed a hole in the floor. I couldn't work out why this should be and how you were supposed to know what to do — it seemed a bit unfair to the player.

*Revenge of the Moon Goddess* is a text adventure of medium difficulty in the most part which plays well, although the random maze and the egg/hole in the ground problem will have some players screaming for help or looking for the solution.

### EYE OF THE INCA

Drawn by reports of an immense diamond known as *The Eye of the Inca*, you've been wandering around in the middle of a jungle looking for a lost Inca Temple. At last it looks as if you've found it. The game starts with you standing in a clearing gazing up at some huge stone steps and just about to enter the temple. Once inside, it becomes obvious that at least one other person has been here before you. Not only are there dusty footprints but someone has left some modern scuba gear here — with the air tanks fully charged!

This is a *collect all the treasures, dump them back at the start and say Score* type of game. There are a total of TWENTY-SIX gold objects to be collected and deposited and a fair number of simple puzzles plus a few slightly more difficult — but not very. There's an unusual use for a coffin and a bit of a problem retrieving a ladder but nothing really complicated. There's also a small maze, but that is easily solved by the usual method of mapping by dropping objects in each location.

And that's about it. There's not a lot more to say about this game, except that because of the simplicity of the problems and the amount of clues given, it's a reasonable introduction to text adventuring for the beginner.

## ! CHRISTMAS BARGAINS !

From *The Grue!*



CELEBRATE THE YEAR OF LYMESWOLD THIS XMAS  
WITH THESE NOVELTY LYM-O-CRACKS

Looks just like ordinary crackers but each one contains an individually wrapped example of the world's best-known cheese PLUS a rib-tickling motto by international jokesmith, Simon Hoggarth.

Box of 6 — £469.99



NEW! IDEAL FOR CHRISTMAS!  
HIS OR HER OWN PERSONALISED MUSICAL ZIP TAG

Hard to believe this tiny zip tag contains a miniature cassette which plays every time you zip up!! Choice of tunes conducted by the World's Top Orchestras: Pevsner's Theme from Woodcutter In The Alps — or — Valse De Limoges by Anton Hawser.

£49.00 + VAT



MUSIC LOVERS! CHRISTMAS WILL NEVER BE THE SAME AGAIN  
WHEN YOU GIVE YOUR FAMILY AN  
ANDREW LLOYD WEBBERTRON

This amazing musical invention by the world-famous keyboard wizard from Geneva — Uri Yamaha — will delight all generations of music lovers. Whatever the tune you play on the Webbertron, it comes out exactly the same. Try these great hits — Faure's Requiem, Shostakovich's 14th String Quartet in C sharp minor, slow movement, Theme from The Singing Detective, Points of View signature tune. Turns your lounge into a tacky West End show!!!

ONLY £3,999,999.00, P+P included.





## PLAY BY MAIL

by Tim Lomas

Anyone interested in more tales from Delenda? Or would you like to hear about my ankle?

Well, on a close vote (*i.e. me*) we're going to take just a quick walk into the world of Aguilla for the latest batch of news from Wazir Murad & Co. in their exploits.

The latest Delenda meet was in mid-November much to my displeasure I wasn't able to make it, hot on the tail of another weekend meet I couldn't get to because my boss decided it'd be jolly nice for me to spend 3 days in Aberdeen during the most miserable weather of the year, this isn't my autumn for meets obviously.

Fortunately Delenda meets have Compuserve access (*as do I*) so I could stick my oar in where needed.

The only real news that comes along is from the Grand Divan, it started with a real bang! The Divan opens and in comes a Janisarry (*the Caliph's personal guard*) with a bowstring. Heads all start twitching as this is the traditional way for the Caliph to have those who displease him. The phone lines are getting red hot here as the poor soul at the keyboard tries to keep up with happenings and keep those of us who were in the Email conference in the know.

What do you know, the Janisarry is heading towards the Kapudan Pascha (*those of you who've been taking any notice of these inane ramblings may recall that this is one of my characters*). Time to put a hold on things so I send off a message to hang on a moment while I check my characters stats. Grabbing the latest turn sheet I find all sorts of interesting things, such as the fact that on a scale of 1-8 the Kapudan only has a loyalty rating of 6, bearing in mind that his loyalty is mainly towards his family that means he's not particularly loyal to his Caliph. He also has a belief of only 5, he's

almost an atheist which means he has no religious problems with what he's about to do.

With a smile on my face I put them out of their misery down in Dorset, I inform them that as the Janisarry advances towards the Kapudan, the Kapudan leaps to his feet draws his sword and attacks him, everything now stops to make sure the GM knows what's going on (*and to allow anyone who can't type fast enough to get any instructions in*). The Beylerbeyi of Quendil (*regional governor*) jumps up and attacks the Kapudan — bear in mind that the GM has to allow time for him to react first—the Second Vizier (*who's Murad, another of mine*) also leaps to his feet and draws his sword, placing himself in front of the Caliph (*making sure I point out that he's facing AWAY from the Caliph*).

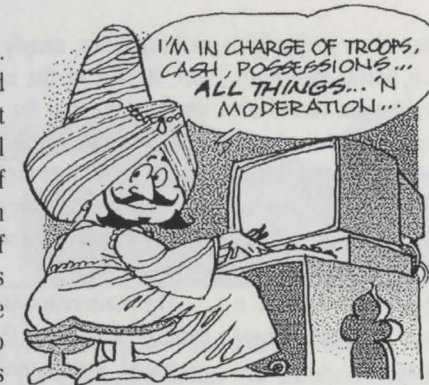
That all over Judith sends someone downstairs to get her dice (*she obviously wasn't expecting my reaction! She should have checked the stats first*) and starts rolling dice to see what happens. Oddly enough the Kapudan seems to collapse before he can kill the Janisarry and the Janisarry holds his head in pain. The Beylerbeyi may or may not have run the Kapudan through before he fell, it's not certain. What is certain is that there is one dead body and two high military officers with their swords drawn in the presence of the Caliph. The Beylerbeyi cleans his sword and re-sheathes it, apologising to the Caliph for having disturbed the Divan, Murad is seen to re-sheath his sword and request permission to approach the Caliph. When this is granted he makes sure his hands are seen to be away from his hilt and he goes into a very long apology for having drawn his sword in the Caliph's presence and as the Kapudan was his brother he requests the Caliph's permission to withdraw from the Divan as his

motives may be in doubt. Murad has a belief and loyalty rating of one, it means he is totally loyal and has a complete belief in his faith. The Caliph decides to do a bit of business first as he knows that both Murad and the Grand Vizier are about to resign anyway, he accepts

both resignations and appoints a new Grand Vizier, he then states his desire that Murad remain for the Divan but leaves the new Grand Vizier to make the decision. He decides that Murad will stay. Murad then unsheathes his sword (*holding it by the blade*) and asks the Grand Vizier to retain it for the duration of the Divan.

Another surprise, the Caliph steps forward and takes Murad's sword before anyone else can get at it. This is actually very significant as the sword of a military officer is part of his symbol of office, it is normally a grave insult to take it without permission. As people start wondering just what is going on the Caliph then presents it to the new Grand Vizier as a symbol of his appointment, stating it to be the sword of an honourable man, he also states his intention of presenting Murad with a new sword himself (*a high honour*).

That's about all that I can pass on of interest, a little further news is available. After the Divan Murad went to see the Grand Vizier and offered his resignation from his other post in view of the dishonour of his brother (*Murad takes honour and family very seriously*), the Grand Vizier hasn't yet answered. The only current news of him is that Murad and a few others, including the ex Grand Vizier and the current Second Vizier were seen boarding a ship in Iparti the same day (*bear in mind that Iparti is over 300 miles away and we're*



talking mediaeval technology), the ship has not been seen since and is believed lost at sea with all hands.

Just for you I'll also pass on a secret, Murad isn't dead and the ship wasn't lost, he's currently getting his mind together on a little known island.

He was almost on the point of a nervous breakdown, the pressure of his post had been weighing on him, his brother had appeared to be trying to kill the Caliph and he was steeling himself to try and kill his own brother to protect the Caliph is it was needed. He'll be back on the mainland in a few weeks and all he has to face then is a Caliph who has been wanting to honour him and couldn't find him, that should be a fun bit of roleplaying!

That's a little taste of how hectic the role playing can get at times when you're winging it live. It also holds the record for the longest range fight in the game, the GM was in Dorset, I was in London and the Beylerbeyi is called Kevin and was in Texas (*yes, Texas USA, useful conferencing facilities you can access on Compuserve!*).

On to the topic of this month which is actually designing a PBM game.

I've been wondering about this for the last month or so and I've come to the conclusion that I really can't write the article I originally intended to. The problem here even more so than last month is that there simply isn't a right way to go about it. Let's look at it step by step.

There are really two ways to start designing a PBM, the first is the way I designed Subterranea, you come up with an idea, do a bit of work on that and stick bits on and around it to beef it up. In my case it was a chat in a bar at a convention about battle algorithms (*and how*



*I thought no-one was writing them properly*). Subterranea was originally a battle algorithm which then had various other options tacked on to turn it into a basic wargame. I sent the basic idea along to someone for their comments and it occurred to them that it looked like a hive of ants, from there I wrote a small scenario about ants (*which are now mining robots*), made a few changes during the playtest to make it a playable game and Hey Presto! A game. It may sound silly that a game is actually a few bits stuck onto a battle algorithm but when you study a number of wargames it's basically true in many cases, the bits stuck on may be more complicated and look like more than they are but in the end it's often the battle at the centre of it all.

The second way to design a game is rather obvious, it's also the way that the current game I'm working on is designed. In this case you decide on the subject of the game first and then design the game around the idea. This tends in general to be the way that more complex games come to fruition. In this case the intention is often to model (*or attempt to model*) some part of the real world, be it a football league, a historical battle or a Middle Earth game — I call Middle Earth a modelling of the real world as it exists in the form of a book and this is being modelled.

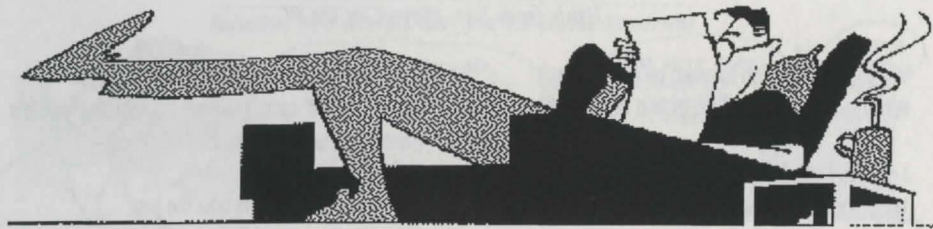
It occurs to me now that I'm not going to get everything in this month that I'd planned to so for now I'm going to cover the first part of design and leave the rest until the next issue.

I'll assume that you've got an idea for a PBM game, if not then your main problem is that you need an idea! This is actually harder than it sounds. Design itself is actually a remarkably boring process, having got your initial idea the next thing to do is sit down with a cup of coffee (*or three*) and a large pile of scrap paper and start scribbling, you should be able to sketch the rough outline of the game in a few minutes,

nothing fancy, simply the main ideas and some sort of idea of the complexity levels involved. Having done that the next thing to do is decide how the game will be run, this of course is the reason for all that scribbling, during that time it should have become obvious if you're going to end up with a game which needs to be computer assisted.

The main criterium for using a computer for running a game is the data which needs to be processed. For the moment we're going to ignore the problem of having the ability to produce a computer programme and simply work on the ideal situation where everyone can. It may seem odd to start thinking about boring mundane things like actually running the game just now when you should be doing the fun stuff and being creative but it's actually vital, you need to know in general terms how things will run to ensure that your design will be feasible. There's no point (*except from a purely aesthetic view*) in designing a game for hand moderation when the processing of a single turn will take a week. It'll never work, even if you're running it for free you simply can't turn round turns fast enough to maintain interest.

In very general terms you should consider very carefully computer moderation in any game which involve large quantities of numbers, these are the things computers handle quickly and reliably whereas humans tend to get very bored very quickly at which point they start making mistakes. Hand moderation on the other hand is very good for games where the emphasis is on role playing. It's very difficult to write computer programmes which output varied, well written and interesting prose. In the real world people running role playing games tend to use computers in much the way you'd use a typewriter, to do the things which they do best, in this case as record keepers and drudges. It makes life much easier if you've got a computer to keep track of possessions, cash, troops and all



that sort of stuff allowing you to be creative and also doing a much better job of keeping things under control than you ever could. This last type is usually known as mixed moderation, for obvious reasons.

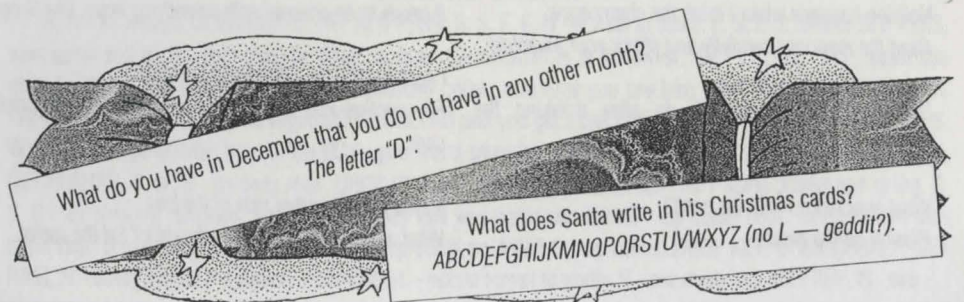
Having got your basic design in your head and scribbled down on the back of various envelopes, knowing how you plan to have the game run and you've got another sudden decision to make. Are you still interested? That may seem like a silly thing to say but think about it, you came up with a wonderful idea, after a few hours work you've now reduced that to it's essentials and you've come up with a possible game. Does the idea still look interesting to you? Does it look as if it'd be a worth while game? Effectively does what you now have in front of you actually match your expectations?

