

Exterminate,
Exterminate...

The book says *'Don't Panic'...*
but what does it know?

You can't vote
so beat it...

The *Tench*
is *HUGE*,
The *stench* is
ENORMOUS!

There's *never* a
knight about when
you need one...

Die!

Why?

I think
I see the point
at last...

Are we
there yet?

Don't
ask...

General information

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

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

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● 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.

● All other correspondence to Marion Taylor, 504 Ben Jonson House, Barbican, London EC2Y 8DL.

Useful addresses

The Adventure & Strategy Club, 17 Sheridan Road, London E12 6QT. Tel: 081 470 8563 Adventures, Role-playing Games, Strategy, Simulations. Publishes bi-monthly. Subscriptions: £24 per year (£14.00 half-year). Binders £7.95. Contact Hazel Miller at the above address.

Amstrad Adventure PD Library, 10 Overton Road, Abbey Wood, London SE2 9SD.

Graham Cluley, Malvern, Seaton Road, Camberley, GU15 3NG.

Compass Software, 111 Mill Road, Cobholm, Great Yarmouth, Norfolk NR31 0BB.

Deja Vu PD Library, 25 Park Road, Wigan WN6 7AA.

Delbert the Hamster Software, 9 Orchard Way, Flitwick, Bedfordshire, MK45 1LF

DragonSoft, 10 Overton Road, Abbey Wood, London SE2 9SD.

Enchanted Realms, Digital Expressions, PO Box 33656, Cleveland, OH 44133, USA. Tel: 0101 216 582-0910. Amiga & MS-DOS adventure magazine + disk section. Bi-monthly.

From Beyond, Spectrum Adventure magazine.

Tim Kemp, 36 Globe Place, Norwich, Norfolk NR1 2SQ.

FSF Adventures, 40 Harvey Gdns, Charlton, London SE7 8AJ.

Global Games, 4 Kilmartin Lane, Carluke ML8 5RT.

The Guild, 760 Tyburn Road, Erdington, Birmingham B24 9NX.

Labyrinth Software, 70 Mallets Close, Stony Stratford, Milton Keynes MK2 1DG.

Jim McBrayne, 27 Paidmyre Crescent, Newton Mearns, Glasgow G77 5AQ

P. K. Graphic Computers, 153 Standhill Crescent, New Lodge, Barnsley, Yorkshire S71 1SW.

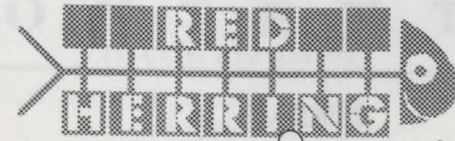
Softouch, 6 Oak Avenue, Runcorn Road, Birmingham B12 8QT.

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

SynTax Disk Magazine and PD Library, Sue Medley, 9 Warwick Road, Sidcup, Kent DA14 6LJ.

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

Zenobi Software, 26 Spottland Tops, Culgate, Rochdale, Lancashire OL12 7NX.



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Get Info

AI-Strad : Amstrad CPC / Spectrum
The Guild : Amstrad 3" Disk, £4
Spectrum +3 Disk, £4 / Cassette, £2

Are We There Yet? : PC : Electronic
Arts : RRP £29.99

Shop around for the best price

Battle Isle : Ubi Soft : Amiga/PC
RRP £29.99. *Shop around for best price. E.g. Special Reserve : £19.99*

Brian And The Dishonest

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Hamster Software : Price £2.49

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Cursed Be The City : Amstrad CPC,
C 64 : The Guild : Amstrad 3" Disk, £4
C64, Disk or Tape : £2.

Dark Wars : ST

Budgie Licenceware : £ 2.95

Die You Vicious Fish : Amstrad CPC
: 3" Disk : The Guild : £4 / Cassette
from P.K. Graphic Computers : £2

Disenchanted : Amiga/PC/ST : PC -
Syntax Library 328, ST - Syntax Library
183 *and all other good PD Libraries*

The Fisher King : Spectrum 48K
Zenobi : £1.99

Golden Pyramid : Spectrum 48k
Zenobi : £1.99

Isthorn : ST : SynTax Library 161 *and
all other good PD Libraries*

Hob's Hoard : Spectrum 48k
Zenobi : £1.99

Holy Grail : Jim McBrayne : Amiga/ST
Amiga version is Public Domain, ST
version from Goodman's Exclusive
Licenceware : £3.95

Jekyll and Hyde : Spectrum:
Zenobi : £1.99

Inner Lake : Amstrad CPC6128: The
Guild : 3" disk : £4, or this adventure
plus 3 others of your choice on
one disk for £10.

Kingdom Of Hamil : Amstrad CPC &
PCW/BBC/Spectrum +3/ Mac/PC
£11.95 - £17.50

Legacy : Spectrum : Zenobi : £1.99

The Magic Isle : Spectrum
Zenobi : £1.99

Magnetic Scrolls Collection :
Amiga (1 Meg)/PC/ST : Virgin :RRP
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Shop around for the best price.

Return Of The Joystick : Spectrum
Zenobi : £1.99

Sphere of Q'li : Amstrad : DragonSoft
£1.00 if you provide your own disk.

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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

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A special
thanks to Neil
Monro for
helping a *lot*
with the proof-
reading..

Red Herring
is edited by
Marion Taylor
and
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Design and
cartoons by
Ken Taylor.

We were very pleased with the response to the Red Herring/SynTax crossword. We had a surprising number of entries and we were delighted to be able give away a lot of prizes. Our thanks to everyone who entered, regardless of how many or how few questions they got right. Our special thanks to Inter-Mediates Ltd. who generously supplied the hint book prizes.

The first prize winners were Janice Charnley, Dave Barker, Neil Shipman, The Grue! and Derek Cummings. Each received a bumper bundle of Infocom hint books. The runners-up were Tony Stiles, Chris Rogers, Keith Green, Gareth Harrison, Terry Roberts, Phill Ramsay, Robert Moon, Margaret Abbie, Tim Kemp, Ken Morgan and Margaret Griffiths. Each runner-up got a hint book as promised - plus a bonus one for luck! Congratulations to all of you. The answers were as follows

**DOWN: HEARTS, FLOYD, RED HERRING, DEADLINE, SPELLBREAKER,
INFIDEL, ROOM, INFOCOM, KEY, TROLL, NIP, MIND.**

**ACROSS: SPECIAL RESERVE, HEAR, FLY, NORD, ALAS, GRUE, BERT, INN, ROD,
TITAN, GALAXY, ZORK, ATE, BEYOND, ORIGAMI, SPELL, DUFFY.**

We still have 8 twin pack Stationfall/Lurking Horror hintbooks left so if YOU want one, just send a normal size SAE plus two extra secondclass stamps to Sue at the usual Sidcup address to cover postage and packing and one will wing its way to you. It's first come, first served so act quickly if you're interested. Anyone who misses out will have their extra stamps returned in their SAE.

It's... blush... apology time. Somehow, in the last issue I changed Chris Rogers' surname into Algiers (says a lot for my typing!). Sorry Chris. I also managed to drop off the last paragraph of Dave Barker's "Death In The Caribbean" solution... sigh. Sorry Dave.

A slight point about GI Games (see Bytes & Pieces). John Wilson has kindly taken over the distribution of Gordon's games and Gordon wishes to please point out that this is merely a distribution-only deal... John will do the day to day work on the games which sadly Gordon cannot manage any more, due to pressure of work, but he still retains the rights to all the games.

You will have noticed the new Subscription form and the offer of an extra issue to all readers who subscribe for 6 Issues. Everyone who already has a 6-Issue subscription has been informed and their subs will also be increased by one issue. If I've missed anyone, please drop me a line and complain!

I'll be on holiday for two weeks from the 11th May. Anyone who needs a full solution during that time - please get in touch with Sue.

Marion

LICENCE TO THRILL

John Wilson of Zenobi Software is now selling the range of GI Games under licence due to Gordon Inglis' time being taken up by an increase in his other commitments. So any orders for these games should be made payable to Zenobi Software and sent to John where they'll be given his usual prompt attention. Zenobi have also added Jester's Jaunt, The Taxman Cometh and The Amulet of Darath to their range; tape £2.49, disk £3.49.

DOZEN MATTER

The Guild are bringing out games like crazy! They have 12 more ready for April; Captain Kook, The Hobble Hunter, Prophecy, The Gladiator, Rings of Artek, Lighthouse Mystery and a few others (Amstrad). Also being converted in time for April are Treasure Island, Microfair Madness and Corya (Amstrad), Danger! Adventurer at Work, Magician's Apprentice, Prison Blues, Total Reality Delusion and Corya (Commodore), plus lots more on the Spectrum. Corya is also being converted to the ST with added graphics.

DELBERT DELIVERS

Delbert the Hamster Software are keeping busy. As well as their Guild Amstrad releases, several +3 disc and SAM Coupé compilations are out soon from Quest Software, 10 Westerkirk Drive, Fairways, Madeley, Telford TF7 5RJ. Write to David Ledbury at Quest for details and prices.

DTH are also bringing out a compilation called Delbert's Hamster Wheel of Fortune (4 games) plus several singles - Grabbed by the Ghoulies!, The Life of a Lone Electron, Get me to the Church on Time, The Legend of Caldor the Woodcutter, Exploits in a Wheelie Bin and Delbert the Hamster's Amazing Adventure. They're also re-releasing several old Global and Zodiac Software games.

GOT IT TAPED?

Can you help the Guild? Tony is looking for formats of games that he has the licence to sell but hasn't been given the originals. Spectrum and Commodore versions- Druid's Moon, Jolly Poppa Down, ARENA and Key to Paradox. The Commodore Version of Werewolf Simulator. If you're willing to loan Tony your tape(s), send them to him at The Guild, 760 Tyburn Road, Erdington, Birmingham, B36 8DG. They'll be returned, of course.

A BIT PREVIOUS

A prequel to Bloodwych will be released by Virgin in April on the ST and Amiga. Entitled Legend it will have both 2D and 3D graphics and featuring adventure-type puzzles, RPG action and wargame strategy.

HOOK OUT

The graphical adventure Fables and Fiends: The Legends of Kyrandia in the Lucasfilm/Sierra On-Line style will be out in the autumn on the (PC & Amiga). Another graphical adventure, Hook from Ocean is due out in April for PC, ST and Amiga. Based on the Spielberg film, it uses a point-and-click interface.

GIGER CANTER

Dark Seed is a macabre adventure featuring artwork designed by R Giger. It will be set in two worlds connected by an interdimensional portal - the real world shown in colour, the eerie world inhabited by Dark Seed in sepia and grey tones. The PC version - out soon, the Amiga - autumn.

POHL VAULTER

Legend fans can let out a cheer - their next game, Gateway, should be out any time now on the PC. Even better news, it's the first game in a planned Sci Fi series based on the Frederick Pohl Heechee books. It uses the usual Legend interface but improvements have been made to the graphics to make it look even better.

FINALLY

Do you know that... SSI have a massive 44 titles planned for release in the next year? These include both their RPG and wargames. The next AD&D game due out is Dark Queen of Krynn; April for PC, June for Amiga. *Sue*

feedback

...Regarding your short observation on the "Bytes & Pieces" page of Red Herring No. 3 in respect of 'Abandoned Places', in all fairness, I do not think that this game can be dismissed as just another Dungeon Master-type adventure. I have not yet been able to play this game in depth but a 'try-out' for one evening had me looking forward to when I'm free to play it in earnest. Although the start is in a castle with underground levels, you can eventually emerge into the outside world which is when the game really starts, in the world of the Goons. I couldn't find the exit, but for such a short play-spell, I didn't bother to map, but I can do no more than quote the

following extract from the accompanying Play Guide's Introduction...

"Your quest starts beneath the temple of Heaven's Light and your first task will be to escape back to the surface of the land, hopefully arming yourself on the way. Once in the outside world the decision of where to go next is entirely yours. You have the whole world to explore including mountains, deserts, oceans and, of course, cities. We suggest that the first thing you do is to take a boat to the mainland and try to find someone in the cities who can help you decide the direction your fate will take you."

Ron Rainbird, Holmes Chapel

...Just to prove that us 'Software Barons' really do read the reviews in the likes of Red Herring etc. I am sending you a revised version of NEW ARRIVAL. This has been produced in response to the comments made in made in the review published in Issue 3 which highlighted one or two annoying faults. These faults have now been corrected.