If not then junk it, there is absolutely no point in persisting in a game design which

doesn't interest you. Put it in the bin and go off to do something else, if you ever decide to get into this sort of design you'll find that for everything which gets past even this early stage you'll have a pile of them which come under the category of *it sounded like a good idea at the time*. I'd guess I have between 30 and 50 game ideas which have seemed like a good idea but that didn't get taken any further, in my case I file them away, you never know when it might be useful in the future. I've had this game idea that I pick up every year or so about forests, I know that somewhere there's a PBM game based on trees and one of these years I'll figure out what it is.

Now you've reached the stage of actually doing something about the game. It's time to get down to designing the thing in earnest, next issue I'll move onto that and we'll see if we can get anywhere.

Tim Lomas, 211a Amesbury Avenue, London SW2 3BJ  
CIS 100014,1767 : Internet 10014.1767@compuserve.com





## JACARANDA JIM

Hints from Sue, played on the PC

- Where does Alan go to when he disappears? — *Say Invoices*
- I can't get out of the padded cell.  
Have you tried waving the wand?  
*It only works when Alan's there.*
- I get electrocuted when I push a button.  
Who might have a pair of gloves? — *The boxer?*
- The boxer keeps hitting me out of the ring.  
Can you make him slip? — *Drop a bottle of milk.*
- Nothing seems to happen when I push the buttons.  
Colours are all-important.  
*Match up the colours of objects and locations.*
- Still nothing happens when I push the buttons.  
Have you tried leaving items in certain places before doing so? — *Here's the full list of what to drop where?*  
*Carnation - Church / Flag - Town Hall / Beachball / Toilet / Cucumber & Deckchair - Zoo Canteen / Blueberry - Library.*
- The dragon kills me when I try to get into the zoo canteen. — *Wait until it's purple then push the button.*
- What do I do with the gristle?  
Buzzards like gristle - but not the ones in the zoo.  
*Drop it in the quarry near your crashed ship.*
- Nothing happens when I drink the champagne.  
*Read the response carefully and check your inventory.*
- Still don't know what to do after drinking the champagne? — *Spit.*
- What should I do with the seed?  
*Plant it on the beach.*
- How many places are there to dig in?  
Three. *At the spot marked X... In the pirate's den (twice) and at the Punch and Judy tent.*
- The pirate won't let me take the pig.  
*Give him the tape of Spindle's Crotchet.*
- I can't get the object out of the china pig.  
*Give it to the thief.*
- The thief won't let me take anything from him.  
Can you send him away somewhere? *Kastria, perhaps? Give him the ticket.*
- I can't get past the wall of fruit. — *Eat it.*
- I feel sick. — *Go to the toilet.*
- Grog won't let me take the key past him.  
*Flush it down the toilet.*
- I get killed by the forcefield.  
*Fuse or short it with the spoon.*
- What should I say into the microphone?  
*Yitshak the elf knows passwords. Sell Alan to him.*
- The police catch me if I kill the postman.  
*If only you could bury the body - in the pirate's den?*
- I still can't hide it completely.  
*It needs to be covered with something large, like Grog.*
- I get killed by the octopus in the lake.  
*Pay another visit to the tailor and give him the credit card.*
- It's dark on the other side of the lake.  
*What would help you see in the dark? Eat the carrot.*

## THE RINGS OF MERLIN

Solution by Dave Barker, played on the Spectrum



In this the sequel to *THE KEEPER* you play the part of Drake in his quest for freedom and wealth. You will continue your struggle against the evil forces of the surrounding lands of Moranil.

The story so far — after the return of the princess and the sceptre to Moranil, Tag was presumed to have rescued the two (it was a simple choice really, it was either him or you!), there was great rejoicing and merriment. Of course, YOU, a mere servant, were absent!

Tag, your faithful dog, was presented with a collar, commissioned by the grateful princess, and set with some of the finest precious stones to be found in Moranil, now fastened proudly around his neck. He still remains your faithful companion.

Unfortunately, the princess did not think so highly of you! For what is believed to be your disregard for the princess you have been banished to the Empty Lands, lying no less than thirteen days travel over the mountains, they are as silent as you and as bleak as your past enemies.

The lands themselves, it is said, hold the secret of freedom and untold wealth. Five rings are held by the inhabitants of the land, these rings, so it is told, hold magical powers, and when all are placed in the waters of a well a great wealth will be bestowed on the purveyor of the last ring.

So again you set out from your small cottage in search of the rings of life, accompanied by Tag, you start the journey that could be your last.

Note: Unfortunately you can only carry three object at any one time. You can also wear the rubber slippers or the coat, but not both.

### 1. THE RING OF PAUPERS

You start in your cottage. N, E, E, E - entrance to maze. E, N, N, E, GET CUTTERS, W, N, N, S, E - outside maze. S, S - by wire fence. CUT FENCE, DROP CUTTERS, E, E, E - by tree that overlooks ravine. U - see vines. SWING, E, E, GET RING, W, S, GET AXE, N, W, CHOP TREE - fallen tree bridges ravine. W, W, W, W, S, W, W, W, N, E - at the well. DROP RING.

### 2. THE RING OF DEATH

W, N - in cottage. OPEN CRATE, GET SLIPPERS, S, S, E, E, N - at hole in fence. E, S, E, S, WEAR SLIPPERS, save game and W, W. This must be timed to when the waterfall is at its lowest. GET FUDGE. E, E, again this must be timed. Tag is wearing a emerald studded collar, next time you see him, GIVE FUDGE, GET COLLAR. Then the next time you see the vagrant GIVE COLLAR and you get a ball of nylon string in return. N, W, N, W, S, W, N - by a large wooden box. OPEN BOX - you find a silver key. GET KEY, CHOP BOX with the axe. DROP AXE, GET PLANKS, S, W, S - by deep river. DROP PLANKS, DROP STRING, BUILD RAFT using planks and string. S, S, S - by sleeping serpents, you may not pass this way again and live! S - by castle door. OPEN DOOR with silver key. S - in castle entrance, there is a trap south so JUMP S - by casket. DROP KEY, OPEN CASKET, GET RING, N - down trap into dungeon. PUSH WALL - secret tunnel to north. N - see dusty key. GET KEY, N - see



grid above you. OPEN GRID with key. U, DROP KEY, W - you have by-passed the serpents. N, N, N, W, N, E, DROP RING.

### 3. RING OF BEASTS

W, N - in cottage. REMOVE SLIPPERS, DROP SLIPPERS, GET COAT, WEAR COAT, N, N, W - at geyser. WAIT, or REDESCRIBE until the geyser slows to a dribble. D, GET BONES, U - you have no spare moves. E, S, W, W, S, S, U, W - hungry pack of wolves. THROW BONES - the wolves chase the bones over the precipice. W, N, GET RING, S, E, E, D, E, E, E, DROP RING.

### 4. RING OF DARKNESS

W, N, GET LAMP, N, W, W, S, S, U, W, REMOVE COAT, N - through small crack in rocks. GET DYNAMITE, S, WEAR COAT, E - there is red dust to the south. EXAMINE POCKETS - find a hanky in the coat. WEAR HANKY over your face. S, EXAMINE DUST - find match. S - at rock wall to south. DROP DYNAMITE, LIGHT DYNAMITE - blasts open way to south. S - in cave, must have lamp. GET LADDER, E, DROP LADDER, U, GET BRANCH, D, GET LADDER, W, W, DROP LADDER, U, S - at a heavy stone door which is slightly ajar. LEVER DOOR with branch. DROP BRANCH, S - see plinth. GET RING, N, N, D, E, N, N, D, E, E, E - back at the well. DROP RING - as you drop the fourth ring you feel a warm glow spread through your body, you feel fitter and stronger than ever.

### 5 THE RING OF DECEIT

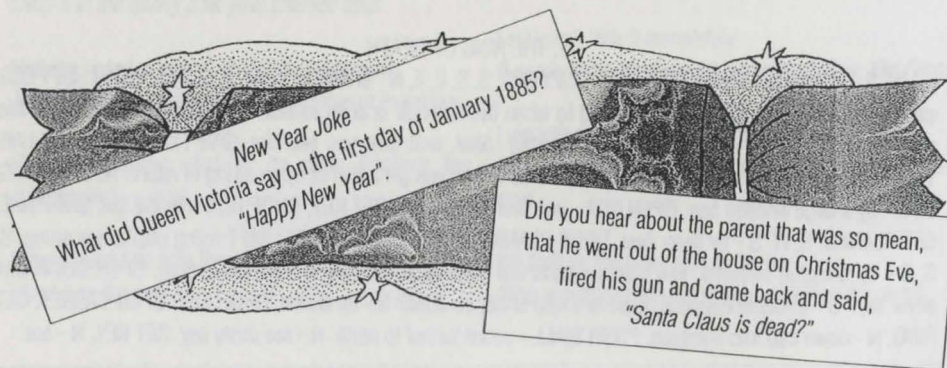
W, N - back in cottage. LIFT CRATE - you are now strong enough. GET RING, S, E, DROP RING.

### END GAME

W, N - the lonely Vagrant enters your cottage....

*He holds up his hand to the sky. You notice that on his hand are the five rings. There is a sudden blinding blue light and then all goes dark. You wake to find yourself not in your cottage but in a great hall of an even greater castle. The Vagrant speaks in a strange tongue, you watch his rags slowly turn into the finery of the great wizard Merlin.*

*He explains to you that now he has the five rings in his possession he can return from limbo and live once more as the wizard that he was. He adds that as your reward you are to be pronounced as LORD PROTECTOR of MORANIL, and to live in the castle of Moranil for the rest of your days. This you do happily together with your dog, Tag.*



## SOLVADOL-X

*Solution by Neil Currie, played on the Spectrum*

E\*4, S\*2, Scan Planet, Land, S\*4, Land, N\*2, Talk to Barmaid, Pay Barmaid, Wait, Talk to Man, Buy Beer, Talk to Man, W, Wait, Follow Woman, W, S, Wait Follow Man, Hail Taxi, Say Hotel Matz, Leave Taxi, S, Up, E, X Man, X Letter, X Card, W, Down, N, Hail Taxi, Say Library, Leave Taxi, E, Insert Card, X Screen, Type 2, X Screen, Type 3, X Screen, Type Babbet, X Screen, Type 6, X Screen, Remove Card, W, Hail Taxi, Say 112 Ocker Street, Leave, Taxi, S, X Rubbish, E, S, Hide, NE, E Up, Hide, Down, W, W, N, Hail Taxi, Say Cafe Hercules, Leave Taxi, W, Talk to Owner, E, Shoot Man, Hail Taxi, Say Sparks, Leave Taxi, E, X Hedge, Jump Through Hole, Up, Wait, Down, N, X Window, Shoot Alarm, Open Window, Listen, S, S, Up, Wait, Down, S, W, S, Enter Taxi, Say Botanical Gardens, Leave Taxi, Look Around, Shoot Sniper, Talk to Woman, E, N, N, W, N, E, E, S, E, E, Ram Sloop, X Bodies, X paper, X Wreckage, X Box, Shoot Box, X Documents, Enter Car, N, E, Hire Helijet, Say Atlas, Land, N, Drive Dray, X Containers, Move Containers, X Body, Get Note, N, E, S, Shoot Beast, E, Look Around, W, S, W, S\*2, Say Antarian, S, W, X Panel, E\*3, Fight Rita, N, X Screen, S, W\*2, N\*3, W, N, Say River, W, X Table, X Key, E, N, E, Enter Helijet, W, S, E, Enter Ship, W\*4, S, X Mines, Shoot Mines, Land, E, Down\*2, Shoot Device, Dive Under Device, Throw Grenade, S, W, Look Around, Pull Lever, S, Jump, W, X Containers, E\*2, Shoot Alien, Throw Drug, E, N, Push Up, Push Left, Shoot Screen, X Babbet, X Case, Break Case, X Plastic, S\*4, Insert Key, Turn Key, Type 12A7, Turn Key, N, W\*2, N\*2, Up\*2, W, Enter Ship.