John Wilson, Zenobi

...In my review of Disenchanted, I said that I would not recommend it to anyone, mainly because of the stupid spelling mistakes and lack of a working Save/Restore routine. Well, being stubborn and bull-headed, I persevered with it for several more days and, having made it through the initial parts of the game, found it not quite as bad as I originally thought. The Save/Restore routine works on average about every fourth attempt, although with the odd file it doesn't work at all. I've tried this on other computers in case the fault lay with mine, but still get the same results. To sum up, the game is not as bad as I first thought it was. If the spelling mistakes were corrected, and the Save/Restore routine made workable, you would end up with a reasonably good, emntertaining adventure

Ken Morgan, Stourpot-on-Severn

...Did I ask you to 'plug' my new service? It's for all types of computer. It's a helpline sort of thing in which I help adventurers to find games that are not readily available. The idea is that if I can get people to send me a list of adventures they have and no longer want, then I can compile a database. Then anybody looking for a certain game, or a general list, could contact me and I'll put them in touch with whoever may have that game.

All I ask for this is a SSAE so I can send a reply. If the program is not listed then I will hang onto the SSAE until the game does become available.

What the seller needs to send me is a list containing the game(s) for sale, the price for each game (P&P included) and his or her address. Phone number appreciated so the buyer can check the game is still available and the type of machine.

The buyer will send me a list of game(s) he or she wants and an SSAE and I will forward to them the address(es) of the person/people who have that game for offer.

Simon Avery, 71 Fore Street, Chudleigh, S. Devon, TQ13 0HT

JEKYLL & HYDE

Reviewed by Matthew Pegg, played on the ST

It was a stormy night and Dr. Jekyll, exhausted by the rigours of his experiments, was engaged in the last stages of his investigation into the dual nature of mankind. Unfortunately his experiments had exhausted him to the point where he had totally forgotten the way round his own house and so he spent most of his evening meandering around the many rooms reminding himself of where the 'things' were, those little things which he had put down only the other day.

Occasionally he would attempt to walk through a wall, unaware of the fact that there was no door there. Indeed he was forced to read his own notes in order to remind himself exactly what these experiments were that were so important. He managed to make himself a cup of tea after much trial and error and attempted to talk to some of the servants who were too shy to reply. After finding where his own laboratory was, he managed to complete the first stages of making a potion. Then overcome by fatigue he retired to bed, to be plagued by nightmares inspired more by H.P. Lovecraft than R.L. Stevenson. Upon waking he went downstairs and overheard his servants discussing his strange behaviour but he failed to dismiss them for their impertinence as they took no notice of him again. (*You can't get the help these days.*) Eventually his friend Lanyon arrived bearing the all important salts which would help him complete his experiment. Unfortunately whatever he said he could not prevent Lanyon getting out of his skull and pouring the salt all over his dinner. At which point he was condemned to start right from the beginning again...

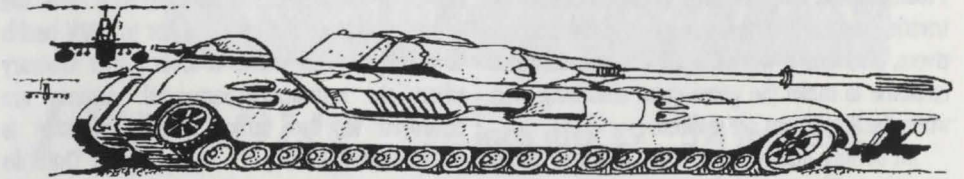
This illustrates the main problem with Zenobi's "Jekyll and Hyde". The game has some very strong things in its favour. The style of the writing is suitably 'Victorian' and manages to create a strong atmosphere, with much evocation of brooding bad

weather. This, despite the odd spelling mistake and clumsy use of language, e.g. some of the rooms boast "carpets with many piles". (*Must be all that lying around on cold floors*). There is also a nice sense of time passing: rooms are described differently during the day than at night, characters move around independently, some objects can only be found at night and if you miss them, that's it! The big problem is that the game offers very little in the way of clues or help, there is not even a score to let you know whether you are on the right track, therefore a large element of the game play is to discover what it is that you are supposed to do.

However the game is also written in the first person, you play Dr. Jekyll. Therefore you are faced with playing a character, in his own house who for some peculiar reason has not got the foggiest idea where they are or what they are doing. This would be O.K. in an "I-awoke-on-a-mysterious-seashore-with-no-idea-of-who-I-was-or-why-I-was-there" kind of scenario, but in this context it makes no sense at all. There is also a strict time limit. After about sixty moves Lanyon arrives and if you haven't discovered what you need to do to get the salts from him the game ends there. I am afraid I haven't been able to discover what that thing is. Lanyon takes no notice of me whatsoever. "Jekyll and Hyde" is a tough game and doesn't offer much in the way of help. (*Excuses, excuses...*). If you can ignore the illogical aspects and are the kind of player who enjoys a certain level of frustration (!) this is a very atmospheric game. Stevenson's story is natural material for an adventure and this offering is pleasantly reminiscent of Rod Pike's old C64 horror adventures like "Frankenstein". (*I wonder what happened to him.*) Despite frustration I shall probably be returning to "Jekyll and Hyde". Perhaps if I offered Lanyon a nice cup of tea...

BATTLE ISLE

Reviewed by Neil Monro, played on the Amiga



From Blue Byte, previously renowned for Pro Tennis 2, Battle Isle is essentially a wargame set on various islands as one might expect. After rave previews in the "glossies", I eagerly looked forward to this game...

In Battle Isle, the object is to obliterate enemy units and/or overrun the enemy base with infantry. Tools of the trade include various tanks, anti-aircraft artillery, hover-transporters, planes, ships; even submarines and construction trucks are available on later islands. The islands in question are divided into small hexagons, which form the basis of movement depending on terrain type. To issue a command to a particular unit, one moves the cursor on top of it, presses fire, and then moves the stick to summon icons of possible actions. Movement or fire range is then shown by a red highlight around usable hexes. This is fine except that, on the Amiga and ST versions, mice are not catered for. Stuck with using the joystick, I found diagonals a pain. There's nothing new about hex-map interfaces; even Ogre, released in 1986, had a superior if uglier interface, so this one should have been better. PC versions should have the luxury of mouse control.

Prefaced by a huge and largely meaningless introduction animation (which can thankfully be avoided!) the game is simple to use at earlier levels, once the obstacle presented by reading the manuals is overcome. These have not been translated particularly well and suffer from poor layout. After much frustration I eventually found that to play a one player game, "CONRA" must be used as the world name; this is not in any of the manuals, it's from a photocopied A5 quick

reference sheet. After a few introductory isles, the single player option becomes a bit slow - the computer simply has too many units for a sensibly-paced game. Whether this is loading the bases to counteract a poor artificial intelligence, or simply that the programmers wanted as much hardware on the board at once, I don't know; either way it breaks the flow of the game.

The screen is split vertically to show both sides' positions. This means that one player can see what another is up to. Since players alternate between action and movement phases it doesn't matter too much, but watching the opponent's projected movement or firing can give clues for short and medium-term strategies. The graphics are quite fast, slowing down when a computer opponent evaluates the situation - which is done every movement phase - this makes scrolling slightly jerky. Presentation is excellent and quite clear, with a bird's eye view available to help assess the bigger picture. Sound is thankfully subdued, with a catchy guitar tune running in the background during play.

Battle Isle is much better when played with a human opponent, and when both sides have become reasonably acquainted with the control methods it is quite enjoyable. On starting a new island, assessing the situation immediately is a must. It is often obvious which targets one must move on instantly; if a depot or factory is within a couple of moves from some infantry, it will probably be the key to survival. The islands have been quite well thought out, and units available complement this nicely. At later stages when marine transport, construction vehicles, and

energy crystals to power factories and HQs are available the strategy element comes into its own. Protecting the units required to collect crystals or invade enemy buildings, transporting units across rivers, planning a workable air defence, all these combine to make the game quite absorbing even when the limitations are realised.

An obvious disadvantage of the multiple island scenario is that it can't form a campaign. Given that limitation, Blue Byte could have greatly enhanced other aspects. Units cannot be stacked upon one another even when their original six-strong number has been depleted. This highlights strengths and weaknesses against different enemies, but strategical and tactical placements can be difficult to achieve: to protect a unit which is weak in close combat, but has a powerful longer range capability (such as artillery), one must surround the unit with a potentially sacrificial bolster of other units; meanwhile battle tanks have no anti-aircraft weaponry and thus have to sit

there while being ravaged by helicopter missiles. This raises the issue of combat itself, which is computer-moderated. The difficulty with Battle Isle is that each item of a unit is either in 100% health or destroyed. This makes it seem rather arbitrary when six armoured personnel carriers are destroyed by two tanks, since each side is represented as having one shot per item. Units do gain in experience, which appears to help somewhat; but the heart of any wargame, the combat routines, are too shallow.

There's plenty of interesting hardware to play with, a moderate amount of tactics mixed with a smidgeon of strategy, and a slick-looking front end. Against that, the quirky controls and strange combat resolution combine to reduce my enjoyment of what should be a fine game.

Battle Isle would make an excellent introduction to wargaming, and is fine for short term play. With re-thought controls and combat it could be a true epic.

AL-STRAD

Reviewed by "Kedanan", played on the Amstrad CPC6128

In the far off Kingdom of Microchip, there lived a King called Kilobyte who ruled peacefully over his lands. The King had a most beautiful daughter, Princess Sally Software.

All was very happy, until the evil Sink appeared and started causing havoc in the Kingdom. One dark night he crept into the castle and kidnapped the beautiful Princess - Boo!

A hefty reward was put up by the King to anyone who could rescue his daughter. It came to pass that a poor peasant by the name of Al-Strad came to know of this and decided that this was his big chance - Hooray!

I don't know, either he was exceptionally brave, or just plain stupid or a prize idiot. However, he accepted the challenge to search out Sink's lair and rescue the damsel in distress.

You take the role of Al-Strad in his quest using a two word parser to move around and to get things. The parser also accepts the following abbreviations: N, S, E, W, I for In, O for Out, Ex for Examine - to take a closer look, SAVE - to save adventure at any stage to TAPE and L to load a saved game from tape when you restart the adventure.

You start the adventure in a forest clearing near a small run down hut and a steep hill. In the distance you can hear running water and of course, you are hungry as usual. You are quite a capable character within reason, for example you are capable of flying at certain times and places, but swimming has always been a problem without your blow-up armbands, which you have not got. In fact, you are carrying absolutely nothing.

PC Adventures

Humbug 3½ inch disk £9 5¼ inch disk £9

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

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Why is the deckchair attendant so miserable?
Who taught Mavis the cow to tapdance?
Why has Alan been hypnotised?
What is the significance of the word "Invoices"?
What would you do with a cucumber, a gin-spitting pirate and a piece of gristle?
No, don't answer that.

GRAHAM CLULEY
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GU15 3NG

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In the small hut you can see a safe and a lever. Forget levering the safe open, you can't do that. You can only pull the lever, but for goodness sake do not do that either, because if you do you will be plunged into a dank dark room, with walls all covered in green slime and the floor all squelchy under your feet. There is a heavy wooden door to the south which is locked and as you haven't got a key you would be stuck there for the rest of your life.

On examining the safe you find that you can only open it with a special combination number, so you had better go and find it!

So go up where you find and get an axe, then go back down and north where you are standing beside a large oak tree which has a large hole in the side and squirrels are dashing all around. In the hole you find a pair of armbands. Remember I told you earlier about your swimming difficulties and you know that water is close to hand, so take the bands.

Climb the tree and you will find a small blue

plastic spade, I expect that it is the one that the squirrels use to bury their goodies. Take it, it could come in handy. Go down again and keep going south until you get to the water, blow-up bands, wear bands, then go to it. Swim!

When you reach dry land again, you can deal with your hunger problems which come to an end when you find, break and eat a coconut. You also notice a tall palm tree which on examination has a number scrawled on the bark. Make a note of this random number, which is the combination of the safe in the hut. The ground is soft, you could try digging a bit and see what you can find. Whatever you find don't eat it, you've eaten enough coconut to keep you going. I don't think that you'll need the spade again, so you might as well drop it before you swim back to open the safe.