*The End*

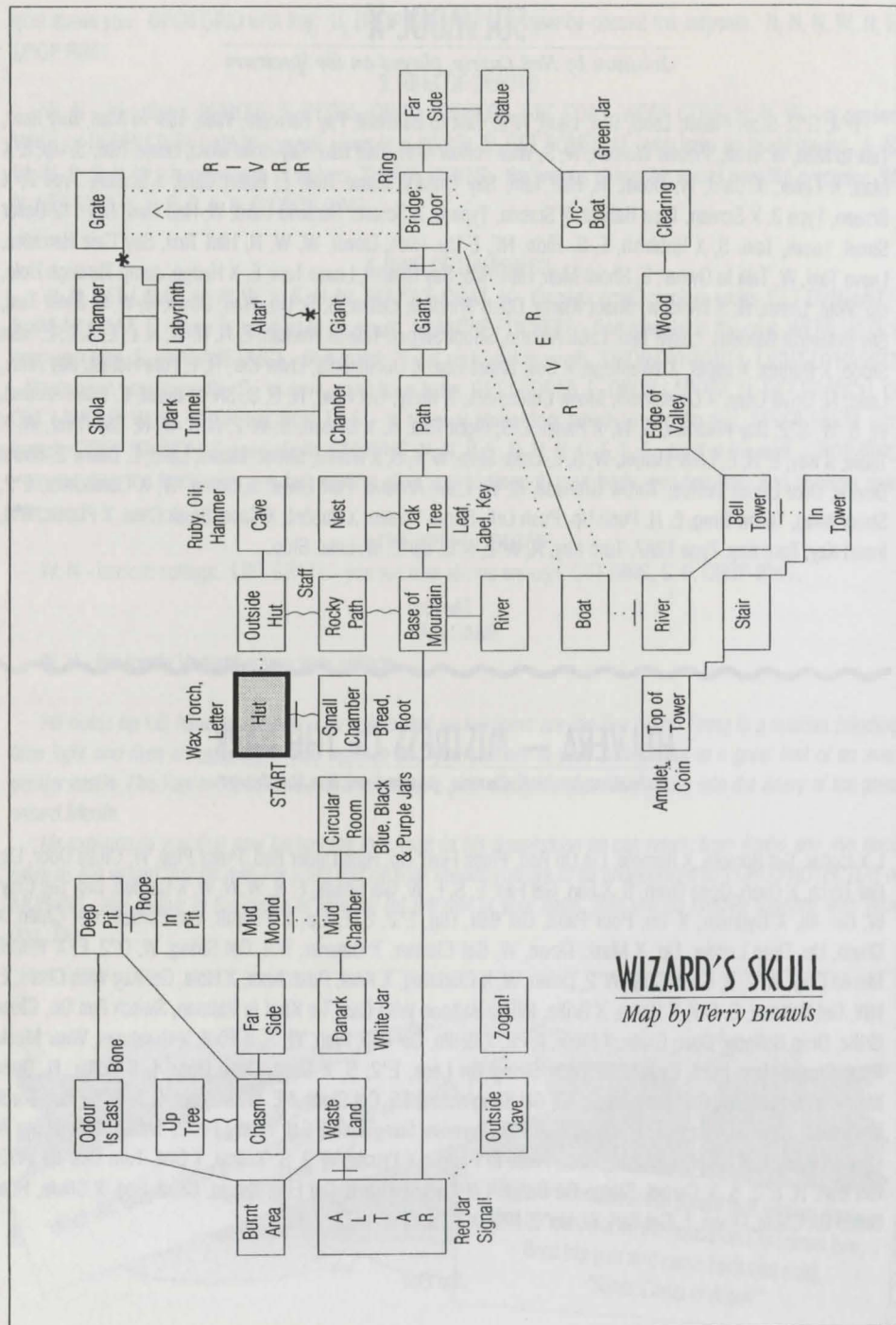
## HELVERA — MISTRESS OF THE DARK

*Solution by Neil Currie, played on the Spectrum*

I, X Collar, Get Remote, X Remote, Lie On Bed, Press Film, Up, Hide Under Bed, Press Play, W, Close Door, Up, Get Torch, X Oven, Open Oven, S, X Fan, Get Fan, E, S, E, W, Get Spade, E, N, W, N, W, X Garden, Dig, Get Clay, W, Get All, X Cylinder, X Tin, Pour Paint, Get Ball, Dig, E\*2, S, E, Up, X Portrait, Get Portrait, Get Chain, X Chain, Up, Drop Ladder, Up, X Mask, Down, W, Get Cleaner, X Cleaner, E\*2, Get String, W, D\*2, E, X Wheel, Mould Clay, W\*2, N, Cook Clay, W\*2, Down, W, X Cladding, X Knot, Push Knot, X Hole, Get Key With Chain, E, NW, Get Balloon, S, SW, X Beam, X Grille, Inflate Balloon With Gas, Tie Knot In Balloon, Switch Fan On, Close Grille, Drop Balloon, Open Grille, X Floor, X Pit, X Grille, Get Ball, Wait, W, S, X Pool, X Creatures, Wear Mask, Pour Cleaner Into Pool, E, X Rats, Wear String On Legs, E\*2, S, X Door, Open Door, I, X Bottle, N, Open Manhole. Down, SW, Get Boomerang, SE, Get Sunglasses, SE, Get Skate, NE, Wear Skate, E, SW\*2, Place Torch In Holder, Wear Sunglasses, NW, Get Ball, SE, Remove Sunglasses, Get Torch, NE\*2, Throw Boomerang At Lever, Up, N, E, X Table, X Puzzle, Place Piece In Puzzle, X Puzzle, W\*2, S, X Safe, X Dial, Turn Dial To 4472, Get Ball, N, E\*2, S, X Carpet, Stamp On Bulge, Lift Carpet, Down, Get Egg, X Egg, Crack Egg, X Chute, Pour Bottle On Chute, Down, E, Get Ball, W, Up\*2, N\*2, X Table, Put All On Table.

*The End*





**WIZARD'S SKULL**  
Map by Terry Brawls

## THE WIZARD'S SKULL (BOGMOLE III)

*Solution provided by the author, Jon Lemmon, Compass Software*

**SAVE BERNARD AND FIND THE LETTER** — X Chair, Sit in chair (Clue), X Fireplace, Get letter, Read letter (Clues), Push fireplace, X Bernard, Break force field, X table, X trapdoor, Open trapdoor, X door, Down, Get bread, X roots, Get roots, Up, Close door. **STORE**, Open trapdoor (Clue), **RECALL**, X root, Read letter, Break force field (root), X cupboard, Get torch, X it, Exit, E.

**ROCKMAN AND THE OGRE** — X liquid, X rock (clue), Get hammer, X rock, Get oil (torch) X torch, W, X ogre, Enter, Open door, Exit, D, D, X signpost.

**ALTAR, BIRD AND THE GIANT** — W, X altar (Clue), Break altar (Hammer), Get red jar, X it, X altar, E, S, X boat, Enter boat, X placard! Pull lever, Exit, N, E, Climb tree, X nest, D (orc!) X orc, Search orc, Get key, Get label, X label (clue!), Climb tree, X bird, Feed bird, D, E, E, E, X giant, X red jar, Throw red jar at giant (Big clue!), East.

**DISCOVERY AND ZOGAN'S AMULET** — X trapdoor, Open it, X it, X lever, Get ring, Pull lever, X torch. Oil the lever, Pull lever, Close trapdoor (or orc sees it!), E, X signpost, S, X elf, X statue!, X elf!, SW, Get green jar, X it, X boat, CB (until he comes). Point at boat, X boat (stops orcs following), S, W, W, SW, NW, CB (until he comes) Point at boat, X boat, SE, X door, Enter, CB (comes), Point at door. X door, Enter, Up, Up, X roof, Get amulet (Bird you fed), Get amulet, X amulet, D, D, Exit, NE, E, E, N, NE, N, W, W, W, W, W, W, Drop letter, Drop hammer.

**ALTAR TO THE EVIL SIDE** — Think RIFT, E, NW, X rocks, Light torch, NE, E, X pit!, X green jar, Drop it, Down, Get rope, Up, SW, X chasm, Climb tree, Tie rope to branch, X branch.

**OGRE AND MIST MOUND** — Down, NE(ropel), E, Drop rope, E, W, Get rope, W (Ogre dead!), E, Drop rope, STORE, E, X water, Light the oil, X pools, X mound, SA, W, X cage, X Danark.

**DANARK AND THE COLOURED JARS** — Get white jar, X it, X label (BETRAYAL!), E, Drop white jar, Drop label, E, Get all, X black jar (Remember from Giant about black and white clue), W, W, X cage, Break cage, X Danark, Throw black jar at Danark, X Danark (PAST), E, SA(2), W, Get rope, W, Drop rope, NE, W, SW, SE, W, Think RIFT, E, E, E, E, E, E, S, SW, S, W, W, SW, Northwest.

**BOAT AND THE LABYRINTH OF THE KRANAD** — X boat, Enter boat, CB (Comes), Pull lever, X boat, Get ring, X boat, Wait, Down, X grating, X force field, SA(3), X grating, Unlock grating (key), X it, X ring, Wear ring, Down, Up, N, W, SA(4), W, X Shola, X chains, Break the chains, X purple jar, Break purple jar!, Break chains, E, S, W, S, X corner, X door, E, Open door, CB (Comes), Point at door, X door, E, Up, X giant.

**PASS TO GIANT TO VICTORY** — Get skull, X blue jar, Throw blue jar at giant, X bushes, E, X force field, Get skull, Think RIFT (no!), CB (Comes), SA (5 GONE!), X hole, Enter hole, Point at hole (You need Bernard), Think PAST (Shola must kill the eagle) NW, Enter, X door, Point at door, X door, ENTER!

THE END



## ERIC THE UNREADY: Part 2

*Solution by Neil Shipman, played on the PC*

Thursday: You wake up in a Pasture.

Get newspaper - read it - moon unicorn (You are thrown onto a branch of the tree) - get leaf [+5,460] - W to Portico - read sign - get robe - wear it - examine it - examine pocket - get hanky - ring fourth bell (You are allowed into the Examination Chamber) - talk to girl - read newspaper to girl (She cries) - give hanky to girl (She dries her tears and returns it to you) [+5,465] - put leaf in hanky (You make a blob) [+10,475] - get blob - wait (Until woman and unicorn enter, you pass the test and are shown into the Salon) [+15,490] - talk to women - N to Sanctuary - get into vat - wear ring (You are now invisible) - wait (Until girl is brought in) - remove ring - talk to girl - give book to girl (She falls asleep) [+10,500] - wait (Until Moloche opens mouth) - N onto Escalator - read sign - wait (Until you reach the Promontory) - examine god - talk to him - SW - W to Glade - talk to goddess - N to Windy Cave - talk to north wind - listen to north wind (It's his birthday) - S (He gives you a note) - S - E - S into Lobby (The note falls open) - talk to Clio - read note - show note to her - examine trophy case - wait (Until you are taken into Morty's Office - talk to Morty - give note to him (He gives you a token and Clio comes in) [+5,505] - E to Lobby - get costume [+10,515] - examine it - examine token - E to Lounge - examine bulletin board (Repeat until you've seen all the notices) - examine machine - talk to repairman - give token to him (He mends the machine and gives you a coin) [+5,520] - examine coin - put it in machine (You get a bottle of nectar) [+5,525] - N to Library - talk to Emily (She gives you a list) - read list - select "Priming the Fountain" (She gives you a book on "Climbing the Mountain") [+5,530] - read book - S - S to Scriptorium - talk to Richard - give book to him (He gives you a copy) [+10,540] - read book - N - E to Laboratory - examine machine - turn crank - get slimewig [+10,550] - W - W - N to Agora - get note - read it - S to Lobby - show note to Clio - wait (Until you are taken into Morty's Office again) - give note to Morty (Clio comes in) - E - get woad [+10,560] - N to Agora - get note - read it - NE to Promontory - give bottle to god - again - again (He goes off to pee) - examine hole - examine egg - get it - SW - S to Lobby - show note to Clio - wait (Until you are taken into Morty's Office again) - give note to Morty (Clio comes in) - E - call 1-800-dominus - wait (Until a cake is delivered) [+5,565] - examine cake - N - W - N to Windy Cave - give cake to north wind - pull dragon's tail - light candles with dragon [+10,575] - S to Glade (The pool is now frozen) - get key [+5,580] - E to Agora - drop egg - wear costume - smear woad on cheeks - stand on egg - eat slimewig - turn round - again - squawk (A golden stair appears) [+20,600] - U to Peak - examine lock - unlock it with key - get crowbar [+25,625] - wait (The mountain explodes and you are knocked out)

Friday: You wake up on the shore of the Swamp of Perdition.

Get newspaper - read it - get on raft (You are lost) - talk to Captain - talk to Spock - talk to Scotty - talk to Bones - talk to Zulu - give berries to Zulu (You are no longer lost) - wait (Until you reach Phantasy Island where everyone but you is captured) - examine cage - examine bolt - talk to Daddoo - sit - direct raft to Milligan's Island - examine umbrella - get it [+5,630] - get bottle - examine it - get matchbook - examine it (Invitation to join Columbia School of Piracy) - join up dots - put matchbook in bottle - throw bottle in water - wait (Until bottle returns) - get bottle - examine it - get certificate - examine it - sit - direct raft to Treasure Island - examine sign - examine fence - climb it (You hand over bottle and certificate) [+10,640] (Any answers will do at the end of the teaching session then you're given a bottle of rum) - examine bottle - sit - direct raft to Monkey Island -

examine monkey - examine coconut - yoohoo (An arm rises out of the swamp and throws you a banana) - give banana to monkey - get coconut [+10,650] - sit - direct raft to Lilliput - put coconut on belt - put umbrella on belt - push lever - put dragon on belt [+5,655] - sit - direct raft to Iceberg (The dragon melts it) - sit - direct raft to Gnoil Island - examine gnolls - get off raft - E to Playroom - examine guillotine - put coconut in it (You slice it open) [+15,670] - put rum in coconut [+10,680] - put umbrella in coconut [+10,690] - W - sit - direct raft to Phantasy Island - give drink to Daddoo (He gives you the bolt cutters, you free everyone, race from the tidal wave and collapse) [+25,715]

Saturday: You start outside a Black Gate.

Get newspaper - read it - get box (You can't because your feet stick in tar) - examine tar - remove it with pitchfork [+15,730] - get box [+10,740] - examine it - read fine print - examine gate - examine bird - throw crowbar at it [+15,755] - examine eye - put steak on it [+15,770] - examine lightning - cut it with boltcutters [+15,785] - examine moon - turn it with wrench (The gate opens) [+15,800] (The witch transports you to the Turret of the castle and tells you about wedding ceremony) - examine hourglass - turn it [+5,805] - examine book (The page is blank) - look in crystal ball (The page turns) - read book - examine eyeballs - get them [+10,815] - examine skull - put eyeballs in it [+10,825] - hoot (Symbols appear on mirror. You are looking at them from behind so XI + XI is 9 + 9 = 18 = IIIVX) [+10,835] - W into Passageway [+10,845] - examine chain - look in hple - W to Bedroom - examine makeup - get it [+10,855] - examine broomstick - examine window - open it - E to Passageway - wait until 10:30 (or any time between 10:30 and 10:59) - put makeup on chain [+10,865] - W - sit on broomstick (Repeat until you end up in a Crawlspace) [+15,880] - examine trap door - open it - U to Great Hall (in the cake) - wait (Until chandelier kills Beast) [+10,890] - give box to witch (It blows up in her face) [+30,920] - get lorealle [+20,940] - Out to Black Gate - examine Lorealle - kiss her - blow whistle (A duck arrives) [+10,950] - examine duck - sit on it [+50,1000]

*You end up in Fudd's Castle. The old King dies but a new, revitalised one takes his place, banishes Morgana, Grizelda and Sir Pectoral and gives you half the kingdom and Lorealle's hand in marriage in a year and a day's time.*

## QUEST FOR THE HOLY JOYSTICK

*Solution by G. L. Wheeler, played on the Spectrum*

SOUTH. EAST. SOUTH. SOUTH. SOUTH. KICK GNOME. GET COIN. SOUTH. GET BBC. NORTH. WEST. NORTH. NORTH. WEST. BOARD BUS. DOWN. DOWN (BBC eats Poland Rat). UP. OUT. NORTH. EAST. WEST. SOUTH. NORTH. INSERT COIN (into vending machine).

GAME COMPLETE

Notes: (a) If the bus goes on a mystery tour retry until it takes you to Alley Pally. (b) The BBC will eat you if you do not reach Poland Rat quickly enough. (c) You must get rid of Poland Rat before you can go west from Melbourne House Software Offices.



# ADVENTURE IN TIME AND SPACE

Hints by Dorothy Millard, the author, played on the C64

## Section One — THE PRESENT TIME

- 1 In your laboratory, check the bench.
- 2 Enter the car, examine it and then go east.
- 3 In the master bedroom, check the quilt and wardrobe, then go to the bathroom and check the cabinet. The TV and dining table hold useful items. In the kitchen, don't forget the refrigerator. In the blue bedroom, check bunk beds and in the pink bedroom, don't forget the chest.
- 4 The study desk has a drawer. Type on the computer but make sure it is on first. In the garden, light the torch and enter the shed. Return to the garden and dig.
- 5 Return to the laboratory and insert ID in the slot, then insert the red key into the time machine.

## Section Two — DESERTED SPACE STATION

- 1 In the locker room, open locker with the key to find the helmet.
- 2 In the sleeping quarters, push then turn.
- 3 There's a nasty stain in the secret room.
- 4 Outside the airlock is something useful.
- 5 Put the passcard on the shelf and wear the gloves.
- 6 The hole in the long room is a special shape.
- 7 In the maze, spray the insects then examine the cobwebs. Go east to get out. Eat a pill when you feel sick.

## Section Three — CAVE MAN ERA

- 1 The hunting party wants food.
- 2 Examine rocks for climbing boots. Chop tree for timber.
- 3 The caveman likes beautiful women. Use your pick in the cave. You'll need a raft to traverse the river. Examine those warm clothes and don't forget to examine the river.

## Section Four — MEDIEVAL ENGLAND

- 1 Examine rocks and search undergrowth. Try digging in the cave, wait till you see a package. Unwrap it.
- 2 To cross the icy path, use what you found in the cave. To get past the snowdrift, you need a fuse for the explosives.
- 3 In the Blacksmith's shop try trading for the items you need.
- 4 The Knight can be beaten with the right equipment.
- 5 The old lady is hungry!

## Section Five — ALPINE REGION

- 1 Do some searching. Don't forget to climb the trees and break a branch. You need a bucket of slime.
- 2 Clear the snow with the branch. Use the contents of the pond to deal with the snow monster.
- 3 In the supply shop, buy some equipment, then show the lamp to the shopkeeper. Use the equipment at the rockslide.
- 4 The boulder needs to be levered.

## Section Six — FAR OFF PLANET

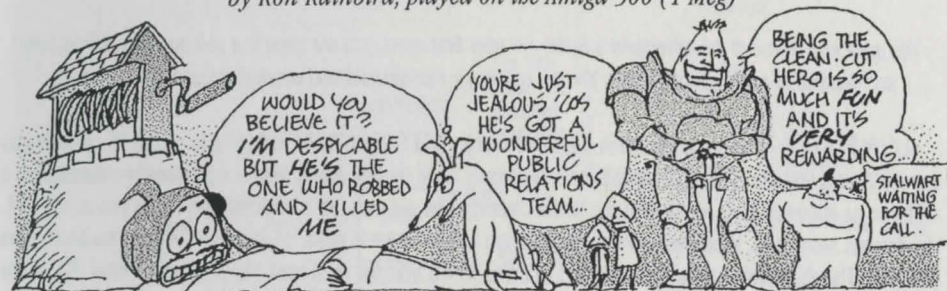
- 1 Check the clock very carefully — perhaps you should get it going.
- 2 Enter the tunnel when the guard isn't looking. Wear the silver suit. Pick the lock of the door.
- 3 Use the pick on the rocks and cut open the fruit.
- 4 You need silver to enter the metallic object.

## Section Seven — LONDON SUBURBS

- 1 Don't forget that opening. Read the sign behind the bar.
- 2 The wolfhound is hungry. Try whistling at the door.
- 3 The crates can be moved. Smash the door, then clean the key.

# ISHAR 2: A Partial Exploration Of Some Of The Islands — Part 1

by Ron Raimbird, played on the Amiga 500 (1 Meg)



IRVAN'S ISLAND (The starting point)

Head immediately to the North-west, stopping for nothing in the way of fighting en route. You will arrive at a Village, the shops of which close as soon as dusk descends. During the daytime, head towards the Eastern side of the Village to find an Armourers and a Food Store, but it would be better to go to the two Inns first. These are open day and night. One Inn is situated on the Western side of the Village and one in the extreme North. Here you can enrol four stalwarts to make up your Party.

Before you do so, however, you may go to the Well in the Village centre and by turning the handle of the bucket, a Thief will emerge. Enrol him and, as he is a despicable character, take his money and then 'kill' him. It is recommended that your Party includes Eliandr, a healer and scholar, Zoloran, a magician, a Warrior and an Archer. With your Party assembled, go to the shops and load up with a Bow, as many Arrows as possible and a weapon for your fighter. In the Food Store, get as much food as your party can carry.

Now go to the Southern point of the island and pick a fight with the Harbourmaster (or whatever he is). You will be hauled off to the Chief who will give a vague message about a mission for you. Go back to your original starting point where 3 rogues are torturing a fair maiden. Fight and kill the rogues and then listen to the girl who is fast dying. She will give you a pendant. Pick up the money the dead rogues will have left lying in a bag and go back to the Village to buy further armour and whatever.

Now head back as far East as you can go until you reach a forest. Within no time you will come up against 2 Orcs and their Chief. Once you have killed the Chief (hopefully) you can remove the necklace he is wearing round his neck. This is the object that the Island Chief wants — it was stolen from his girl friend (or so he says). Before going back to him, however, keep going through the forest to the extreme East of the Island and head North. You should, with not too much difficulty, find Black and White Mushrooms and a patch of Dandelions. These will be required later for making potions.

Now take the necklace to the Island Chief and he will reward you with his Boat. By going to the Harbour, you will now have the means to travel to Zack's Island, but before you do, visit an Inn so that you may sleep and recover your Magic Points or Physical Ability.

*That's all for now. Next stop... Zack's Island.*



# A LEGACY FOR ALARIC

Map and Solution by Sue

You are a new recruit to the Adventurer's Guild. For your first quest, you are taken in a cart on a two-day journey and dumped in a strange landscape. You are carrying a hessian sack and wearing a coat and some shoes.

LOOK IN SACK - (you see a document, rope and torch) - GET DOCUMENT FROM SACK - READ IT - (it tells you that the Wizard Emril is dying and wants to pass his legacy on to his heir Alaric, who is a prisoner in a dungeon in a castle on an island on Lake Moira (+5). Go to the Clearing. The old man (an adventurer) there asks you to sit - SIT. He recounts some tales. When he vanishes he gives you a lamp which is more reliable than the torch the Guild gave you (+5). There's a sword there too; take and examine it. It's pommel is shaped like a clenched claw. Go to the location where the snow is undisturbed on the ground and SEARCH SNOW to find a flask (+5). EXAM FLASK has the words 'Thermos' printed on the side.

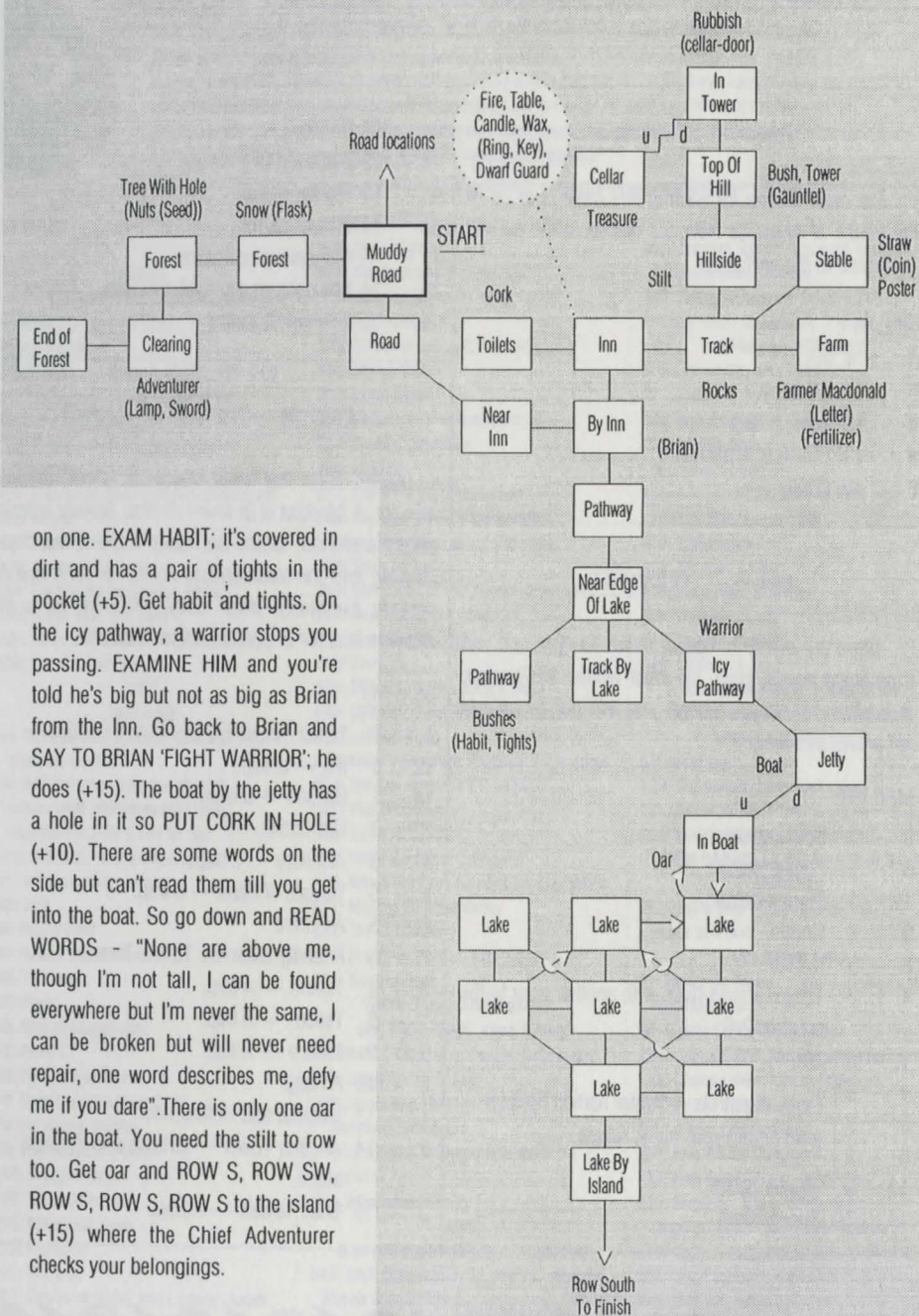
Go to the stable. On the way, GET ROCKS on the track outside. SEARCH STRAW; you find a gold coin (+10). EXAM COIN; has NEMO ME IMPUNE LACESSIT round the edge. Get the poster and go outside. Now READ POSTER - it says "Unstable stable". As you read it the stable collapses (+5). If you read it inside the stable, you are killed! Go back to the Inn. The door is locked so, KNOCK ON DOOR. Brian opens it and asks for your membership card. GIVE COIN TO BRIAN. Luckily he takes the bribe and you can enter. He even gives you a silver coin as change (+15).

Inside, you see a very drunk dwarf guard. EXAM DWARF; he has a large metal ring with a key on it. EXAM TABLE; there's a candle on it. EXAM CANDLE; you see warm wax has dripped down onto the table. Don't get it too soon or it hardens! When the dwarf passes out, GET WAX, PRESS KEY INTO WAX; you make an impression of the key (+15). LIGHT LAMP using the fire in the room. Go into the toilets and get the cork. Go to the farmer. He has some fertiliser but won't let you take it. SAY TO FARMER 'HELLO'; he asks if you'll deliver a letter to the Dark Tower for him. GET LETTER, READ IT; it's from Farmer MacDonald explaining to the tax collector why he can't afford to pay this month's taxes.

Go to the Tower. The door is locked. EXAM DOOR to see a sign and peephole. READ SIGN. It says to leave all tax payments, postal deliveries or milk cartons by the door. EXAM BUSH. Not too prickly and could be used to hide something. DROP LETTER. KNOCK ON DOOR. HIDE BEHIND BUSH. Someone looks through the peephole and a cloaked arm reaches out; a hand wearing a gauntlet scrabbles about to get the letter. GRAB HAND. It comes off! You discover that the inhabitant of the Tower is a dwarf on stilts. He rushes off (+15).

EXAM GAUNTLET; it looks as though it once belonged to a knight. Go into the Tower and SEARCH RUBBISH to find a cellar door (+5). OPEN DOOR and go down (it's dark so you need the lit lamp) and get the treasure - it's the tax collector's hoard. When you go down the hill, you find a still. Get it. Go back to the farmer and GIVE TREASURE TO FARMER; he says he won't have to sell his farm now and leaves you the fertiliser (+10). Get it. Go back to the tree and EXAM HOLE to find some nuts. You can't get them. SEARCH NUTS to find a seed (+5). Get it. If the squirrel is there, he won't let you take it so you may have to wait until he leaves. The trees won't let you leave the forest carrying the seed so RUB FERTILISER ON SEED; it gets bigger and the trees don't object when you leave with it (+10).

Go towards the lake and SW to the pathway. You see some bushes. EXAM BUSH to see a monk's habit hanging



on one. EXAM HABIT; it's covered in dirt and has a pair of tights in the pocket (+5). Get habit and tights. On the icy pathway, a warrior stops you passing. EXAMINE HIM and you're told he's big but not as big as Brian from the Inn. Go back to Brian and SAY TO BRIAN 'FIGHT WARRIOR'; he does (+15). The boat by the jetty has a hole in it so PUT CORK IN HOLE (+10). There are some words on the side but can't read them till you get into the boat. So go down and READ WORDS - "None are above me, though I'm not tall, I can be found everywhere but I'm never the same, I can be broken but will never need repair, one word describes me, defy me if you dare". There is only one oar in the boat. You need the still to row too. Get oar and ROW S, ROW SW, ROW S, ROW S, ROW S to the island (+15) where the Chief Adventurer checks your belongings.