However this is for you, Al-Strad, to decide, it's you who are trying to rescue Princess Sally Software, and I wish you well! Another good adventure from the Guild.

NOTES ON FULL SOLUTION IN RED HERRING Issue 2, Page 39.

Get bands, blow-up bands, wear bands. (armbands does not work and they are no good unless you blow them up!). When you dig (second line) GET BANANA. When you READ PALM (second line) note the random number which is combination for safe. When you open the safe (line 3) You have to GET PILL before you can EAT PILL.

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RETURN OF THE JOYSTICK

Reviewed by Graham Wheeler, played on the Spectrum

Return of the Joystick is a follow up to Quest for the Holy Joystick, it was written by Fergus McNeil and is a re-release of an old Delta 4 adventure. Like Quest it is set in and around the computer show at Alexandra Palace, which in this game is affectionately known as Ally Pally. One of the problems with this setting is that it really shows up the age of the adventure, as most of the Software Houses mentioned in the game are no longer in existence and many of the so called humorous references to their personnel will mean nothing at all to the newer adventure player.

To be honest I was hoping to find that this adventure showed some improvement on its

predecessor, but alas this was not the case. In fact its storyline was even weaker than Quest's and the few puzzles that it did contain needed to be solved in a rather hit and miss fashion as opposed to the use of pure deductive logic! I felt that the whole adventure lacked atmosphere, the on screen text was very sparse and the few graphics included did nothing to capture my imagination and make me feel that I could lose myself in the game. I am afraid that I cannot recommend this adventure, although perhaps some fans of Fergus McNeil's other games may like to add it to their collection for curiosity value.

HOB'S HOARD

Reviewed by Joan Dunn, played on the Spectrum

This is an adventure in two parts. Quite an interesting loading screen, showing a chart with crossed lines, and the Waymark, with the direction and distance marked. This is featured later in the game.

You play the part of John Creston whose brother has been killed in a hit and run accident. You return to the old family home in Cornwall and discover from examining your brother's effects that he had found clues to the location of an hidden treasure.

There are only six objects to find and you don't get killed off once! To solve it you need to talk to people and gather all the information you can, to lead you to the treasure. At the start you can enter C to see a list of the ten characters... who they are, and what they do.

To talk to them you need to say... Tell me about... then... Tell me more. You will either be helped, or sometimes told to ask a different person. These conversations will give you information

about the hoard, the various locations you need to visit and the code.

Early in the game you find a coded message, which you can either puzzle out yourself or wait for help from one of the characters. This gathering of information seems to work quite well.

You will need to buy several items and these are available from the village shops. Time passes as you proceed and at lunch time you will find the shops closed and will need to wait until they reopen.

In Part 2 you actually find the treasure, but it is not what you expected. No gold or jewels, something quite different. The ending is both exciting and surprising. The villains are unmasked and you are going to have a good night out with... as she is described in the character list... a nubile nymph. But what treat is in store for the lady adventurers? Not a thing.

An interesting game to play, not too difficult and certainly very original. Don't miss it.

DIE YOU VICIOUS FISH

Reviewed by "Kedenan", played on the Amstrad CPC6128

I can imagine you saying to yourself, that it's not surprising for a bloke called Gill to be writing a fishy adventure. This is the second adventure from the same author that the reviewer has played. Paul's first adventure "Al-Strad", being the first one which proved a great success and there does not appear to be any reason why this should not be better.

This is a fishy story, as the title suggests, but nothing to do with angling or deep sea fishing. This a very amusing adventure which basically takes place in a hotel, but it does not appear to be anyway near A.A. Five Star - it is however a change from messing about down caves for months. You could say that it is a fishy sort of text ghost-busters!

The whole story started innocently enough with a game, a game of sardines, but the whole affair went terribly wrong and got completely out of hand. The inexcusable occurred when the sardines escaped. Terror spread like wildfire as the curse of these immature horrific herrings swept over the whole of the country.

The authorities were quick to act, and brought in a team of crack fish-busters to try and contain the problem and they did so with such speed and bravery that few people had ever seen before in their lives.

They caught all but a few of the fish, who were cornered in a small run down hotel - ready for the final show down.

Who would dare enter this house of fishy hell? This fish infested nightmare? This terrifying realm of pure undiluted horror? You have only one guess. YOU, who else!

You alone must destroy all the fish - there were about a dozen in the house at the last check,

about a tin full. Remember any kind of fisherman must have great skill, cunning and above all patience if he/she is going to succeed.

When you start the adventure, you find yourself floating in a most unusual manner... You are in a huge room occupied by rows of monkeys all busy tapping away at typewriters. You have visible exits everywhere. After trying to move in all directions and getting nowhere, you sense a mist clearing and a voice booms out "Wake up, you lazy lout!"

You are standing on a winding path with a giant tree hovering over you. In the distance to the north, you can just see "The Hotel" and even from here you can feel its terrifying presence. You approach the house and as you stand in front of the huge main door your eyes fall on a vicious fish hovering in front of you.

Just as well, you are wearing your fish-busting backpack and a press of the button produces a "Click" and a "Zapp" and that fish is a gonner. You pull the heavy cord which hangs at the side of the front door and Ding! Dong!, the door opens and in you go. As you stand in the main hall sweat drops down your face as you nervously glance around, all is very quiet - too quiet, and you are on your own! Or are you?

You soon find a thin scruffy looking cat, probably worn out with trying to catch fish? Perhaps you can find an oven and cook it a nice meal to cheer the four legged friend up a bit. I bet he would like a nice meal of hot fish?

The adventure is provided with facilities to SAVE and LOAD at any stage of the game and it is provided with, in the main, a simple two word parser which works quite well.

DISENCHANTED

Reviewed by Ken Morgan, played on the ST

At the start of the game you find yourself standing before a group of old men who call themselves The Circle. You were summoned by mistake and are informed that the only way you can, or will be returned home, is by recovering a stolen artifact from the evil wizard Vartok and returning it to the members of The Circle. You are then magically transported to a crossroads where your adventure begins.

This is a mediocre adventure, programmed and playtested (if indeed it was) by less than mediocre people. While the descriptions were adequate and the puzzles reasonable, the number of spelling mistakes in the initial parts of the game distracted you from enjoying the game itself. The Examine command was not utilised to its full potential, as most responses were of the "you see nothing unusual" type. There are no instructions on how to get the game up and running, and for those of you who, like myself, are not as conversant with

computers are we would like to be, the instructions are as follows:

DOUBLE CLICK ON RUN.TTP
TYPE IN DSENCNT, THEN PRESS RETURN

Apart from these minor flaws, there is one major flaw that makes the game very difficult to complete. The Save/Restore routine does not work! Upon restoring a saved position, the game resets to the desktop, making it very frustrating when faced with multiple choices as you are throughout this game. All in all, it is not an adventure I would recommend to anyone and I personally would not have persevered with it had I not been reviewing it.

A Few Hints

To read signs in shops: - .sessalg raeW - Can't find glasses? - .tseref esned ni kool - To get past the wolves and the dragon: - .cigam deen uoY - Fire wall a problem? - .fi evlos esle enoemos tel

THE HOLY GRAIL

Reviewed by Neil Shipman, played on the ST

My quest began in a dungeon. Taking the lamp from the floor beside me, I headed out, past the bottom of a crumbled staircase, to the courtyard of a castle. The drawbridge leading north looked inviting but, before crossing it, I resolved first to explore this edifice in which I had been incarcerated.

Many were the rooms through which I could roam without hindrance and I saw from the lengthy descriptions that this had once been a place of some splendour. But robbers had now removed much of value and the structure was falling into disrepair.

One location which filled me with a mixture of horror and amusement was the torture chamber

complete with Python-esque soft cushion and comfy chair. What agony had been suffered here, I wondered, until I picked up the note lying on the floor. A fiendish mathematical puzzle was written upon it. Now I should really have to concentrate my thoughts as I felt sure - and my expectations proved correct - that its difficulty was indicative of the task which lay ahead.

A room which had not been despoiled was the Strategic Planning Room and I was certain that the table therein would play a significant part in my adventure. But I could do little for now and so wandered up onto the battlements. A strange feeling struck me here and I resolved to revisit the location later on when I might discern its

significance. From my vantage point I espied a village in the distance and decided to make my way towards it.

I first collected all the items I could find, including a handy knapsack in which to carry them, and marvelled at the parser which enabled me to "exam sack then put all but lamp and sword in it". Then, stringing together a number of commands with full stops, I strode out of the castle.

The drawbridge was operated from the outside by a lever and, as it rose, I pondered on what effect its closure might be having within the walls. Perhaps the two hooks hanging next to the lever (and whose purpose I could not yet fathom) would help me to find out. I was sure that something in the village would prove useful in this respect.

There was not a soul to be seen when I arrived, but a number of dwellings attracted my attention including a magik shoppe, a doctor's surgery and an alchemist's shop. What a sight assailed my eyes as I entered the latter. Indeed, such was the profusion of alembics, retorts, tubes, wands and sundry items of the wizard's craft that I had to hit Alt/Help to freeze the display, thus enabling myself to read the description at leisure ere the beginning scrolled off the screen!

Full of admiration for the author's command of English - something upon which I was to remark many times during my travels - I left the shop, gathered together all the objects I could take from the village and its environs, and returned to the castle.

Some considerable time later, after much experimentation not without painful, albeit amusing, consequences, I solved the puzzle of the drawbridge. Such was the sense of achievement this engendered that I was immediately spurred on to see what further intricacies lay in store.

I quickly found something which was to be of use in the magik shoppe and, after a helpful hint from a fellow adventurer, I soon had an item which proved to be of great import in the Strategic

Planning Room. Restoring one of my earlier saved positions (by first typing in the relevant colour and number from the codewheel or "Infotater" provided in the game's packaging) I collected all my belongings and deposited many of them here before proceeding.

From this room a further five distinct sections of the adventure proved to be accessible. It was, however, many hours before I had found the solutions to the problems in each one to allow progress through to the next and, ultimately, onwards to the culmination of my adventure.

I twice came to a full stop as I racked my brain for the answers to two number-related puzzles and, in desperation, I was forced to seek help over these. Had I been able to see the logic of all the numbers which appeared on a nearby leaflet I should, undoubtedly, have more hair on my head than is now the case! In retrospect such things are obvious, but not for the first time did I remark on the wondrous clarity of hindsight.

My travels took me through some 140 locations and so detailed and well written were their descriptions that I even enjoyed wandering into a few dead ends. As Yaggra had said in the introductory text, "A degree of risk does exist, but any goal worth achieving is made the sweeter by the pleasure of the chase." This was an observation with which I had to concur and my pleasure at reaching the end was tempered only by the realisation that there were no more places to visit or problems to solve.

Sometimes frustrating, often amusing and always challenging, The Holy Grail is a difficult but thoroughly enjoyable adventure. You will need 1 Meg to play it, but then you now require this for an increasing number of other titles. So, with the ever-decreasing price of memory upgrades perhaps now is the time to fit yours. You can then savour the delights of Jim's handiwork in all three of his adventures and, hopefully, your support will encourage him to continue writing.

THE INNER LAKES

Reviewed by "Kedenan", played on the Amstrad CPC6128

Another fishy adventure from the Guild, but this time it is a genuine angling story. For example the parser uses the standard phrases and the single and two letter compass directions, but also the following angling terms when in the actual sport of fishing - "Cast in", "Reel in" and "Strike".

The adventure is text only, but was written using the Graphic Adventure Creator by Paul Cardin and converted by Pegasus Software in 1991. So welcome to "The Inner Lakes", the starting point of your quest to catch the Irish Record Tench, which will take all your insight, skill and determination to succeed.

You leave your home in Dublin on a long tiring and exhausting car journey, arriving hot and a little smelly to say the least. Being an Irishman, your first thought on arriving at your destination at Killmore Lough was a quick dash to the local pub. You walk down to the Lough Ree Arms and find that nobody wants to speak to you so you amble back to your chalet, and realise that the only thing that you are carrying is an awful smell; it is the familiar wiff of B.O. The journey from Dublin, dreaming about that huge tench, had certainly made you perspire a lot.

Fortunately your en-suite chalet has a clean fresh-smelling bathroom equipped with basin, shower and WC. You soon find the soap and undress and take a shower and get dressed again feeling refreshed having got rid of that awful body odour. At least you are clean and fresh and people may talk to you now.