# GATEWAY TO THE SAVAGE FRONTIER: Parts 14, 15 & 16

A Guide to Locations by Ron Rainbird, played on the Amiga 500 (1 Meg)

## Part 14 — SECOMBER

The main reason for visiting this town is to go to the house of Amanitas after his rescue, when he will guide you to the next quest.

### MAP REF

- 0 - 14 Inn.
- 2 - 14 Armoury.
- 4 - 13 Boat rentals.
- 8 - 13 House of Amanitas.
- 6 - 15 Gnolls.

## Part 15 — LOUDWATER

There are plenty of opportunities to fight and win experience points. Here, the chief villain, Vaalgamon, is leading his forces, though you will not be able to kill him at this time.

### MAP REF

- 0 - 1 Boat rentals.
- 6 - 1 Fighter patrol.
- 12 - 1 Fighter patrol.
- 9 - 3 Gnolls.
- 8 - 5 Gnolls.
- 4 - 6 Tavern across river, with another door to the south at 2-6.
- 1 - 8 Inn.
- 4 - 9 Fight all patrols. If fighter named Rishpal asks to join your party, refuse.
- 5 - 9
- 6 - 9
- 12 - 9 Fighter patrol
- 13 - 10 Supply shop.

- 9 - 11 Gnolls.
- 14 - 12 Mausoleum entrance.
- 4 - 13 Fighter patrol
- 10 - 13 Fighter patrol
- 11 - 14 Mausoleum entrance.
- 13 - 14 Mausoleum. Undead attackers.
- 15 - 15 Undead attackers.

## PART 16 — THE CITY OF LLORKH

Make sure that your Party is equipped with mirrors. A Medusa is in town! At first, beware entering shops and Inns, which are really traps to send you hurtling into the underground Arena for long combat periods. Eventually, when ready, you must go to this location in order to obtain another Statuette.

### MAP REF

- 1 - 1 Tower, housing Zhentils and Griffins.
- 12 - 1 Inn — a trap.
- 14 - 1 Old Inn — a trap.
- 12 - 3 Old Castle.
- 3 - 5 Armoury — a trap.
- 4 - 5 Temple of Bane — a trap.
- 11 - 5 A Shrine.
- 11 - 6 Friendly Dwarves. Talk to them.
- 2 - 8 Tavern — A trap.
- 1 - 9 Tavern — A trap.
- 5 - 9 Tavern — A trap.
- 8 - 10 A Keep.
- 12 - 13 Medusa and Hellhounds.
- 2 - 14 Another Tower — Griffins and Zhentils attack.
- 3 - 15 Boat Rentals — A trap.

# 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
- 345: The Spelunker's Tremendous Cave Adventure (spoo Colossal)
- 347: Tales of Tavisa
- 350: The Tomb of the Ancient Pharaohs
- 364: New England Gothic
- 365: Mop and Murder
- 418: Crusade
- 440: Droolig and the King's Gold
- 442: Christian Text Adventure
- 465: Jubilee Road
- 500: Oklib's Revenge. Cutback PD version
- 551: Helvira. Cutback PD version
- 572: The Detective
- 568: TimeSquared
- 569: What Personal Computer
- 570: What! No Low Alcohol Mineral Water
- 571: Murder Of Jane Krabz
- 572: The Detective
- 573: Zim Greenleaf's Laboratory
- 574: Space Aliens...
- 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
- 549: Chaos. 1 Meg
- ALEX VAN KAAM'S Map Disks**
- All D/S with sllideshow program. (AM+Em in low res.)**
- 61: Bloodwych maps
- 129: Bloodwych Data Disk maps
- 131: Xenomorph maps
- 362: Nightmare maps/solution
- JOHN BARNESLEY'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. (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. (AM+Em)



## TALESPIN

- 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: Spielraum
- 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 Kukulklan, 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
- 597: Secret Quest 2010, Raspion, Drawplus, Werewolf Howls At Dawn, Wizard's Castle (needs BASIC).
- 598: Deathworld, Diamond Quest, Revenge Of The Balog, Kidnapped, (needs BASIC)
- 599: Raiders, Time Traveller
- 600: Ghastly Manor, The Abbey, Destiny, Derelict, Hampton Manor, Trouble At The Quatt Wunkery.
- 601: Kquest, KquestII, Keys Of The Kingdom, Yggdrasil.
- 602: Pizza Quest, Kingsley's Mansion.
- 603: Adventure Of Captain Bane, Bones Mansion, Fellowship Of The Ring.
- 604: Brainscape, Wade Wars 3.

## 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: Uunkulan Unventure I - The Unknown Unventure
- 330: Uunkulan Unventure II - The Secret of Acme
- 526: Pork, original vers. not AGT version
- 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.
- 605: Four Symbols (Cutback PD version)

## 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 (spool 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: Odieus' 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
  - 575: The Unborn One
  - 595: 'Twas A Time Of Dread
  - 611: Tamoret
  - 612: The Spatent Obstruction
  - 613: Cruising The Strip
- ## 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: Figment
- 607: HIF
- 608: Gamescape. Version C.4
- 609: Gamescape Life. Version C.1

## AGT MASTER ADVENTURES

- 594: Hurry! Hurry! Hurry!
- 620: Sherlock Holmes

## 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: Lorrinitron. 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: Bandor, 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 Bloodwyich
  - 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
- 578: Frustration. Text.
- 580: Rolla. Text/Graphics. 2 disks. £3.50
- 585: Talisman. Text/Graphics. Needs 2MB, 2 disks. £3.50

## 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 Tavisa (1 drive)
  - 582: The Detective
  - 586: Helvera (Cut-back PD Version)
  - 587: Space Aliens...
  - 588: Lady In Green
  - 589: Murder Of Jane Kranz
  - 590: What Personal Computer
  - 591: What! No Alcohol Miner Water?
  - 592: Time Squared
  - 593: Zim Greenleaf's Laboratory
  - 615: Storms. 2 Drives.
  - 616: Pyramid Of Muna. 2 Drives.
- ## 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  
 579: Dungeons Of Avalon 1  
 581: Dungeons Of Avalon 2  
 583: Dragon Cave

#### RPG Help

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

#### 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.  
 577: Wastelands (550+ and 600).

#### 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  
 576: CAG. Create Adventure Games. (500+ and 600).

#### 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.  
 584: T-Bench (550+ and 600).

*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 Atlantis  
 Adventure In Time And Space  
 Adventure Quest  
 Adventure Without A Name  
 Adventureland  
 Altershock  
 Agatha's Folly  
 Alice (AGT)  
 Alice In Wonderland  
 Alien  
 Alien Research Centre  
 Alstrad  
 Alter-Earth  
 Altered Destiny  
 Amazon  
 American Suds  
 Amity's Vile  
 Amulet Of Darath  
 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  
 Astrodus Affair  
 Atalan Adventure  
 Atlantis  
 Atlas Assignment  
 Aunt Velma Is Coming To Dinner  
 Aural Quest  
 Aura-Scope

- Aussie Assault  
 Avior  
 Avon  
 Axe Of Kolt  
 Aztec - Hunt For The Sun God  
 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  
 Beatle 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  
 Buckaroo Banzai  
 Buffer Adventure  
 Buggy  
 Bulbo And Lizard King  
 Bungo's Quest For Gold  
 Bureaucracy  
 Burlough Castle  
 Buttons  
 Blue Raider

- Boggit, The  
 Bomb Threat  
 Book Of The Dead  
 Border Harrier  
 Border Warfare  
 Border Zone  
 Bored Of The Rings  
 Boredom  
 Borrowed Time  
 Bounty Hunter  
 Brataccas  
 Brawn Free  
 Breakers  
 Brian And The Dishonest Politician  
 Brian The Bold  
 Brimstone  
 Buckaroo Banzai  
 Buffer Adventure  
 Buggy  
 Bulbo And Lizard King  
 Bungo's Quest For Gold  
 Bureaucracy  
 Burlough Castle  
 Buttons  
 Caco Demon  
 Cadaver

- Cadaver: The Last Supper  
 Cadaver: The Payoff  
 Calling, The  
 Camelot  
 Can I Cheat Death?  
 Canasto Rebellion  
 Captain Kook I  
 Captain Kook II  
 Case Of The Beheaded Smuggler  
 Case Of The Missing Adventure  
 Case Of The Mixed-up Shymer  
 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  
 Celtic Carnage  
 Challenge  
 Challenge Of Ilythus  
 Chambers Of Xenobia  
 Changeling  
 Chaos Strikes Back  
 Chips Are Forever  
 Chiroprapist 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 (Abersolt)  
 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  
 Conman The Barbaric Conch  
 Confidential  
 Conquests Of Camelot  
 Conquests Of The Longbow  
 Cornwall Enigma  
 Corruption  
 Cortizone  
 Corya I: The Dragon  
 Cosmic Capers  
 Count, The  
 Country Capers  
 Countdown To Doom  
 Coveted Mirror  
 Crack City  
 Cranmore Diamond  
 Capers  
 Cranston Manor  
 Crash Garrett  
 Cricket Crazy  
 Crimp 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  
 Custerd's Quest  
 Cutthroats  
 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  
 Dangerous 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  
 Darkness Is Forever  
 Darkwars  
 Daze Aster  
 Dead End  
 Deadenders  
 Deadline  
 Death In The Caribbean  
 Deathbringer  
 Deathship  
 Deeds Of Glengarry Hall  
 Deek's Deeds  
 Deena Of Kolini  
 Deja Vu I  
 Deja Vu II  
 Demigod  
 Demon From The Darkside  
 Demon's Tomb  
 Demon's Winter  
 Denis Through Drinking Glass  
 Der Ring Des Nibelungen  
 Desert Island  
 Desmond and Gertrude  
 Detective (M. Eltringham)  
 Devil's Hand  
 Devil's Island  
 Diablo  
 Diamond Trail  
 Diplomat's Dilemma  
 Disenchanted  
 Ditch Day Drifter  
 Dizzy - Prince Of The Yoke Folk  
 Doctor Goo And The Samorans

- Doctor Wol And The Time Lords  
 Doctor's Demise  
 Doggy Geezers  
 Dog Star Adventure  
 Dogboy  
 Dollars In The Dust  
 Dome Trooper  
 Domes Of Sha  
 Dondra  
 Don't Panic- Panic Now  
 Doomlords I - III  
 Doodlesday Papers  
 Double Agent  
 Dracula  
 Dracula II (PD/C64)  
 Dracula's Castle  
 Dracula's Island  
 Dragon of Nolacare  
 Dragon Slayer  
 Dragon's Breath  
 Dragon's Tooth  
 Dragonslayer (AGT)  
 Dragonstar Trilogy  
 Dragonworld  
 Drakkhen  
 Dream Zone  
 Driller  
 Droolig And The King's Gold  
 Druid's Moon  
 Dudley Dilemma, A  
 Dun Darach  
 Dune  
 Dungeon  
 Dungeon Adventure  
 Dungeon Master  
 Dungeon Of The Dragon  
 Dungeon Of Torgar  
 Dungeon Quest  
 Dungeons, Amethysts etc.  
 Dusk Over Elfintone  
 Earthshock  
 Eclipse  
 Ecoquest I  
 Egyptian Adventure  
 El Dorado  
 Elf Rescue  
 Elf's Adventure  
 Elfindor  
 Ellinsore Diamond  
 Elven Crystals  
 Elvira I  
 Elvira II  
 Emerald Isle  
 Emmanuelle  
 Empire Of Karn  
 Enchanted Cottage  
 Enchanted Realm I  
 Enchanted Realm II

- Enchanter  
 Encounter  
 End Day 2240  
 Emergem Enigma  
 Erik The Unready  
 Erik the Viking  
 Escape!  
 Escape From A.R.G.C.  
 Escape From Cygnus Alpha  
 Escape From Devil's Island  
 Escape From Hodgkins Manor  
 Escape From Khoshima  
 Escape From Magic  
 Escape From Pulsar 7  
 Escape From The Shire  
 Escape From Traum  
 Escape To Freedom  
 Escape To Zanuss  
 Escaping Habit  
 Espionage Island  
 Essex  
 Eternam  
 Eureka  
 Drakkhen  
 Dream Zone  
 Driller  
 Droolig And The King's Gold  
 Druid's Moon  
 Dudley Dilemma, A  
 Dun Darach  
 Dune  
 Dungeon  
 Dungeon Adventure  
 Dungeon Master  
 Dungeon Of The Dragon  
 Dungeon Of Torgar  
 Dungeon Quest  
 Dungeons, Amethysts etc.  
 Dusk Over Elfintone  
 Earthshock  
 Eclipse  
 Ecoquest I  
 Egyptian Adventure  
 El Dorado  
 Elf Rescue  
 Elf's Adventure  
 Elfindor  
 Ellinsore Diamond  
 Elven Crystals  
 Elvira I  
 Elvira II  
 Emerald Isle  
 Emmanuelle  
 Empire Of Karn  
 Enchanted Cottage  
 Enchanted Realm I  
 Enchanted Realm II