So you decide to go and try the pub again and survey the local scene. You walk into the bar and say "Hello" to the Landlord, and he welcomes you back again and asks you if you have brought him his present. You now realise that the box in gift wrapping that you found in the chalet was intended for Noel, the Landlord. So when you give

it to him he thanks you for bringing it for him and eagerly removes the wrapping paper and opens the large box. To his delight he sees that it is the latest type of metal detector, which is just what his son was wanting.

Noel nods to the only other customer in the bar, who you realise is his son. So you talk to Noel's son who looks across at Noel, then he eyes you up and down and notices a copy of the Angling Times sticking out of your pocket and immediately spots that you must be an angler.

He asks for your help. He tells you that when he was fishing for his supper recently, he lost a most valued golden lure. He tells you that a small perch had taken the lure and was hooked and fighting when a huge pike grabbed the perch and his line snapped. This, he sobs, happened in the "L" shaped bay. He promises to help you if you can hunt down the monster pike and return to him the lure.

Noel, the Landlord, also keeps a general type stores just down the road. But what good is a shop to you, a person who is broke. So somehow you have got to get some money, some fishing tackle and bait, perhaps a sausage from the shop might do? A small boat to get around in would also be useful, if to start with you are to catch the huge pike in the "L" shaped bay and recover the golden lure, so as to enlist the help of the landlord's son to catch The Irish Record Tench.

So come on all you anglers, buy this great adventure and... GOOD FISHING!

A Few Hints

No-one will talk to you? - hswa doog a evaH - Need money? - .tekcop ruoy enimaxE - No-one will serve you? - .rood eht esolC - To get bait: - .tlem eci tel ,egdirf nepO - Where to fish for pike? - hguol nasooC - To get through reeds: - .tsrif yttej no hcraes dna rotceted no nruT

THE FISHER KING

Reviewed by Chris Rogers, played on the Spectrum

This is not in any way the game of the recent film of the same name, although it is based on the same story. The story is, apparently, an Arthurian legend, although it is not one that I'd ever heard of.

So the first thing I did was to track down a copy of the story in the local library, and believe me, it does come in handy. The game is not an exact copy of the story as virtually all Arthurian legends come in about ten different forms with small variations depending on where in the country you hear it.

The game actually starts in the courtroom of King Arthur, with all the knights sitting round the famous round table. As with a lot of these things, everybody is feasting and generally having a good time, when in bursts possibly the ugliest creature ever seen. She is known as the Loathly Damsel and she demands a knight to come with her on her quest. Of course none of them wants to be seen with someone like that (after all, they have reputations to live up to), so the quest falls to you, either by your own choice or by chance.

Now, deciding whether or not to accept the quest is somewhat strange. If you do as any normal adventurer would so and type "YES" (or "YEA" as it is in this game) you will find it impossible to get any further than the third location. So for some strange reason you have to refuse the quest and let it fall to you by chance. This is not a fault in the game, it is just the way the programmer has decided to have it.

The text is brilliantly written with great descriptions of all the locations and a really good atmosphere about it. As mentioned it is an Arthurian legend so anyone you decide to converse with will reply to you in the language of the time,



and a lot of the passages used to describe objects/people are also very good, especially the one of the magical ring you may find.

The first few puzzles are relatively easy but as you progress they will become a

lot harder. It is also a good idea to RAMSAVE frequently (although, in the second part of the game, doing this will result in the loss of two points, so perhaps not a good idea at all) as one annoying feature of the game is that carrying, or not owning, a certain item in a certain place will result in (a) you becoming trapped and not able to progress any further or (b) you will be killed! One example of this is with the ring. If you ride into a certain place, wearing it, you will meet a stranger who claims that the ring belongs to his wife and he is most distressed to see you wearing it and so instantly kills you without any warning.

All in all though, a really good game with a lot of new ideas and puzzles and some brilliant descriptive text. Even though I am currently stuck with a puzzle I'm sure that eventually I will get the answer and be able to continue. One game that I look forward to completing.

A Few Hints

To get past the rude knight - At the beginning of the game type NAY when asked whether to accept the quest, and then when given the Loathly Damsel's sword just KILL KNIGHT to increase your score by 15%.

What to do with the battered shield - Hit it and then when the hermit appears, GREET him and then FOLLOW him.

How to escape the enchanted chamber - First examine the hangings to get the bar (this will be useful later on) and then examine the ring to find the jewel. Examine it to find the star and then PRESS the star. (Make sure you WAKE the damsel not KISS her as you will lose 10%). To warn the fisherman - SHOUT at him.

CURSED BE THE CITY

Reviewed by "Kedenan", played on the Amstrad GPC6128

You are Asher, the would be hero, whose task is to destroy the villain Popal Vuh. He has been misleading the good people of your town that he is Masaeophrain, a worshipped god. They have been sacrificing themselves under false pretences and you must go and sort him out. You make your first attempt and like a fool you get caught and thrown into a vault where you are bound with leather thongs awaiting your execution.

You try to bribe your executioner as you stare up at the dripping stones of the vault roof. You lie stretched upon the rock. Wet logs crackle in the hearth nearby, flames casting apparitions over the walls.

"A thousand pieces of gold to help you escape! What is the value of gold to a flayed man, for that will be my fate if I let you go", laughs Sudo, "besides you will tell where you have hidden it soon enough when I burn out your eyes".

At the mention of eyes you look and try to move, but you are bound tightly and the leather thongs bite deeper into your flesh. "You'll wear yourself out", Sudo hisses. "Best save your energy for the screaming". So all you can do is scream, Sudo laughs thinking no one else can hear your cries, when suddenly the door is flung open and a figure appears.

"Who are you", demands Sudo. He replies, "I am here to free Asher", and without another word he draws a small dagger and throws it at Sudo. Sudo gasps in agony as the dagger strikes home and he falls lifeless to the floor. Running down the stairs the stranger draws another dagger and cuts the thongs that bind you, pausing briefly to say, "Forgive me my friend, but I have another important duty to attend to". The stranger flees as you slump to the floor. You recover, after a time, and have a good look round the vault. The fire now

burns merrily in the hearth and the body of the torturer lies in a pool of blood. You pull the dagger out of your captor's lifeless body.

The vault has been hastily converted from the palace wine cellar, though there is little left to indicate its former use, other than a chalice and a bottle of wine, which you decide to take with you. You have a look round up the stairs and all you can find is an old lamp, so you go into the garden where you can see a large oak tree with branches protruding over the high perimeter wall. You climb the tree and go along a branch dropping down the other side of the high wall.

You feel your strength restoring itself now that you are free of that horrible place and proceed until you enter a temple, where in the northern portion, you see the high priest Rasantal lying on the floor. The high priest

on seeing you, sobs, "Help me Ashar. Please give me something to drink". You give the high priest a chalice of wine. "Ha, that is better. Now Asher, you must help me further. Since you were a lad you have seen many people disappear on the altar to join Masaeophrain. Have you not wondered why the priests and the kings do not join him? It is because there is no Masaeophrain but a darker god Popal Vuh, fired by the bodies of the dead. You must help me. One has gone before, but you must follow and make certain that the keystone is destroyed. Lie on the altar and I will do the rest".

So you have been given your task, what are you waiting for, hurry up and get on with it!

This is a well written text adventure and it is very descriptive. It has a very interesting and intriguing story to tell. The adventure saves to disc or tape, you are given a choice at the SAVE command, and can SAVE or LOAD anywhere in the adventure. It is one of the best from the Guild.

DARK WARS

Reviewed by Alan Brookland, played on the ST

Following the outbreak of the Dark Wars, a fierce battle between rival towns, the people of Invarforest had lost interest with their quest for life outside their own small clearing. However, when the besieged city of Eaglesmount awoke to find itself surrounded by the dead bodies of an attacking army, destroyed by an unknown source, interest in the world outside suddenly regained its importance.

Amid rumours of an army of undead lurking south of the river, you arrive, eyes bright with the thought of the 20,000 gold piece reward offered by the town elders, to find out what's really going on.

Before you can play the game itself it is necessary to run a separate character generation program and take your pick from the standard choice of races: human, elf, dwarf, halfling, and profession: Warrior, Magic User and Thief. Each class has its own special abilities, Warriors have their weapons, Magic-Users their spells, and thieves the ability to hide under a table during fights and pick everyone's pockets.

Spells are the usual fantasy selection, ranging from simple light, up to raising the dead and can be cast, with variable efficiency, by everyone, so long as they have magic points to power them.

Once your character has been created and named it's time to get down to the serious business of adventuring. You start, happily enough, in Eaglesmount's local tavern, where you may find a helpful ally to your party.

Characters you meet can be persuaded to join you, through bribery, or, if your charisma is up to it, gentle persuasion or downright pleading, and will assist you in fights, doing what they think



best (actions which do sometimes differ from what you'd like). Of course, if you're determined to be violent, you can hack them to bits before you even ask. Battles last for a number of rounds, in which you can either attack them, cast a spell, try to hide, use an object, or try and talk your way out of it (often surprisingly successful!).

Where Dark Wars is let down however, is within its user interface (the bit you actually have to use). The basic layout is reasonable, a small view of your immediate surroundings, Dungeon Master style, in one corner, surrounded by a list of selectable commands and the members of your party. However its problems soon be come apparent.

The command selection system is annoyingly unresponsive. It is very easy to select the actions above and below the one you wanted, and even the simplest of actions require progressing through several sub-menus. This reaches its most problematic state when you try and find vital information on the state of your character. The frustration you know to be involved in checking your state of health, leads to you playing blindly, guessing at your ability ratings, rather than going through the hassle of checking them before actions. Unfortunately this can lead to sudden death by apparently unexplained causes, as figures on the stats screen creep slowly downwards, without giving any warning to the main screen.

Graphics are uninspiring, with all locations appearing identical, furnished with the very latest in Essex stone-cladding, and only through reference to an 'Environment' option, can you find out where you are. Characters are portrayed

identically according to their employment; cleric, thief etc. and are rather small, giving rise to many pointless battles as you accidentally bump into them, in an attempt to get closer. More annoying is the lack of a compass which, combined with the similarity of the surrounding landscapes, makes mapping extremely difficult, if not impossible.

Dark Wars is potentially a good game, held down by poor graphics and an awkward command

system. After you've bumped into your hundredth, identical-looking, dwarf it is easy to lose interest in whatever is happening south of the river. I feel the idea would have been better housed in a text adventure style landscape, rather than a below-par attempt at graphics. It is possible that, if you are prepared to endure the frustrations of the system, Dark Wars may emerge as an enjoyable adventure, however, personally I'll stick to DM.

THE SPHERE OF Q'LI

Reviewed by Simon Avery, played on the Amstrad

DragonSoft is a relatively new company founded by Debbie Howard, who also runs the award winning Adventure PD Library. The idea is that Debbie, who tries very hard to get new adventures for her library, is a bit sick that other libraries copy the games and distribute them through their own libraries. So she has come up with this idea. The adventures are still available at the same price but are not public domain. Anyway, on to the adventure.

The Sphere of Q'li comes with two other adventures, the Weirdstone and Sys, on the disc and is probably the best one of the three. You are told that you must find the four arcs of the Sphere which are scattered throughout the playing area. You start off in a cave with a torch lying at your feet and the only exit is North. This brings you to a dark room from which all directions lead you back on yourself. Not to worry though, as you are soon shown to another cave by a magician. It takes quite a while to get 'into' this game, but persevere and you will soon be engrossed in what proves to be a compelling and very challenging adventure. It's quite a big game with, I'm told, one hundred and eight locations. I say 'I'm told' as I haven't managed to finish it yet!

There seems to be a bit of everything in the game, a witch, bodies in coffins, poisonous spiders,

gnomes, magic, an elf, oh... and mazes. I've found two so far, a twisty passage one which won't let you turn back and the woods. Now these woods are not your average woods, with trees that stay where they were put. These woods revolve! But, with a little bit of help, you can find your way through without too many problems. I have to urge you to examine everything. I mean everything, objects are often hidden in the location descriptions.

The whole game is aimed directly at the experienced adventurer. One or two sudden deaths crop up here and there so make sure you use that save function to its full. One thing which some people may find a little off-putting is the lack of exit descriptions. Again I have been told that this is deliberate, to make the game more frustrating and even more of a challenge.

The game is written on the GAC and features one or two very minor bugs which I am assured will be removed by the time you read this. All in all, a very good value for money compilation which is well worth adding to anyone's library. Although Sphere is difficult, 'learner' adventurers shouldn't be put off as the other two games in the 'Phill Ramsay Collection' are much easier and suitable for those who like less of a challenge.

THERE'S A BOMB UNDER PARLIAMENT !!!!

There were times when you wondered why you had ever gotten involved in this side of things, but considering your 'background' perhaps it was not surprising after all. Eight years in the regular Army, followed by five in the 'special operations' squad were damn good grounding for the sort of missions you had to undertake these days and there were times when you were only too glad of the training received at the hands of some of your old training instructors.

For instance the Bundanji raid of '87 would have been a complete failure but for your knowledge of 'timers' and the Zolian embassy battle of '84 would have surely ended in disaster if you had not remembered your training in 'bomb-circuitry'.

All in all it was a good life, the pay was excellent ... it was just the 'life', or at least the length of it, of the job that was your biggest worry. However as long as you stayed reasonably alert and your fingers remained supple, there's no reason to suspect that your life would not be a long and healthy one.

At least that was how it had always been up until now but for some unknown reason this one 'felt' a shade different.

Nuclear devices had always been something you had tried to steer well clear of, but as luck would have it YOU were the only one available when the alarm bells rang and it was YOU that found themselves on the end of a very early phone-call



Yours is a simple enough task disarm the bomb and save Parliament and the city of London simple enough that is for an experienced agent such as yourself

Notes : A comprehensive list of 'acceptable' commands is displayed at the start of the game or at least there should be if your 'back-up' has done their duty. If not, then please remember that this game will accept all the 'normal' commands such as EXAMINE THE BOMB or CUT THE WIRE or GET THE PLIERS and that movement is accomplished by use of the simple WEST, NORTH, EAST or SOUTH inputs.

The game will also accept the use of RAM SAVE and RAM LOAD to store and recall a 'game-position' in memory, however always use the more normal SAVE and LOAD in order to commit a more permanent record to tape.

Hints : Sorry there are none ... you are strictly on your own this time around !!!!

Spectrum 48K/128K+2

Zenobi Software

ADVENTURES

It was the first half of the 21st Century, resources were scarce and the Third-World nations held the, entirely justifiable, view that they ought to have the lion's share of them. As usual, they did not. The 'United European Republic' and the 'U.S.A.' were tight and needed to be with the 'Sino-Arabian Alliance' pulling in almost all of the nuclear Middle-East states.

Paranoia reigned, fuelled by the appointment of the neo-Maoist fundamentalist ministers to the Chinese government. Their defence policy seemed rooted in the conviction that if the last man alive on planet Earth was Chinese then the nuclear war would have been worth it and a glorious victory for the 'People's Republic'. Tension mounted when the United Nations Peace Division suffered a series of humiliating defeats at the hands of the 'Republican Army of New Mesopotamia'. A hard line approach was taken by the new President of the 'U.S.A.'

As if there had not been enough to worry about, the increased activity of UFOs had reached a level where official sources had finally been forced to acknowledge the likelihood of their alien origin. However, people had more pressing things to worry about.

APRIL SEVENTH

You were employed by the Ministry of Internal Security as a civilian programmer for the Northern District Civil Police. You kept quiet about it. The pay was as bad as in any other public sector job but the perks were good: a guaranteed hot meal once a day and, towards the end, weeks at a time away from the city on exercise in the 'Municipal Shelter' where you actually had YOUR OWN ROOM. Secretly you thought that the people you worked with were 'no-neck' fascists. Only one kindred spirit attracted you, a robotics technician by the name of Rachel Simons, who made your stay in the shelter less isolated. In fact you spent the entire "Twelve Hour War" huddled in your room, with her, waiting for the world to end. It did end, in a way, and your long stay underground began

As time passed your sense of purpose dissipated, the guilt grew and the hours stretched. There was only so much work to do, only so many hours to sleep away and still there was time left to sit and think. Rachel used to help soothe away the anger but since she had become the partner of Jon Ritchie and borne his child she had little time to succour her friends. It had been a bad week and the prospect of a 48 hour statutory rest period filled you with dread. You visited the pharmacy and then once in the comfort of your room, jammed the locking mechanism of your door and swallowed the contents of the large phial of Somnux. As the world began to recede, the last thing that registered before the warm blackness came was a distant mechanical voice declaring it to be ... "18.00 hours, Thursday, April 5th"

NOTES To swap between the two sets of character fonts, use SET1 and SET?. Use RAMSAVE and RAMLOAD to save/load a position to memory (RAM) and use SAVE and LOAD to save/load a game position to tape. **HINT** :- To pass through an open door, simply GO THROUGH DOOR but remember to open it first. To do this it will be necessary to use the correct pass, so be specific and SHOW RED PASS or whatever colour pass it is you have. This also applies to the use of any coloured buttons you may have to press ... PRESS BLUE BUTTON to operate it.

Zenobi Software

ADVENTURES

BRIAN AND THE DISHONEST POLITICIAN

Reviewed by Terry Brawls, played on the Spectrum 48k

If the thought of greased palms, scratched backs, pulled strings and named names tickles your fancy, then you're just the sort of sleazoid who'll enjoy this, the latest two-parter from Delbert the Hamster Software.



There's going to be an election in Lower Ruddleston and young Brian Ramsbottom (our hero) harbours a few suspicions about the front runner, the almost certainly dastardly Garth Pitchfork. Something must be done!

In politics, you don't get mad - you get elected - so Bri decides to throw down the gauntlet and take on Pitchfork at his own game. This isn't as difficult as it sounds... Lower R's a very small seat, home to only 10 voters (apparently!) and by simply being 'nice' to them Bri can be assured of their votes.

Part One of the game is dedicated to this end. Votes are gained by giving the characters certain objects or performing simple tasks for them. I found the puzzles themselves, and the way they interacted with each other, well thought out and not at all difficult. In fact, I would consider Part One to be a perfect beginner's game; not, I hasten to add, because it's too easy, but because it's so logical and friendly.

Mazes and one-way movements are absent from the game, which will please non-cartographers. Characterisation is rather wooden, of the butcher/baker/candle-stick maker variety and some possess a modicum of pseudo-intelligence. Don't get excited though - this usually consists of someone walking away from you when you least expect it! You can 'talk to' some of the characters.

For me, the high point of the game, which had

me praising the author to the heavens, lay in misusing a bit of a bug. At one point you find a donkey which you have to lead back to its distraught owner. Before I learned how to do this, the animal tended to follow

me everywhere - even when I broke into a toyshop through a small, high window with a lightly dozing assistant sitting nearby ready to snap into wakefulness at any moment. I then had to steal object X and quietly climb back out of the (small and high, remember) window. The donkey! The hooves! The window!

On completing Part One, you get a password for Part Two. This is a more standard adventure - it's not as easy as the first part. The action centres in and around Pitchfork's house which Brian must enter, in order to amass incontrovertible evidence that'll put Pitchy away for a long time.

Apart from the odd static guard or two, there are no characters to contend with - it's all object manipulation. There are no limits to the number of objects that can be carried in these games, by the way. Most helpful! Part Two sets itself a fair pace within a good-sized map. A good bit of moving around and doubling back all over the place ensures a big 'feel' to the game.

One location ends your life the first time you play (the changing room); you're not told of the problem until after you're dead. Apart from that, the game's logical enough.

Just one or two points. The program titles claim that there is a difference between 'examine' and 'search', but I only found one instance where 'search' was accepted. It was otherwise ignored. A good bit - in Part One you can 'examine behind' and 'under' things, but not in Part Two.

There is also supposed to be a choice between two 'presentation' modes, but I couldn't detect any difference between them at all. Finally, going back to the 'examine' routine in Part Two, I don't like the "If it's here, it's only scenery" reply. Cop-out warning!!

This is the first Delbert game I've ever seen; on the whole I enjoyed it very much (especially the donkey!). I'd been led to believe that the Delbert games were particularly zany and mad, but the humour in this game - when it chooses to reveal itself - is strangely subdued. However I'm happy to

debunk another Delbert myth... bad loading. It loaded up perfectly without any need to pinch my rollers or azimuth my twiddles!!

So go buy it. I'm off to see where else I can take the donkey. Haven't tried the pub yet! Hee-haw!

A Few Hints

Part One: The Gym: - .sthgiew eht tfil - Town Crier: - !repap eht evig t'noD - Toyshop: - .rood eht esu t'noD - The rats: - !wets eht

Part Two: Driveway: - .levarg eht X - Changing room: - .egnops porD - Toilet: - !fi hsuLF - Pool: - .nwod flestruoy hgjeW

GOLDEN PYRAMID

Reviewed by Joan Dunn, played on the Spectrum 48k

An intrepid adventurer, you have just returned from a dangerous assignment in Peru. There you recovered the Mask of the Sun God and it has now been returned to the British Museum. You are taking a well earned rest, or so you thought.

Now you have heard about the Golden Pyramid in Central Africa, rumoured to be untouched and perhaps full of treasure. Anyway it's worth a trip and you are always one to accept a challenge. You charter a light aircraft and fly out, but as there is no landing strip it will mean a parachute descent.

This is the start of yet another excellent game by Laurence Creighton. The usual explicit text, interesting problems, some easy and some rather tricky... but there is a little help built into the game. Ramsave/Ramload, and a percentage score. I should have liked a "take all" as picking up six or seven items one by one is rather a chore. You can talk to characters and will receive useful information. There are some sound and visual effects which add atmosphere to the game.

There is a marble plinth that talks to you, funny... especially when it says O.K. Not the sort of language one expects to hear in an ancient pyramid. You need to examine and search everything.

You start hanging from a tree by your parachute. Easy enough to disentangle yourself, but make sure you land with an object you find, and don't lose your knife. There is an unusual way to get rid of a snake, and how are you going to climb out of the pit? That was a teaser.

You cleverly negotiate a steel trap, then up a hill and east, and there towering above you... a golden monument against the African sky... The Pyramid. Of course the door is locked, but you have found a key... but, guess what? That's right, it doesn't fit. However, examine the door carefully and all will be revealed. Very clever this. Don't overlook the use of the word WAIT, and the fact that a hat has more than one use.

Having found the Elixir of Life, you now have to find your way back to the native chief. He thanks and congratulates you, drinks it and says he can now live for another hundred years.

This is a great game, fun to play and kept me at the computer for several most enjoyable sessions. Buy it.

A Few Hints

The bird stops me getting the egg. - .yawa seif ti litnu tiaW
- How do I pass the snake? - .gge eht lloR - Can't pass the trip wire. - .yeknom eht porD

ISTHORN

Reviewed by Alan Beer, played on the Atari ST

Legend has it that the land of Isthorn was once a peaceful beautiful place and it tells of its townships of farmers who would go to the great markets in the south to sell their crops. It also tells of a tall tower in the far reaches of the great mountains which in itself is shrouded in legends.

It was said that a great white wizard once lived in the tower with his acolytes. A day came when a dark stranger arrived from the ice wastes of the north. His aim was to anger the villagers into following him to the tower (which he did). As they smashed their way in, the great white wizard and his followers fought hard but the villagers overpowered them and soon all but the master fell. Suddenly out of the crowd the stranger

stepped forward removing his dark cloak revealing his black velvet robes of a wizard (yep, you've guessed it! It's the the Wicked Witch of the West... oh no, that's another story, it's the Wizard of Darkness, an ancient enemy of his. Oh what a surprise.)

The dark wizard drew out his staff and struck down the white wizard who fell to his knees. As the dark wizard raised his staff once more the white wizard invoked his final spell...

Suddenly explosions ripped from the tower destroying both wizards and all the land as far as the eye could see. (Now at this point you would think well that's that! But no, now read on.)

As time passed the land started to come back to life and heal itself, but it seemed that the dark wizard was still around, not in body, mind you, but in spirit which had been saved by some unearthly powers, and so the tower was rebuilt by his servants and the living dead.

He now sits in the tower, forcing his evil creatures across the land, destroying life. The

farmers started to leave for safer lands. (Hang on, where did these farmers come from?) Only one township remained but the evil creatures caused the crops to fail yet another year.

The villagers gathered all the wealth they had to hire a mercenary to take on their task, and you've guessed it, it's YOU. Well, that's the gist of it.