Fisher King	Golden Mask	Hitch-hiker	Jason And The	Leather Goddesses of	Mansions	Murder At The Manor	Opera House	Project Thesis	Rising Of Salandra
Fish!	Golden Pyramid	(Supersoft)	Argonauts	Phobos II	Mapper	Murder Hunt '86	Operation Berlin	Project Volcano	Roadwar 2000
Fistful Of Blood	Golden Rose	Hitchhiker's Guide	Jason And The Golden	Legacy, The	Marie Celeste	Murder Hunt II '86	Operation Stallion	Project X - Microman	Robin Hood (Artic)
Capsules	Golden Sword Of		Fleece	Legacy For Alaric	(Atlantis)	Murder Off Miami	Operation Stealth	Prophecy	Robin Of Sherlock
Five On A Treasure	Bhakhor	Hob's Hoard	Jekyll And Hyde	Legend Of Apache	Marooned	Murder On The	Operation Turtle	Prospector	Robin Of Sherwood
Island	Golden Voyage	Hobbit, The	Jester Quest	Gold	Martian Prisoner	Waterfront	Orbit Of Doom	Puppet Man	Robo City
Flashback	Golden Wombat Of	Hobble Hunter	Jewels of Babylon	Legend Of Faerghai	Mask Of The Sun	Murders In Space	Orc Island	Puzzled	Robocide
Flight 191	Destiny	Holiday To Remember	Jhohamia	Legend Of Kyrandia	Masquerade	Murders In Venice	Overlord	Pyramid	Robyn Hode
Flight Of The Unicorn	Gordello Incident	Hollow, The	Jinxter	Legend Of The Sword	Masters Of Midworld	Mutant		Pyramid Of Muna	Rogue Comet
Flint's Gold	Grail	Hollywood Hijinx	Joan Of Arc	Leisure Suit Larry I	Masters Of The	My First Adventure	P. O. W. Adventure		Ronnie Goes To
Flook 1	Grail Quest	Holy Grail (Jim	Joe Dick. Case 1	Leisure Suit Larry II	Universe	Myorem	Panic Beneath The Sea	Quadx	Hollywood
Flook 2	Grandad & Quest For	McBrayne)	Jolly Duplicator	Leisure Suit Larry III	Matchmaker	Mysterious Fairground	Paradise Connection	Quann Tulla	Roog
Fool's Errand	The Holy Vest	Homicide Hotel	Journey (Infocom)	Leisure Suit Larry V	Matt Lucas	Mystery Funhouse	Paranoia	Quarterstaff	Royal Adventures Of A
Fool's Gold	Grange Hill	Hook	Journey One Spring	Les Manley In Search	McKensie	Mystery Island	Parisian Nights	Quest (Hewson)	Royal Quest
Football Director II	Grave Robbers	Hostage	Journey To The Centre	For A King	Mean Streets	Mystery Of Munroe	Pawn, The	Quest For Eternity	Ruby Runaround
Football Fr frenzy	Great Mission	Hostage Rescue	Eddie Smith's Head	Let Sleeping Gods Lie	Mega Adventure	Manor	Pawns of War	Quest For Glory II	Run Bronwynn Run
For Your Thighs Only	Great Million Dollar	Hotel Hell	Journey To The Centre	Liberte	Mega Lo Mania	Mystery Of Old	Pay Off (Bug Byte)	Quest For The Holy	Runaway
Forest At World's End	Jewel Heist	Hound Of Shadow	Of The Earth	Life Term	Mega Traveller I	St. Joseph	Pay-Off (Adv. Factory)	Grail	Runes Of Zendos
Forest Of Evil	Great Peepingham	House Of Orion	Jungle Bunny	Lifeboat	Memory	Mystery Of The Indus	Pen And The Dark	Quest For The Holy	Runes Of Zendo
Forestland	Train Robbery	House Of Seven		Lifeform	Menagerie, The	Valley	Pendant Of Logryn	Joystick	Runestone Of Zaobab
Forgotten Past	Great Pyramid	Gables		Lighthouse Mystery	Merhownie's Light	Mystery Of The Lost	Perils Of Darkest Africa	Quest For The Time	
Formula, The	Greedy Dwarf	Hugo's House Of	K.G.B.	Little Wandering Guro	Merlin	Sheep	Perry Mason And The	Bird	S.D.I.
The Fortress Of Keller	Greedy Gulch	Horror	Kabul Spy	Loads of Midnight	Merlin's Apprentice	Myth	Mandarin Murder	Quest Of Merravid	S.M.A.S.H.E.D.
Four Minutes To	Green Door	Hunchback (Amstrad)	Karyssia	London Adventure	(El Diablero)		Perseus & Andromeda	Quest Of Tron	S.P.O.N.G.E.
Midnight	Green Door	Hunchback (C64)	Kayleth	Loom	Message From		Personal Nightmare	Questprobe 2	Sacred Cross
Four Symbols	Grimoire, The	I Dare You	Keeper, The	Loony Castle Quest	Andromeda		Pete Bog	Questprobe 3	Saga Of A Mad
Frankenstein	Ground Zero	Ice Station Zero	Kelly's Rescue	Lord of the Rings	Methyhel	Napoleon's	Peter Pan	Questron I	Barbarian
Frankenstein's Legacy	Gruds In Space	Ichor	Kenilla	Lords Of Midnight	Miami Mice	Sandwiches	Phantasia	Questron II	Salvage
Frankie Crashed On	Grueknapped!	In Search Of Angels	Key To Paradox	Lords Of Time	Mickey's Space	Necris Dome	Pharaoh's Tomb	Quondam	Sandman Cometh
Jupiter	Gryphon's Pearl	Imagination	Key To Time	Lost City	Adventure	Neclar Of The Gods	Philosopher's Quest		Sands Of Egypt
Frog Quest	Guardian, The	Impact	Khagrins Plans	Lost Crystal	Microdrivin'	Never Ending Story	Picture Of Innocence	Radiomania	Sanity Clause
From Little Acorns	Guild Of Thieves	In Search Of Angels	Killing Cloud	Lost Dragon	Microclair Madness	New Adventure	Pilgrim, The	Raid On Lethos	Savage Island 1
From Out Of A Dark	Inca Curse	In Search Of Angels	King	Lost In The Amazon	48k & 128k Versions	New Arrival	Pirate Adventure	Reality Hacker	Savage Island 2
Night Sky	Incredible Hulk	In Search Of Angels	King Arthur's Quest	Lost Temple Of The	Micro-mutant	New England Gothic	Pirate Gold	Realm Of Darkness	Scapeghost
Fuddo And Slam	Indiana Jones And The	In Search Of Angels	King Solomon's Mines	Incas	Midwinter II	Night Of The Aliens	Pits Of Doom	Rebel Planet	Scary Mansion
Funhouse (Pacific)	Last Crusade	In Search Of Angels	King's Quest I	Lost Tomb Of Ananka	Million Dollar Jewel	Nightlife	Plagues Of Egypt	Red Alert	Scary Tales
Future Tense	Indiana Jones And The	Imagination	King's Quest II	Lottery	Heist	Nightmare I	Plan 9 From Outer	Red Hawk	School Adventure
Future Wars	Fate Of Atlantis	Imagination	King's Quest III	Lucifer's Realm	Mind Forever	Nightmare II	Space	Red Lion	Scoop
	H.R.H.	Inferno	King's Quest IV	Ludoids	Voyaging	Nine Dancers	Planet Of Death	Red Moon	Scroll Of Akbar Khan
	Hacker 1	Infidel	King's Quest V	Lure Of The Tempress	Mindbender	1942 Mission	Planetfall	Red Planet	Se-Ka Of Assiah
	Hacker 2	Ingrid's Back	Kingdom Of Hamil	Lurking Horror	Mindfighter	Nite Time	Play It Again Sam	Rendezvous With Rama	Sea of Zirun
Galadriel In Distress	Halls Of The Dwarfen	Inner Lakes	Kingdom Of Klein		Mindshadow	Nord And Bert	Plundered Hearts	Rescue From Doom	Seabase Delta
Galaxias	King	Inspector Flukeit	Kingdom Of Speldome		Mindwheel	Not The Lord Of The	Police Quest I	Retarded Creatures	Search For Mithrillium
Gateway, The	Hammer Of Grimmold	Institute, The	Knight Orc		Mines Of Lithiad	Rings	Police Quest II	And Caverns	Search For The Reaper
Gateway To Karos	Hampstead	IntoThe Mystic	Knight's Quest	Madcap Manor	Miser	Nova	Police Quest III	Return To Doom	Seas Of Blood
Gauntlet Of Meldir	Hatchet Honeymoon	Intruder Alert	Knightmare	Maddog Williams	Mission (J. McBrayne)	Nythyhel 1	Police Quest III	Return To Earth	Seastalker
Gem of Zephyrr	Haunted House	Invaders from Planet X	(Mindscape)	Mafia Contract I	Mission Asteroid	Nythyhel 2	Populous I	Return To Eden	Secret Agent:Mission 1
Gerbil Riot of '67	Haunted House	Invasion	Kobyashi Ag'kwo	Mafia Contract II	Mission One: Project		Populous II	Return To Ithica	Secret Mission
Ghost Town (Adv/Int.)	(Version.B)	Invincible Island	Kobyashi Naru	Magic Castle	Volcano		Pork I	Revenge Of The Moon	(Adventure Intern.)
Ghost Town (AGT)	Haunted Mansion	Iron Lord	Kristal, The	Magic Isle	Mission X	O Zone	Pork II	Goddess	Secret Of Bastow
Ghost Town (Virgin)	Haunted Mission	Island (Ken Bond)	Kult	Magic Mountain	Mold I	Oasis Of Shalimar	Powermonger	Revenge Of The	Manor
Giant Adventure	Adventure	Island (Crystal)		Magic Shop	Magician	Odileter	Pre History	Revengeless Vampire	Secret Of Life
Giant's Gold	Heart Of China	Island (Duckworth)	Labarinth	Magic Shop	Magician	Odifeus' Quest	Prehistoric Adventure	Rex Nebular And The	Secret Of Monkey
Giro Quest	Heavy On The Majick	Island (Virgin)	Labours Of Hercules	Magic Shop	Magician's Apprentice	Odin's Shrine	Prehistoric Island	Cosmic Gender	Island I
Gladiator	Helm, The	Island Of Chaos	Labyrinth (Aclevision)	Magic Shop	Magician's Ball	Odyssey, The	Price Of Magik	Benders	Secret Of Monkey
Gnome Ranger	Hermitage, The	Island Of Mystery	Lady In Green	Magic Shop	Magnetic Moon	Klib's Revenge	Pride Of The	Riders Of Rohan	Island II
Goblins 1	Hero Quest (Grenlin)	It Came From The	Lancelot	Magic Shop	Majik	On The Run	Federation	Rifts Of Time	Secret Of St. Bride's
Goblins 2	Hero's Quest (SSI)	Desert	Land of the Giants	Magic Shop	Malice In Blunderland	Once A King	Prince Of Persia	Rigel's Revenge	Secret Of Ur
Goblin Towers	Heroes Of Karn		Lapis Philosophorum	Magic Shop	Malice In Wonderland	Once Upon A Lily Pad	Prince Of Tyndal	Ring Of Dreams	Seek And Destroy
Gods Of War	Heroes Of The Lance		Laskar's Crystals	Magic Shop	Manhunter New York	One Dark Night	Prison Blues	Ring Of Power	Seeker Of Gold,
Gold Icon	Hexagonal Museum	Jack And The	Last Voyage Of Sinbad	Magic Shop	Manhunter San	One Of Our Wombats	Prisoner	Rings Of Medusa	Everyday Story...
Gold Or Glory	Hillstar	Beanstalk	Last Will and	Magic Shop	Manhunter San	Is Missing	Prisoner Island	Rings Of Merlin	Serf's Tale
Gold Rush	Himalayan Oddysey	Jack The Ripper	Testament	Magic Shop	Manic Badger	Oo-Topos	Programmer's Revenge	Rings Of Ziffin	Serpent From Hell
Golden Apple	Hit	Jade Necklace	Leather Goddesses of	Magic Shop	Mansion Quest	Ooze	Project Annihilation	Rise Of The Dragon	Severed Heads
Golden Baton		Jade Stone	Phobos I	Magic Shop			Project Nova		
Golden Fleece				Magic Shop					



Serpent's Star  
Sex Vixens From Outer Space  
Shadowlands  
Shadowgate  
Shadows Of Mordor  
Shadows Of The Past  
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  
Skevlullyn 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  
Spoon  
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  
Suders  
Sundog  
Supergran  
Survival  
Survival Of The Fittest  
Susan  
Suspect  
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, The  
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 Musketeers  
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  
Trollboound  
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  
Unnkulia 1  
Unnkulia 2  
Unnkulia Zero  
Upper Gumtree  
Urban  
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)  
Wheel Of Fortune  
Where In The World is Carmen Sandiego? (A4 size SAE with 29p stamp + 50p)  
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  
Witch (Audiogenic)  
Witch Hunt (River)  
Witness  
Wiz Biz  
Wizard And The Princess  
Wizard Of Akryz  
Wizard Of Oz  
Wizard Quest  
Wizard's Challenge  
Wizard's Scrolls  
Wizard's Skull  
Wizard's Tower  
Wizard's Warrior  
Wolfman  
Wonderland  
Woodbury End  
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



# Index

## FEATURES

Adventure America. P. 33 (7), P37 (8), P50 (9)  
Adventure-Link:Spec. Mag. P37 (3)  
Adventurer's Backpack. P44 (8), P51 (9)  
Adventures: A Funny Breed Of People. P 42(11)  
Adventures Of Philip Mitchell. P45 (9)  
AGT Previews. P48 (13)  
And In The Beginning There Were Ram Pack Wobbles. P45 (4)  
Avalon MJA. P 34 (7)  
Balrog's Tale. P34 (1), P33 (2), P37 (3), P37 (4), P53 (5)  
Believability. P47 (11)  
C Adventure Toolkit. P34 (2)  
Choosing & Buying A (Games) PC. P39 (8)  
Chrono Quest II. Notes On The Thirteen Time Zones. Part 1. P42 (13)  
Creative Adventure Toolkit. P34 (2)  
Dateline Warsaw... Adventuring In Poland. P39 (10)  
Deja Vu. P45 (12)  
Doctor Who: A Datafile. P51 (4)  
DOS For Dummies. P57 (6)  
Fairy Story Under Subsection VI Paragraph XI. P42 (10)  
Federation II. P48 (5)  
Gargoyle Games. P46 (8)  
Goblin Gazette. P38 (7)  
Help! I'm Stuck In A Dungeon And There Aren't Any Exits... P48 (12)  
Hintbooks From America. P39 (7)  
How To Solve A maze. P49 (12)  
I Wish People Who Lived In Wales Had Legible Handwriting. P45 (5)  
It Bugs Me. P43 (9)  
Laurence Creighton Talks About Adventure-Writing. P47 (5)  
Letter From America! P49 (6)  
Level 9 - Past Masters Of The Adventure Game? P41 (7)  
Mind The Doors! P53 (11)  
MUD II. P43 (4)  
MUD II Update. P50 (8)  
Multi-User Adventures. P37 (3)  
"One Disk" AGT Adventures (Amiga 500+/A600). P 46 (11)