This is a text-only adventure with odd graphics popping up now and then. Now text-only is not really my forte, I'm more of a mouse-controlled adventurer myself so doing this review was a bit of a challenge. As a relative beginner to text-only adventures I wasn't overly impressed. To start with some of the storyline just didn't read quite right

...yep, you've guessed it! It's the the Wicked Witch of the West... oh no, that's another story, it's the Wizard of Darkness, an ancient enemy of his. Oh what a surprise...

with the odd letters and words missing, this wasn't helped by the style of the text as it was difficult to read on a colour T.V. but I'm sure it would be a lot better on a monitor. At the start of the game mapping

was fairly straightforward until you got to the marsh lands and then none of it made any sense, I just kept on getting lost. Now don't get me wrong, I don't think it's a bug or anything like that, you're probably supposed to get lost (but it was very frustrating). The other thing I found a bit awkward at first was the save part of the game but after a couple of goes it's ok (but maybe that's the norm!)

Well, what can I say? If you're a hardened adventurer and you need a new fix then this is probably for you but if it's your first time and you want to try a text-only adventure then for the money it's not too bad and at least you can see if you like this kind of game.

For me it started out fun but it didn't make me want to stay up until the early hours to see what happens next.

MAGNETIC SCROLLS COLLECTION

Reviewed by Sue, played on the PC

Following the development of their new windows environment that they first introduced us to in Wonderland, Magnetic Scrolls have re-released three of their older games, Fish, Corruption and Guild of Thieves, using their new system. The original games contained various 'extras' - atmospheric bits and pieces much as were provided by Infocom. The new package contains a reduced number of extras such as a Filofax sheet and cassette tape for Corruption and a fish identification sheet for Fish, plus a poster for Guild and another smaller promotional poster for Virgin's Realms.

On the PC the games come on 6 - 3 1/2" disks and can be installed on a hard disk if you want. Otherwise you can install on floppies or play from the game disks. Starting the installation, you're told about the power, speed and spare memory of your machine; this affects the way the game is installed. The installation onto the hard disk is pretty painless and when it's complete you're given the option to decompress the graphics - and told it can take from 2 minutes to 2 hours depending on your machine! I opted for 'yes' then visualised a long wait during which I could cook tea, eat it AND wash up before being able to play the games. But I was pleasantly surprised to find my Akhter took under 10 minutes... but there's no way of knowing how long it will take until you try.

But, on with the games! I'd completed all three on the ST when they were originally released, so it was more a case of 'what changes have been made and are the games better?' rather than 'what are the games like?'. But in case you haven't seen the originals, I'll recap briefly on the plots.



Guild of Thieves is basically a treasure hunt game. You're keen to join the Guild and the Master Thief has set you a task; to strip the local castle and surrounding countryside of all its valuables. He knows exactly what treasures are there for

the taking so don't think you can miss one and get away with it! None of the treasures is just sitting there, waiting to be picked up; you're going to have to work hard if you're going to join the Guild, crossing hot coals, sorting out a colourful maze and even breaking into a bank.

Fish casts you in the role of an inter-dimensional secret agent. You carry out your work by inhabiting a 'host' body - and it doesn't have to be human. In fact you start the game in the body of a goldfish, swimming about in a bowl and enjoying a little peace and quiet. It doesn't last long because your boss calls you to duty - the Seven Deadly Fins, another group of agents, but baddies this time, are up to their old tricks. This time they're sabotaging a world of fish - the devils! Before you can enter the main game, you'll have to sort out three small scenarios but despite their small size, they're no pushover to solve. The whole game, and especially the main part, is full of fishy puns, especially when you take a trip on the fish world's underground system.

Corruption has a more normal setting, if you can call the world of high finance with cross and double-cross normal. You've just started a new job in the City and everything should be perfect but you'll soon become aware that Things Are Not What They Seem To Be and someone is heading for a fall - you! If you're not careful you'll be accused of some very dodgy dealings and put in

the slammer. It's up to you to find out who is/are the bad guy/s, collect enough information to prove your innocence and bring the guilty to justice.

The system used for all three games looks identical to that used for Wonderland with various optional windows that you can pick and re-size to suit your taste. You can have pure text, graphics, a compass and displays showing your inventory and room contents as icons, plus a map.

The text, as with Wonderland, scrolls up the window far too quickly to be read and will often need to be scrolled back down again. The graphics are basically the same as the original pictures but some have added animation - bubbles rise from the castle in the fish bowl, water drips into the sink in the bathroom in Corruption and the miller in Guild of Thieves strums his lute. Unfortunately he still strums his lute after you've managed to get it from him, but then Mag Scrolls have never been ones for changing the graphics to suit changes in the adventure, unlike Legend.

The items in room and inventory windows may seem like a good idea but as far as I'm concerned the inventory window is just a waste of screen space when it's so easy to check what you're carrying by typing 'I'. Mag Scrolls like to hide objects in the text and so items in room icons are a dead giveaway as they reveal all these objects without you doing a thing. The compass can be useful, as can the map if you can't be bothered to draw one.

You can use the map to travel quickly from one

point to another, though you'll occasionally get 'are you sure?' prompts at some locations - again a giveaway that 'something' drastic could happen. You can also double-click on icons to examine them or drag them from one window to another - but would you really want to? It's far quicker to type 'get x' or 'drop x'.

When originally produced, all three games were well-received and gained good ratings in the glossies. I liked 'em too, especially Fish and, to a lesser extent, Guild. But now, even with the new system, the word that occurs to describe them is 'dated'. There's still the old annoyance when unlocking doors (what key? Remember to open it too), no oops or undo, no ramsave/ramload. There are just too many windows to be manipulated and the screen gets to look crowded all too quickly. Legend's system is almost as versatile and what features are missing can easily be done without.

In conclusion, if you haven't played Fish, Guild or Corruption, and you like text games and can put up with the small niggles I've mentioned, The Magnetic Scrolls Collection is a good buy, reasonably priced especially if you get it cheaper than the RRP and will certainly give you weeks, if not months, of head-scratching at its various problems. If you HAVE played them before, don't bother to buy this to see the improvements - save your pennies for Legend's next game, Gateway, instead.

THE MAGIC ISLE

Reviewed by Gareth Pitchford, played on the Sam Coupé 512k

The Magic Isle is the sequel to the (*semi-famous?*) Zenobi B-sider, A Legacy For Alaric and is written and PAWEd by the mysterious (*anagram?*) Palmer P. Eldritch. I say that The Magic Isle is the sequel, but that's not quite true as it's more of the second part to the first adventure than a completely new game. So what if you

haven't played the earlier title? Well, Zenobi have kindly included it on the B-side of the tape.

You play an adventurer (*typecasting or what?*) who must rescue some poor prat, by the name of Alaric, so he can claim his legacy. Of course you won't know much about your quest unless you've played Alaric, so why not flip over the tape and

have a go at that first.

The Magic Isle starts off with you in a rowing boat surrounded by a huge array of objects (*the ones you collected in the first game!*). It's all very bewildering to have so many objects at the start of a game, especially if, like me, you're an adventurer who's used to searching and examining everything in sight before you get an object. Still, there's a very handy (*and very large*) bag that you can stuff them into until you are ready to take them all in.

And so having done that, you leave the boat and have a look round the rather curious isle that the adventure takes place on. There are huge sandcastles, shark-infested moats, an unstable bridge (*try jumping on it!*) and more. The game is very tongue-in-cheek, almost in the style of some of John Wilson's games and very humorous. At one point, you come across a staff which is stuck in the sand and when you try and take it you are told that it's 'difficult getting staff these days!' Elsewhere you'll find a ladder which is black and are informed that it had a TV series named after it (*Black-ladder?*). Then there's a statue of a spellcaster, made out of sand... yes, it's a 'Sand-witch'! The author gets points for the

response when you try and eat it.

Although the game is mostly humorous, the author seems a bit undecided in parts at what he's aiming for. On occasions you'll come across things that seem out of place, the killer butterflies, intelligent sword and very weird mug. Things like the rather scary hands which come up from the ground and grab at your legs!

To sum it up, The Magic Isle isn't a bad little game. I recommend that you play your way through Alaric first as that'll get you orientated with the plot and objects.

Overall, although I like The Magic Isle, it's nothing that I'd get all worked up about. It somehow wasn't my cup of tea, as I found it lacking in some parts. The problems lacked the shine that you get in a top notch game and the whole adventure was minus the driving force that makes you want to keep going and going at it until it's solved.

Despite that, The Magic Isle is worth getting and if you treat the tape as one game containing a two-parter you won't be disappointed. I look forward to Palmer P. Eldritch's next game, if only to see in what directions he takes his humour.

KINGDOM OF HAMIL

Reviewed by Joan Dunn, played on the Spectrum +3

Hamil, a land of mystery, magic and romance; of strange creatures, massive castles and fountains.

You are the rightful heir to the throne of this rich and wonderful land. Stolen away as a child you have now ridden for many days to claim your inheritance and the fabulous treasure that is yours.

Hostile beings have followed you as you rode through swamps and deserts to Hamil. Now you have taken refuge in a chapel, to rest and sleep before venturing forth into the unknown.

This is not a game for the faint-hearted. There are not a great number of locations, but most have some purpose in the game and the puzzles are

really tricky.

In the pack, however, there is a help sheet... it doesn't give you all the answers, but it is quite comprehensive. It consists of a list of 43 words, each followed by one or more numbers. On the reverse side is the question associated with that word. The number alongside the question should be keyed in and you will be given a clue. You will then be asked if you want another hint from this set. If you answer yes then you will be given a little more information and so on, until you are told the next hint is the final solution. This works very well, as you can choose as little or as much help as you require.

The first thing you must do is to find some documents. Without these, the soldiers will not let you pass through the courtyard and so to the vault where all treasures must be deposited.

You encounter many strange creatures, a vampire, a hexapod, a hobgoblin and a tyrannosaurus to name just a few... and each one is out to get you, or to prevent your passage.

There is a maze of coins where you must collect a coin in each location, but each room must be visited once only. Not too hard this, needs patience and perseverance.

There is also a maze in some cornfields. Again this is not large BUT... to survive you must carry a talisman. Sounds easy, but practically every move you make you are told you have left it

behind... and then the wraiths carry you off to sacrifice you to the Goddess of the Maize. I spent many hours on this and found the best plan, before each move, type LOOK. You can then get the talisman before moving on. Of course, this doesn't always work, as sometimes the talisman just isn't there. Then it's a case of restore and try again.

Don't forget, if you throw a boomerang, it will come back and hit you on the head if you don't move quickly!

This is the first game from Topologika that I have played. It has taken me a long time, with breaks to play other adventures, but was very enjoyable and really made me think. I am now well into Philosopher's Quest and looking forward to others in the future.

CIVILIZATION

Reviewed by Sue, played on the PC

Sid Meier's previous game, Railroad Tycoon, was a huge success last year. What do you do when you've written a great game? Write another one that's similar but bigger and better - that's just what he's done with Civilization. Last year you ran a railroad system but now you get the chance to run a complete world. It could be paradise...

The game covers several thousand years from the day when your first group of settlers arrives in a virgin land. The seas are full of fish, rivers irrigate the land making it fertile to grow crops, herds of deer graze while horses run free on the plains waiting for an enterprising young man to catch them, harness them and get them to work on the land. Natural resources dot the land, oil, gems and gold are there to be taken and add to your finances. It looks like paradise...

You have advisors to guide you if you wish, and though to start with your people are relatively ignorant, the ability is within them to learn. Starting with basic knowledge of such subjects as pottery, the alphabet and writing, your people could

develop new skills, each of which would lead them either to further discoveries or would give them the ability to build special buildings such as granaries, libraries and universities; they may even build one of the wonders of the world. They can construct roads (and later railroads) to make access to the furthest part of your kingdom easier. Once they've mastered the arts of navigation and map-making they will be able to set sail across the oceans to see what other lands lie there. And if their dedication to expanding their knowledge is great enough, they may eventually harness the power of the atom, develop computers and, ultimately, leave the planet for the stars. It sounds like paradise...

Unfortunately, even paradise had problems. The Garden of Eden had a snake. This planet has other would-be rulers on it, each with their eyes set on the same goals as you and possibly coveting your land too! There's nothing for it but to be prepared. Develop weaponry, fortify your cities, send out scouting expeditions (for only land one of your men has visited appears on the map, the rest is a black

void), and prepare for the warfare which will undoubtedly come.

But, wait a moment. Should you sit back patiently and wait to be attacked or should you strike the first blow? If you're attacked and then offered peace in exchange for paying your opponent a sum of money, should you pay or not? Should you send diplomats into opposing cities to establish embassies or start revolts, steal knowledge and sabotage your opponent's industry? Should you concentrate on peaceful activities and aim for the stars or keep your feet firmly on the ground and your weapons ranged along your border? The choice is yours - despot, tyrant, benevolent ruler loved by his people, ruthless ruler who works his people until they drop...

which will you be? Or will you try a different tack each game?

Game 1: Ramesses, ruler of the Egyptians in a random world of large land masses divided by oceans. He started off quite well and built several cities, adding a few defending troops, improving the cities promptly with granaries and barracks, then protecting them with city walls in case of invasion - which didn't come. Where was everyone else? No matter - Ramesses' scientists worked hard on their inventions and discovered many marvellous things. The day came when Ram's first ship set sail, wandered too far from land and vanished. He was more cautious with the next and toddled along the coast, discovering the Romans.

Ram noticed their lands were better irrigated than his, in fact irrigated fields stretched from one city to the next. Ram looked at his own lands and realised he'd gone a bit wrong. The Romans also blocked his settlers' exit from the large tongue of land he'd taken for his own and it was a while before he could build ships to transport them, by which time he was at war, first with the Romans, then with the French and Babylonians who appeared from over the water. Ram tried to keep

the peace but it was no use. His empire dwindled, his people got fed up with him and finally his six cities of over 1.5 million inhabitants were rated fourth in the world, Ram himself being scored at 1%, the same as some chap called Dan Quayle.

Game 2: Frederick of Germany. His land looked exactly like Earth but he was still a bit surprised to take two steps outside his first city and walk slap-bang into some Russians. They took a tough line with him but Fred kept his cool. He ignored their sniping remarks about advances he hadn't discovered yet and quietly put all his time and money into building up his armies. One day their taunts were too much. Fred called out 'the lads' and they flattened the Russians. The Russians offered all sorts of things to get him to stop but Fred wasn't having it, even when they offered all the money that they had. Bye-bye, Russians. Fred moved into their cities and copped the lot.

Then he met the Zulus. An uneasy peace was settled. Fred sailed to America where he met the Aztecs. He tried to establish a few cities but the Aztecs sneaked in and grabbed them. Fred decided to concentrate on Africa (by now he ruled all of Europe and Asia). Finally he came to the conclusion that the Zulus were too sneaky - they'd make peace, then break it when it suited them. Fred forgot the lessons he'd learnt from Ramesses and decided to flatten the Zulus too. He almost did it but the pesky Aztecs kept appearing, doing a bit of damage, then sailing off again. Then Romans turned up in Australia and started to chip away at Fred's empire from the other side. If Fred been a bit more peaceful, he might have won. As it was he ended up in second place with 28 cities, almost 10 million population and a score of 6%. At least he had the satisfaction of seeing the sneaky Zulus in bottom place!

Game 3: Elizabeth 1, inhabiting a customized world of high rainfall and temperate climate. She

started a more difficult game with two lots of settlers. One lot immediately got destroyed by some barbarians. The second lot went east - and met the Romans. Deadlock. They returned west and ran into the Aztecs. Oops. Liz built her first city in the middle, sat back and bided her time.

She was sweetness itself to both Romans and Aztecs but noticed they were having odd fights between themselves. Next time the Romans came calling, Liz offered peace on condition they'd fight the Aztecs. Sure thing, they said, after she paid them 100 gold. The Aztecs came to see her and she did the same to them; then watched them slug it out.

Her smugness didn't last. She forgot she was trapped in the middle and as she hadn't developed transport ships she had no means of expanding her empire. Frustration set in and she attacked a Roman city. Bad move. The Romans flattened Birmingham and Coventry didn't look too good. The inhabitants of London revolted and Liz realised she'd tried to be too clever and it had back-fired. Serve her right.

As you can see, Civilization in the sort of game you can get hooked on - and I mean REALLY hooked. Railroad Tycoon was great fun to play. Civilization uses a similar control system but the game itself has so much more scope, not only in the difficulty levels which can be set in several different ways, but in the varying ways you can play the game. I've tried nice; I've tried warlike; I've tried sneaky. For my next trick, I'm going to balance the options and concentrate on research. Maybe one day I'll reach the stars and if it takes many more games, I don't mind at all!

Civilization is expensive so it's worth shopping around for a good deal. I bought it for £30.99 from Games Express on 081-314 0303 and was really impressed by their service. They take calls from 8am to 9pm Monday to Saturday, 10am to 6pm Sundays and will also take overseas orders. The game came in 36 hours, in a padded bag with the game box protected by a band of card to stop crushing. Now that's what I call service!

THE LEGACY

Reviewed by Joan Dunn, played on the Spectrum 48k

I suppose most of us hope one day to "come up" with a big win on the pools... or a Reader's Digest raffle, which has picked your name out of the whole of your town, for six lucky numbers. On the other hand, somewhere, you may have a wealthy relation, who will die and leave you a fortune.

This has happened to you. Your Uncle was a nice old boy, but as crazy as a coot. I suppose it didn't help having a name like I.M.Nutz. He was rumoured to be very wealthy, with a priceless stamp collection and a set of valuable rare coins,

When the old boy died, you and half the world turned up at the lawyer's office for the reading of the will... and so the game begins.

You are A.D.Venture, (I love the names) and all

your Uncle's fortune will be yours, providing you can find it. If you fail, it goes to a home for arthritic hamsters.

You start in a taxi, outside the mansion. Pay the driver and then you can explore the first three locations. The gate is locked and I spent a little time trying to get in, because I had failed to search diligently. Once inside you can explore the rock garden, downstairs and upstairs, two cellars, an attic and the back garden which is a small maze. All yield useful objects, plus a few red herrings. I was stuck again about half way through, because I had missed another essential object. The moral is, search and search again! The fact that you have found one item doesn't mean that there isn't another hidden in the same location. Having

found the missing item it was then full speed ahead.

You need to pass the butler to get into the back garden and he is not very obliging until you grease his palm. I won't say more now about the puzzles... pity to spoil the fun, only to say that they are interesting, logical and a bit tricky. There is some help given, so if you are stuck, type HELP and you may be lucky.

Having found the treasures it is quite a simple matter to get back to the lawyer's office and receive his congratulations.

A very enjoyable game which kept me interested for many an hour.

A Few Hints

Can't open the gate. - .ixat eht ni dnif uoy drac eht esU - Where do I use the spade? - .nedrag kcab eht ni - What does the butler want? - .elppit sih sekil eH - What use is a torch without a battery? - .pohskrow eht ni yreftab a dnif ll'uoY - How do I open the trapdoor? - .gnir kooh dna elop ot kooh hcattA - Where do I find the log on code? - .efink htiw kcirb eparcS - What do I do with the crate? - .rallec eniw eht of ecartne na dnif of ti evoM - How do I leave? - .ixat a rof gnir

ARE WE THERE YET?

Reviewed by Sue, played on the PC

Flushed with success having finished Fool's Errand, the puzzle game reviewed in Issue 3, Alan and I decided to try another similar game. Are We There Yet? was the one that caught our attention following a review in an American computer magazine so we got it and dived in ...

In the game, you follow the Mallard Family (Mom, Dad and two obnoxious teenagers) on a driving trip across the USA, visiting all the states. An animated sequence at the beginning shows the family loading up the car (with several mishaps) and setting off on their journey. The first puzzle is a jigsaw which, when completed, shows a map of the States and you can then pull down one of the menus and select a state to 'travel' to.

Each has two puzzle sections associated with it and not all states are available at the start. Solving all the puzzles associated with one state colours in that area on the map and any adjoining states are now accessible. For example, at the start you can travel to Arkansas, Illinois, Iowa, Kansas, Kentucky, Missouri, Nebraska, Oklahoma and Tennessee and selecting Arkansas gives you two sections called Bayou Bartholemew and Goldfish Capital of the World to solve and thus complete the state. The themes of the puzzle sections are always

linked in some way with the region and when each section is complete you'll be presented with a screen giving the family's thoughts on the place they've just visited (don't expect anything profound...) plus some serious information about it (sadly, too late by now to help at all in solving the puzzle). Occasionally you'll also be rewarded with an animated graphic or one of the photos from the Mallard family album.

With two sections per state and each section often containing several puzzles, it means there are over 225 puzzles in the game! These include standard cryptograms, crosswords, anagrams, Simon puzzles, hangman games and mazes, and more unusual ones called alphabet soup, flat tires (revolving anagrams) and quotefall. There are also optional bonus games and car games (pelmanism etc) plus a final puzzle to be completed once you've done all the others. A section might start with a picture to re-arrange and then lead on to magic square puzzles or anagrams, so it can take quite a time to finish some of them.

The puzzles are of variable difficulty. Some anagrams were solved by trial and error and sometimes we didn't understand the answer! It definitely helps to be American when playing this

game. I mean, I didn't even know how to pronounce Arkansas when we started so what chance did I have? Within half an hour, we'd brought an atlas onto the desk, 30 minutes later it was followed by the dictionary and Roget's Thesaurus. Other puzzles had us scouring books for information on dinosaurs, snakes and American euphemisms and racking our brains for phrases connected with ten pin bowling and Italian meals!

Initially, we were surprised to find the hint book was packed in with the game. Not for long though! And after a month of pretending it wasn't there and getting increasingly frustrated, we finally gave in and looked up a couple of answers (which turned out not to make any sense at all.. have you ever heard the words asea or horsepucky? Nope, neither had we.)

It was hard to play the game without comparing it to Fool's Errand which we'd thoroughly enjoyed. Sadly the same couldn't be said for Are We There Yet? though the style and many of the puzzle types are similar; for example, AWTY's 'follow the path' puzzles are very poor copies of FE's 'The Humbug' puzzle. The game also goes for cheap laughs, not only in the 'humorous' family thoughts but in some of the

puzzles such as a Simon game featuring musical backsides (I tried not to think about what they were doing!) and a hangman game where each wrong letter progressively skinned a muskrat until the poor little devil was ready for the tanning shed. Subtle, it ain't.

Don't get me wrong, some of the puzzles are good. Though generally the graphics in AWTY are very inferior and cartoon-like compared to FE's which seemed to shine on the screen, their jumbled pictures can contain excellent animation - a series of fish tanks with a goldfish swimming across, hot air balloons and so forth.

But the best thing you can say about AWTY is that it is an excellent soporific. Forget your Mogadons and Valiums, buy this game instead and your eyelids will be dropping in no time at all. No late nights of 'just one more puzzle' before going to bed; it was more a case of 'can't we switch off? Pl-e-a-se?

So are WE there yet? Not quite, but it won't be long now we've dug out the hint book. We've got to the stage when we can't wait to finish it and break out Puzzle Gallery which comes from the same stable as Fool's Errand and we're hoping will be as enjoyable.

THE MAGICIAN'S APPRENTICE

Solution by the author, Simon Avery, played on the Amstrad CPC

Get Staff, Get Backpack, Examine Backpack, Get Map, South, West, North, West, Hit Demon, Drop Staff, East, South, East, East, South, East, Read Map, South, In, Up, Examine Bed, Get Hat, Say Home.

South, West, North, West, West, North, North, Give Hat, Get Brownie, South, South, East, East, South, East, East, South, East, Read Map, North, In, Up, North, Say Doom.

South, Down, South, East, East, North, Give Brownie, North, North, Kill Monster, North, West, West, Talk Eberneezum, West, West, North, West, West, Sneez, West, West, North, West, South, West, South, West, West, North, Talk Tree, Talk Tree, Climb Tree, Get Book, Say Home.

Game over.

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THE BALROG'S TALE

...“Here, cop hold of this...” whispered the Cat, sliding something long and cylindrical into the cockroach’s left hand. “Now get your gob round the narrow end and put your tongue to work.” As a cold bead of sweat trickled down the roach’s cheek, he glanced down and was greatly relieved to see that he was only clutching a rolled-up copy of yesterday’s ‘GOBLIN’S GAZETTE’. “If you widen out one end of it,” continued the Cat, “then you will find yourself with a very useful megaphone. So nip over to that empty tent next to the pavilion and start shouting this.” With that he handed the roach a small sheet of paper.