One Man's Computer Adventuring. P30 (10)  
Origins Of Origin. P37 (1)  
PC Games Bible. P41 (10)  
Play By Mail. P37 (1), P37 (2), P39 (3), P49 (4), P50 (5), P44 (6), P51 (7), P55 (8), P37 (9), P54 (10), P56 (11), P53 (12), P57 (13)  
Ramblings Of An Inveterate Games Programmer. P53 (6)  
Right To Copy (Copyright?). P53 (7)  
Sam Coupé Adventure Club. P58 (6)  
So What Is An RPG Then? P35 (2)  
Some Thoughts On The Death Of The Amstrad Adventure Scene. P53 (13)  
SynTax Magazine: A Look At The Amiga Version. P55 (11)  
Text Adventure — Dodo Or Phoenix? P54 (13)  
Thoughts On Piracy, Protections And Promises. 52 (8)  
Tim Kemp: The Interview. P38 (4)  
To Review Or Not To Review? P54 (7)  
Using Shareware Fairly. P36 (9)  
What IS AI? (And What Has It Got To Do With Me Anyway?) P42 (6)  
What Now? A Spectrum Tapezine. P50 (12)  
Zeno Of Elea. P50 (13)

## REVIEWS

A & D Unlimited Adventures. R. P32 (11)  
A - Train. R. P34 (8)  
Abandoned Places 2. P31 (13)  
Advanced Xoru. R. P9 (10)  
Adventureware. P33 (13)  
Agatha's Folly. P16 (13)  
Al-Strad. R. P10 (4), S. P38 (2)  
Amulet Of Darath. R+CH. P41 (11)  
Antillis Mission. R+H. P31 (5)  
April Seventh. R+CH. P15 (6)  
Are We There Yet? R. P34 (4)  
Aunt Velma. R+CH. P16 (1)  
Axe Of Kolt. R. P8, CH. P53 (3)  
Aztec Assault. R+CH. P7 (7)  
Bermuda Traingle. R+H. P13 (7)  
Blood Of Bogmole. R+CH. P11 (1)  
Bloodwych. R+H. P9 (11)  
Bloodwych Data Disk. R. P11 (11)

CH = Coded Hints : F = Feature : H = Hints  
M = Map : Ma = Maze : OL = Object List  
PG = P Laying Guide : R = Review : S = Solution  
P = Page : Number (1) = Issue Number



Energem Enigma. R+CH. P14 (2)  
 Erik The Unready. R. P30 (12)  
 Escape From Cygnus Alpha. R. P37 (12)  
 Even Yet Another Big Disk. R. P34 (3)  
 Everyday Adventure. R. P10, H. P62 (6)  
 Excuse Me — Do You Have The Time.  
 R+H. P23 (13)  
 Extricator. R+CH. P15 (7)  
 Faerie. R+CH. P26 (7)  
 Fascination. R. P9 (7)  
 Fish! R. P10 (8)  
 Fisher King. R+H. P19 (4)  
 Fleece Quest. R+CH. P26 (11)  
 Fool's Errand. R. P14 (3)  
 Four Minutes To Midnight. R+H. P9 (6)  
 Four Symbols. R. P13 (7), R. P12 (11)  
 From Out Of A Dark Night Sky. R+CH.  
 P23 (11)  
 Gateway. R. P34 (6)  
 Gerbil Riot Of '67. R. P32 (6)  
 Get Me To The Church On Time. R+CH.  
 P15 (9)  
 Ghost Town (AGT). R+CH. P15 (3)  
 Goblins2. R. P16 (10)  
 Goblin Towers. R. P14 (9)  
 Gold Or Glory. R. P20, S. P68 (10)  
 Golden Fleece. R. P31 (11)  
  
 Great Million Dollar Jewel Heist. R+CH.  
 P24 (11)  
 Grimoire. R. P29 (9)  
 Grue-knapped! R. P36 (8)  
 Guardian, The. R+CH. P16 (3)  
 Guildmasters: Volume One. R. P39 (6)  
 Harvesting Moon. R+CH. P15 (2)  
 Helvera - Mistress Of The Park. R. P30 (9)  
 Hermitage. R. P40 (6)  
 Hob's Hoard. R. P14 (4)  
 Hollow (Text Version). R. P65 (7)  
 Holy Grail. R. P16 (4)  
 Homicide Hotel. R+CH. P17 (3)  
 Humbug. R. P18 (3), CH. P53 (3)  
 I Dare You! R. P25 (6)  
 Ice Station Zero. R+CH. P20 (3)  
 Impact. R. P29 (10)  
 In Search Of Angels. R. P13 (2)  
 Indiana Jones And The Fate Of Atlantis.  
 R. P18 (7)  
 Inner Lakes. R+CH. P18 (4)  
 Into The Mystic. R. P20 (8)  
 Invasion. R+H. P21 (7)  
 Ishar 1: Legend Of The Forest. R. P11 (12)  
 Isthorn. R. P27 (4)  
 Jacaranda Jim. R+CH. P15 (2)  
 Jekyll And Hyde. R+CH. P10 (3),  
 R. P8 (4)  
 Jolly Poppa Down. R. P20 (3)

: Kingdom Of Hamil. R. P30 (4)  
 : Leather Goddesses of Phobos I.  
 : R. P17 (2)  
 : Leather Goddesses of Phobos II.  
 : R. P9 (5)  
 : Legend Of Kyrandia. R. P16 (11)  
 : Legacy, The. R+CH. P33 (4)  
 : Legend. R. P34 (11)  
 : Lemmings I. R. P43 (5)  
 : Les Manley: Lost In LA. R. P29 (5)  
 : Leygref's Castle. R. P18 (10)  
 : Life After Death. R. P26 (13)  
 : Life Of A Lone Electron. R+CH. P15 (9)  
 : Lost Stone Mansion. R. P27 (6)  
 : Lost Temple. R+CH. P21 (1) S. P50 (3)  
 : Lost Tomb Of Ananka. R+CH. P14 (10)  
 : Lost Treasures Of Infocom II. R. P15 (8)  
 : Lure Of The Temptress. R. P16 (11)  
 : Magic Isle. R. P29 (4)  
 : Magnetic Scrolls Collection. R. P28 (4)  
 : Mansion Quest. R. P40 (5)  
 : Marooned. R+CH. P21 (10)  
 : Maze. R. P41 (11)  
 : McMurphy's Mansion. R. P25 (10)  
 : Mega-lo-mania. R. P17 (2)  
 : Merlin. R. P13 (12)  
 : Might and Magic II. R+CH. P22 (1)  
 : Might And Magic III. R. P29 (7)  
 : Mines Of Lithiad. R. P17 (7)  
 : Mission, The. R. P19 (2)  
 : Mission X. R+CH. P23 (1)  
 : Monsters Of Murdac. R+CH. P21 (5)  
 : Mordon's Quest. R+CH. P41 (13)  
 : Multi-Dimensional Thief. R. P18 (13)  
 : Mummy's Crypt. R. P17  
 : Mystic Well. R+H. P15 (12)  
 : Nectar Of The Gods. R. P30 (13)  
 : Nethack. R. P13 (9)  
 : New Arrival. R. P23 (3)  
 : New England Gothic. R+H. P28 (9)  
 : Nirvana. R+H. P16 (9)  
 : Noah. R. P17 (9)  
 : Nythyyel. R. P23 (8)  
 : Obscure Naturalist. R. P34 (12)  
 : Oklib's Revenge. R. P34 (10)  
 : PAWS For Thought. R. P25 (9)  
 : Pendant Of Logryn. R. P13 (10)  
 : Peneless. R. P9 (8)  
 : Perdition's Flames. R. P25 (11)  
 : Perry Mason: Mandarin Murder.  
 : R+H. P23 (2)  
 : Pirate Adventure. R. P24 (8)  
 : Plagues Of Egypt. R+CH. P24 (1)  
 : Pork 1. R. P39 (11)  
 : Pork 2. R. P14 (12)  
 : Pyramid. R+CH. P13 (6)  
 : Quest For The Holy Joystick. R. P24 (2)

: Quann Tulla. R+H. P33 (5)  
 : Radiomania. R+CH. P18 (6)  
 : Railroad Tycoon. R. P25 (2)  
 : Return Of The Joystick. R. P14 (4)  
 : Return To Earth. R. P35  
 : Ring Of Dreams. R. P23 (8)  
 : Robin Of Sherlock. R+H. P25 (5)  
 : Sanity Claus. R+CH. P16 (8)  
 : Search For Mithrillium. R. P28 (8)  
 : Secret Of Monkey Island 1. R. P25 (1)  
 : Sheriff Gunn. R. P33 (6)  
 : Sherlock Holmes. R. P39 (13)  
 : Sherlock Holmes, Consulting Detective, 1.  
 : R. P16 (6)  
 : Sherwood Forest. R+CH. P26 (1)  
 : Silverwolf. R+CH. P24 (3) S+M. P64 (4)  
 : SimCity. R. P14 (13)  
 : SimEarth. R. P29 (1)  
 : SimLife. R. P18  
 : Sir Ramic Hobbs And The High Level  
 : Gorillia. R. P11 (13)  
 : Solvadol X. R. P37 (11)  
 : Sorcerian. R. P26 (2)  
 : Soul Hunter. R+CH (18)  
 : Spectre Of Castle Coris. R+CH (5), P16(12)  
 : Spellcasting 201. R+CH. P25 (3) S. P69 (4)  
 : Spellcasting 301. R. P18 (8)  
 : Spelunker's Tremendous Cave  
 : Adventure. R. P15 (13)  
 : Sphere Of Q'Li. R. P22 (4)  
 : Staff Of Power. R+CH. P27 (3)  
 : Star Flaws. R+CH. P28 (3)  
 : Star Portal. R. P14 (11)  
 : Star Trek'V. R. P29 (3)  
 : Starcross. R+CH. P28 (2)  
 : Starship Quest. R. P13 (11)  
 : Stoneville Manor. R. P24 (8)  
 : Stunt Island. R. P32 (12)  
 : Supernova. R+CH. P28 (7)  
 : Supremacy. R+CH. P31 (1)  
 : Survivor. R. P23 (9)  
 : Tales Of Tavisra. R. P25 (13)  
 : Tark. R. P19 (6)  
 : Taxman Cometh. R+CH. P23 (12)  
 : Tears Of The Moon. R+CH. 19 (6)  
 : Temple Of Loth. R. P18 (10)  
 : Test. R. P17 (10), R+CH. P39 (12)  
 : Thrallbound. R. P38 (11)  
 : Treasure Island. R+CH. P32 (1)  
 : Treasure Of The New Kingdom. R. P9 (8)  
 : T-Zero. R. P38 (5)  
 : Ultima VII. R. P29 (8)  
 : Ultima Underworld I. R. P28 (6)  
 : Ultima Underworld II. R. P22 (10)  
 : Unknkilia One-Half. R. P39 (11)  
 : Unnkulian Underworld I. R+H. P37 (5)  
 : Unnkulian Underworld 2. R. P41 (12)

Warlords. R. P33 (3)  
 Weaver Of Her Dreams. R. P31 (6)  
 Werewolf Simulator. R.P34 (5)  
 What? No Low Alcohol Mineral Water?  
 R. P26 (8)  
 Where In The World Is Carmen Sandeigo?  
 R. P25 (12)  
 White Feather Cloak. R. P20 (7)  
 Witch Hunt. R+CH. P29 (2)  
 Wizard Quest. R+H. P27 (5)  
 Wizard's Skull. R+CH. P29 (7)  
 Wizard's Tower. R. P13 (8)  
 Yarkon Blues II. R. P14 (8)

#### SOLUTIONS, HINTS, MAPS, MAZES

Adventure 100. S. P67 (8)  
 Adventureland. H. P43 (2), Ma. P66 (8)  
 Aftershock. Ma. P56 (4)  
 Alternate Reality. H. P62 (4)  
 American Suds. S. P65 (1)  
 Andkara. S. P64 (8)  
 Arazok's Tomb. S. P64  
 Arnold / Somewhere Else. S. P59 (2)  
 Arrow Of Death I & II. H. P43. (2)  
 Ashes Of Alucard. S. P69 (10)  
 Aural Quest. S. P40. (2)  
 Avon. R. P13 (6), S. P58 (8)  
 Balrog And The Cat. Ma. P56 (4)  
 Balrog's First Big Disk. R+CH. P8 (1)  
 Bard's Tale II. H. P72 (6)  
 Battle Isle. R. P9 (4)  
 Baltune In Wonderland. S. P48 (1)  
 Baltune The Sailor. S. P45 (2)  
 Betty Carlson's Big Date. S. P66 (5)  
 Black Knight. Part 1. S. P49 (1), P56 (2)  
 Blackpool Tower. S. P70 (9)  
 Blade Of Blackpoole. S. P57 (4)  
 Bog Of Brit. CH. P53 (3)  
 Boggit. R. P10 (10), S. P64 (1)  
 Bored Of The Rings. R. P8 (6), Ma. P63 (8)  
 Brainchild. F. P54 (4)  
 Brian And The Dishonest Politician.  
 S+ M. P67 (5)  
 Case Of The Missing Adventure.S. P69(12)  
 Castle Of Dreams. S. P57 (12)  
 Castle Of Terror. S. P71 (6)  
 Champions Of Kyrinn. H. P66 (5)  
 Circus. H. P45 (3)  
 Celtic Carnage. M+S. P66 (13)  
 Colossal Adventure. H. P54  
 Conquests Of Camelot. Part 1. S. P53 (2),  
 Part 2. P50 (3), Part 3. P74 (4), Part 4.  
 P65 (5), P67 (6), P7. P64 (7)  
 Conquests Of The Longbow. S. P71 (5)  
 Count, The. H. P43 (2)  
 Cranmore Diamond Caper. S. P61 (9)

: Cricket Crazy. R. P20 (9), S. P69 (10)  
 : Crispin Crunchie. S. P67 (1)  
 : Crystal Of Chantie. S. P44 (3)  
 : Cup Final Frenzy. S. P68 (10)  
 : Curse Of Calutha. Ma. P19 (5)  
 : Curse Of Enchantia. R. P16 (11)  
 : Cursed Be The City. R. P20 (4)  
 : Dances With Bunny Rabbits. S. P67 (8)  
 : Danger! Adventurer At Work 1. S.P57 (5)  
 : Danger! Adventurer At Work 2. S. P65 (10)  
 : Daze Aster. S. P 58 (11)  
 : Death In The Caribbean. S. P63 (3)  
 : Death Knights Of Kyrinn. H. P65 (6), P55(7)  
 : Deathbringer. CH. P66 (3)  
 : Deena Of Kolini. Ma. P59 (1)  
 : Demon From The Darkside. S. P74 (8)  
 : Devil's Hand. S. P 74 (7)  
 : Doomlords. S. P62 (3)  
 : Dragon: Corya The Warrior Sage. S. P64(7)  
 : Dragon Of Notacre. S. P54  
 : Druid's Moon. S. P69 (8)  
 : Dudley Dilemma. Ma. P68 (4), S. P66 (4)  
 : Dungeon Adventure. H. P55 (4), H. P63  
 : (5), H. P73 (6)  
 : Dungeon Quest. S. P56  
 : Ecoquest I. S. P67 (9)  
 : Eli's Adventure. Ma+ S. P54 (2)  
 : Ellisnore Diamond. R. P13 (3), S. P58 (7)  
 : Enchanter. H. P51 (1), R. P20 (1)  
 : Erik The Unready. S. Part 1. P73 (13)  
 : Escape From A.R.G.C. S. P67 (4)  
 : Escaping From Khoshima. R. P 28 (8)  
 : Escaping Habit. S. P57 (12)  
 : Feasibility Experiment. H. P45 (3)  
 : Five On A Treasure Island. PG. P50 (2)  
 : Forestland. Root Maze. P71 (3)  
 : Frankenstein. S. P48 (2)  
 : Gateway To The Savage Frontier.  
 : H. P62 (6), P63 (7), P60 (8), P58 (9)  
 : P60(10), P71 (11), P72 (12), P70 (13)  
 : Gerbil Riot Of '67. S. P63 (7)  
 : Ghost Town. H. P51 (1)  
 : Golden Voyage. H. P45 (3)  
 : Golden Wombat Of Destiny. S. P61 (5)  
 : Grail, The. S. P57 (1)  
 : Gymnasium. S. P60 (2)  
 : Hugo's House Of Horrors. S. P68 (8)  
 : Hunchback. S. P 53 (3)  
 : Indiana Jones And The Last Crusade. S.,  
 : Part 1. P74. (6), Part 2. P69 (7)  
 : Infidel. M+S. P64 (3)  
 : Inner Lakes. S. P66 (6)  
 : Keeper. S. P68 (13)  
 : Key To Time. S. P56 (9)  
 : Kingdom Of Hamil.Ma. P61 (4)  
 : Knightmare - How To Solve The Quest For  
 : The Shield Of Justice. P75 (12)  
 : Labarinth. S. P74 (4)  
 : Legacy For Alaric. S. P61 (3)  
 : Legend Of Kyrandia. S. P59 (12), P71 (13)  
 : Ludoids. S. P70 (11)  
 : Magician's Apprentice. S. P35 (4)  
 : Malice In Blunderland. S. P63 (4)  
 : Mansions. S. P70 (5)  
 : Merlin. M+S. P63 (9)  
 : Methayel. M+S, Part 1. P68 (6),  
 : Part 2. P57 (7)  
 : Miami Mice. S. P70 (5)  
 : Microfair Madness. R. P19 (2), M+S (Part  
 : 1) P70 (10), M+S (Part 2). P63 (11)  
 : Might and Magic II. Middlegate.  
 : M+H. P52 (1)  
 : Mindshadow. M+S. P46 (1)  
 : Monkey Island I. Ma P62 (10)  
 : Monsters Of Murdac. R+CH. M. P58 (5)  
 : Mordon's Quest. H. P73 (6)  
 : Mystery Funhouse. S. P 61  
 : Mystery Of Old St. Joseph's. S. P71 (8)  
 : Myth. M+S. P62 (13)  
 : Night Life. S. P66 (10)  
 : Odieus's Quest. M+H. P45 (1)  
 : Oklib's Revenge. Ma. P67 (10)  
 : One Of Our Wombats Is  
 : Missing.Ma.P59(1)  
 : Operation Stealth. S. P72 (8)  
 : Panic Beneath The Sea. S. P64 (2)  
 : Perseus and Andromeda. H. P51 (1)  
 : Pirate Gold. S. P59 (2)  
 : Plan 9 From Outer Space. H. P74 (9)  
 : Planetfall. H. P55 (4), H. P63 (5)  
 : Police Quest III. S. Part 1. P72 (9),  
 : Part 2. P63 (10), Part 3. P66 (11)  
 : Pool Of Radiance. OL. P49 (3)  
 : Project X - The Microman. Ma. P63 (9)  
 : Prophecy. H. P60 (9)  
 : Raid On Lethos. S. P74 (11)  
 : Red Door. M+S. P54 (3)  
 : Red Moon. H. P55 (4), H. P63 (5)  
 : Robin Hood. S. P58 (1)  
 : Royal Quest. M+S. P62 (1)  
 : Run, Bronwynn Run. S. P 63 (6)  
 : Sanity Clause. R+CH. P16 (8)  
 : Scary Tales. S. P58 (4)  
 : Secret Of Monkey Island 1. H. P52 (1)  
 : S. P67 (3)  
 : Secret Of St. Bride's. S. P55 (3)  
 : Seek And Destroy. M+S. P72 (11)  
 : Serpent From Hell S. P61 (12)  
 : Shadows Of The Past. S. P72 (13)  
 : Sorcerer. M+S. P70 (12)  
 : Sorcerer (Infocom) Glass Maze. P58 (3)  
 : Spellcasting 101. S. P41 (1)  
 : Squanchian Adventure. M+S. P46 (3)  
 : Stranded. S. P 75 (12)



Teacher Trouble. S. P64 (5)	: Tramotane Alliance. S. P71 (9)	: P73 (12), P65 (13)
Theseus And The Minotaur. S. P75 (11)	: Transylvania. S. P60 (1)	: What Personal Computer. Ma. P65 (10)
Thief's Tale. S. P72 (6), R. P10 (7),	: Trial Of Arnold Blackwood. S. P44 (1)	: White Door. M+PG. P63 (2)
Map. P62 (12)	: V - The Silver Saucer. M+S. P55 (9)	: Wise And Fool Of Arnold Blackwood.
Thrallbound. M+S. P68 (12)	: Venom. S. P60 (2)	: S. P48 (3)
Time Machine. H. P45 (3)	: Virus. M+PG. P44 (2)	: Wishbringer. M+S. P54 (5)
Time Quest (Central). M+S. P66 (7)	: Volcano Of Raka-Tua. S. P58 (10)	: Wizard And The Princess. S. P57 (2)
Time Quest (Legend). S. P65 (2)	: Voodoo Castle. H. P51 (1)	: Wonderland. S. P68 (1)
Time Warp S. P67 (13)	: Waxworks. S. P72 (10), P73 (11),	: Zogan's Revenge. S. P21 (6)

## CROSSWORD COMPETITION — THE WINNERS and SOME SPECIAL PRIZES

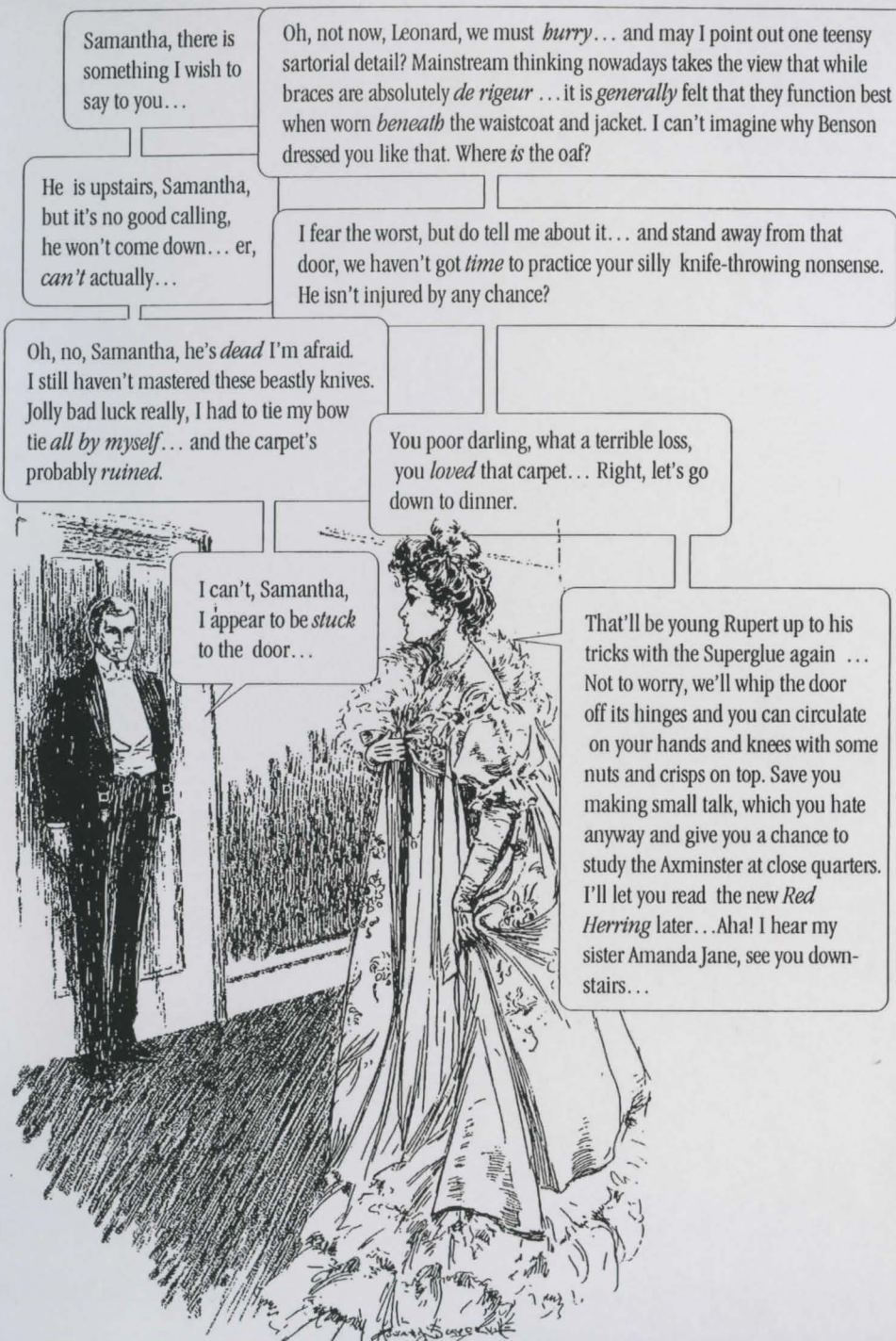
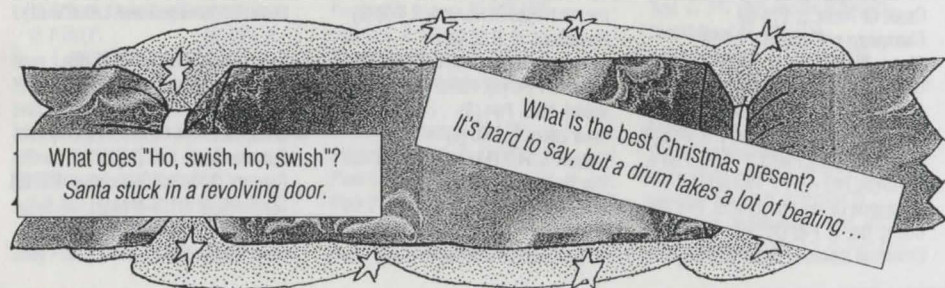
While this was a really easy crossword — deliberate (*ba!*) mistake apart and nearly everyone got it right, figuring out how to make the draw was a bit of a headache. The entries fell into three sections, that is, PC games, Terry Pratchett books and a free issue, so I decided to have three draws, giving nine prizes instead of the original six.

Then, Terry Brawls and Derek Cummings sent entries which had an 11 Across answer that made all of us at Red Herring laugh, so I decided to award a Special Prize to each of them — *The McGonagall Award For Verbosity* going to Terry Brawls and the *Fishy Business Award* to Derek Cummings for his very funny comments about my purpose in printing 11 Across. I really wanted to include the originals of both of these, but I simply ran out of space.

James Judge and James Jillians sent me 26 really awful jokes, so they got *The Groan Award*, Joan Dunn photographed her dog, Megan, with a RH sticker on its head and got *The I'm A Good, Patient Dog Award* and Phill Ramsay received *The 1993 Nagging Award* for going on about Red Herring badges for months which is why I did the Red Herring stickers in the first place.

By coincidence, nearly all of the Special Prizes had Crossword entries, so I thought a bit more and removed all the Special Prizes from the draw. As we only had 20 entries and it's Christmas, I decided that the people who lost out on the draw should get a free issue for supporting the Competition and finally I included the incorrect entries too — so that everyone who took the time and trouble to enter got a Prize. Thanks to everyone who entered, thanks for all the jokes, thanks for all the Sticker Ideas and a special thanks to The Grue, who dashed of some Sticker ideas while still jet-lagged from his flight back from America.

*The answer to 11 Across was, of course, Feather — not Cloak!*





## Red Herring and Syntax Adventure Helpline

Stuck in an adventure? Want a hint  
but not the solution?

Call Sue on 081 302 6598 or write to her at  
9 Warwick Road, Sidcup,  
Kent DA14 6LJ.



Red Herring has a number of keen  
adventurers on its Helpline Team.  
Your request for help will be passed  
over to them for instant action.

**If you are writing, don't forget to enclose a SAE.**