Some moments later, when the cockroach had made his way to the tent and done the necessary with one end of the rolled up copy of the ‘GAZZETTE’, all and sundry were surprised to hear his dulcet tones reverberating round the village green. “Roll up, roll up, see the sensation of the nineties. Hot from her tour of the working-men’s clubs of the far North-East, ‘SCARLET COO’ are proud to present... Magnificent Marion and her Mammoth Mammaries’. She will swing them left and she will swing them right, throughout the land there is no finer sight!” For the next few moments the cockroach used his makeshift megaphone to great effect and the sound of his voice echoed out to all but the farthest reaches of the village green.

Old Bert who had been busily engaged in looking after the tent in which the ‘Pet Show’ was to take place later that afternoon, looked up from his slumbers and upon hearing the word ‘mammaries’ was jerked into life by a long-forgotten memory. “This I must see,” he mumbled and shuffled off in the direction of the pavilion. Seeing his opportunity, the Cat quickly slunk into the ‘Pet Show’ tent and began to rummage around amongst the numerous baskets, cages and cardboard boxes that had been left there by their previous owners.

For the next few moments all hell was let loose in the ‘Pet Show’ tent as the Cat delved his paw into each and every receptacle in search of the object of his desire. Hamsters, tortoises and rabbits dived for

cover and one small gerbil came within an inch of losing its life when in a moment of sheer stupidity, brought on by a bout of excessive bravado, it sank its teeth into the Cat’s right paw. With a shriek, the Cat drew back its paw so rapidly that the attached gerbil found himself unable to hold on any longer and flew backwards towards the jaws of a dog that was tethered to the central tent-pole. Just as it seemed that death was but an instant away, the dog lunged forward in its eagerness to grab the approaching ‘snack’ and with a loud ‘crack’ snapped the tent-pole in half. As the tent collapsed around all concerned, the gerbil landed with a ‘plop’ and quickly scampered away to the relative safety of a pile of straw. In the ensuing chaos Cat located what he had been searching for and quickly slid out from under the pile of fallen canvas.

Making his way towards the W.I. stall, Cat looked down at the small white mouse clutched in his paw and thought to himself... “Do your stuff pal and that chocolate cake is mine!” With that he sidled up to the edge of the W.I. stall and surreptitiously dropped the mouse next to a stout Welsh lady who had been looking after the loaves of sea-weed bread. For a second all was still and quiet and then the mouse ran over her left foot... ‘Eeeeeee, a mouse!!!’ she shrieked, before leaping onto the edge of the trestle table that formed part of the stall, a remarkable feat considering her somewhat ‘bulky’ appearance. With her skirt drawn up to her waist and the wind blowing through her red-satin bloomers (neatly embossed with a small green dragon), she stood there watching the small mouse dart for cover and just for a moment it seemed as though the crisis had passed. However such tables are not designed to withstand being jumped upon by stout Welsh ladies and with a loud creak the legs gave way and the contents of the table slid to one end... along with the Welsh lady and the large chocolate cake. The latter to be gratefully accepted by the waiting Cat who picked it up and headed in the direction of the small copse of trees to the north of the village green...

Tim Kemp : The Interview

by Sue

Sue: First of all would you like to tell us a bit about yourself?
Tim: Er, no, not really! Well okay, if you insist. I was born in Norwich on 28th November, 1961 - at home, not in a hospital! (How detailed do you want this interview to be?) I was raised on a healthy diet of decent, wholesome nursery rhymes and classic stories. Hated school, left with no qualifications in 1978, got a boring job, was made redundant, enjoyed the early 80's recession, enjoyed the mid 80's recession and am quite enjoying this latest one too! I'm currently working on a top secret project to construct a time machine (no, not a watch) for Cuban exiles living in Blackpool. (The exiles live in Blackpool, not me!) Okay, there are one or two tiny lies in there somewhere, but truth is stranger than fiction. (Um, in this case fiction is stranger than the truth!)

Sue: How did you get interested in computers and adventure games?
Tim: Great question. Well, I think that after losing my job I had a bit of time to look around and see what was happening in the world. If I remember correctly I noticed an advert for Sinclair's ZX-80 computer in a HI-FI magazine. I read what it could do and thought that it sounded quite interesting. A few months later I saw an advert in one of the national daily's for the ZX-81 and sent for it. It arrived about three weeks later and was just the most fantastic thing I'd ever seen. Black and white display, membrane keyboard, 1k memory, completely unreliable loading and saving - ahhh, it was heaven! I'd dreamt, since ordering it, of the games I'd be able to write on it, though when it finally arrived I was slightly disappointed to discover I was too thick to program it! I bought one or two of the early ZX-81 game cassettes, one of which had a golf game on it that consisted of a black line along the bottom of the screen where a gap appeared along its length at a random position as the hole - with an 'O' for the ball! Superb stuff! I think I'd already bought a couple of computer magazines before the ZX-81 Arrived - Practical Computing (Aug 1981) being one of them, and in it there was an advert for HELLFIRE WARRIOR on the Apple, PET and TRS-80. Described as a real-time fantasy roleplaying adventure I started getting interested in the idea of battling dragons, ogres and the like on a quest to find the warrior maid Brynhild. Okay, so the game advertised was for the most powerful home computer in the world - the mighty 32k PET - but surely someone could do something similar for my 1k wonder machine... couldn't they? Well the answer was 'not really' though it wasn't long before I did have my first brush with adventures...

It came in the form of a cartridge for the VIC 20 and cost £22.00 from a mail order catalogue. I'd sold my ZX-81 by this time and the VIC was the natural (and only affordable) progression. The adventure in question was none other than Scott Adams Adventure 1 - Adventureland! I remember quite distinctly plugging it into the cartridge port on the back of the VIC, typing the SYS number to start it and marvelling at the fact that I was playing an interactive part in a seemingly living organism. (Either that or I'm completely out of my tree!) And talking of trees - my first real discovery in the game came when I chopped one down and discovered that the hollow stump led down into darkness and even more adventure - magical stuff and heady, happy days!

After playing Adventureland, and pestering friends to help out when I was stuck, I had

another change of computer - this time to the new wonder machine - the Spectrum. It was 16k of throbbing, colourful, rubber-keyed computer. Adventures seemed to be pretty thin on the ground in those days, though I think I'm correct in saying that I bought the Hobbit first and added an extra 32k of RAM to the Speccy in order to play the game. The Hobbit was landmark number two in my personal adventure playing career. Graphics, interaction, familiar characters, different things happening at each re-start - WOW! Both games were eventually completed - the Hobbit after about two years (gulp) and Adventureland was re-purchased as a SAGA (Scott Adams Graphic Adventure) on the Speccy and polished off in a day!

Sue: You co-wrote Project X the Microman and The 'O' Zone with Jon Lemmon. Have you written any other games and how enjoyable do you find writing them?
Tim: I did write a few other games in very quick succession after we finished Project X, though I was never really happy with any of them and banished them to the depths of the 'old games box' out in the shed! I enjoyed writing them very much though. Actually there were a lot of good ideas spread thinly throughout all the games I wrote though none of the actual adventures were strong enough all the way through to be any good. Funnily enough I'm now in the middle of writing an adventure for the Spectrum using the elements that were good from all my previous efforts. That game should see the light of day before April with a bit of

luck. Many people say that Compass Software's second game, The 'O' Zone, had a rather strange feel to it. The reason for that was that Jon and I got together and thrashed out the storyline etc., then took turns in programming bits of it at a time, passing it back and forth between us. No wonder it has an unusual feel to it. I like the game myself - especially my bits! Jon Lemmon nicks all my ideas you know. I'd say 99% of the good bits in 'Project - X' were down to me... (Don't tell Jon I said that... he doesn't get a copy of Red Herring, does he?) Seriously though (what a long interview this is going to be - unless edited down a bit!) I had the misfortune to contract a rather nasty ear complaint during the programming of The 'O' Zone and that was when my concentration seemed to go to pot and I gave up adventuring, adventure writing, and computing in general for a good while.

Sue: You started FROM BEYOND in June '90. What made you decide to edit your own fanzine, what changes have there been in the production methods since you started it and what ups and downs have you found?
Tim: Checking my diary shows I actually planned to do a 'zine of some kind since October 1989. The reason for wanting to do it was simply because I'd enjoyed doing a bit of DTP-ing in the past on an Amstrad and decided that I really should try to do something constructive based on something that I thought I knew a bit about and could hopefully do well! I had a problem getting a DTP program from DIAMOND COMPUTERS that I'd ordered, so I'd say that I would have been up and running a good deal earlier than June '90 had things gone smoothly. After eventually getting the DTP prog. for the Amiga I stumbled blindly into all manner of problems... poor print quality from my old Amstrad DMP 2000 printer, lack of

places willing to do double sided photocopies of my finished pages, quotes from reliable sources on prices of duplication that changed every time I phoned to double check they knew what I wanted done... In the end it got so bad that I almost gave up on doing an adventure fanzine before really starting. I'd had about six advance orders for From Beyond on the strength of the mock-up pages I'd sent out so I wouldn't have found it too hard to pay back £9.00 in customers advanced orders! However, a rather brilliant little

duplicating shop came to my rescue and said they could copy my stuff - but only in multiples of 100. That meant I had to get 100 copies of issue 1 printed (£80.00) to satisfy 9 customers. Still, nothing ventured nothing gained. I've still got several copies of issue 1 lying around. By the time issue 2 was due I think I had about 20 customers and 10 subscribers. Once again issue 2 was printed (100 copies) and things were obviously not paying for themselves. I suppose that by issue 4 or 5 things had gone quite well, I had around about 40 - 50 customers, all of whom seemed to like what I was doing. By that time I'd changed DTP programmes, bought a 24pin printer and was really enjoying myself doing the fanzine. The style had dramatically changed from tiny, blobby, three column text to larger slightly less blobby text. I suppose issue 6 was a bit of a turning point for the fanzine. I'd been around for a year, things were going quite well and everything was looking good. Lately there have been fewer and fewer problems cropping up. Crashes on the Amiga used to happen quite often, and one or two pages had to be typed in again after losing data, but now I've got an Apple Macintosh things really seem to be running quite smoothly. I like to try to keep evolving all the time though, so just about every issue of FB from issue one to the present one (issue 10) has slight style tweaks and changes here and there.

Sue: Now you're editing the adventure section in Your Sinclair. How are you enjoying it and what sort of feedback do you get from the readers

Tim: I'm enjoying doing the YS column very much indeed! It was Gordon Inglis (of GI GAMES) who alerted me to Mike's impending departure. Funnily enough shortly before Mike must have made the decision to leave I'd heard from a reliable source that YS were considering doing away with the adventure column altogether. I wrote to ask Mike if this was true and he said that he'd surely be the first to know if that was the case. A couple of months later the column was cut to two pages - partly at Mike's request apparently! Spectrum adventures, he said, weren't quite as popular as they had been in the past. Well, a two page cut seemed a bit drastic especially as From Beyond at that time was receiving three games a month for review. (I've had over 25 games sent in for review in the last three or four months!) The rest is history really as Mike said 'goodbye' to Spectrum adventures shortly after, and I got a phone call from the then editor, Andy Ide, saying I could fill Mike's boots. The column is now back up to three pages - about right I'd say at the moment. Mike departed by printing a list of games that readers could get help-sheets for... thank god I wasn't expected to deal with request for them as YS told me that they were inundated with readers letters asking for them. The mail sent to me since then has been rather thin on the ground, but since most people know my address (they didn't know Mike's) I seem to get a lot of YS adventure column mail sent directly to me at FB so I can't really complain! Most of it is quite lively stuff.

Sue: With all these projects do you get any time to play any games purely for your own enjoyment? And, if so, which have been some recent favourites?

Tim: Hmmm, tricky question. It's incredibly hard, as I'm sure you know, to play a game without getting the urge to review it. My short term memory is pretty crap really so I have little choice other than to make notes and a map for whatever I'm playing - even if I'm simply doing it for pleasure. Of the games I've recently played on the Speccy I think I liked 'Phoenix' by Zenobi Software the best. It's serious stuff - reminded me a bit of Elric from the Michael Moorcock novels. 'Microfair Madness' by Delbert the Hamster was

another one that seems even better thinking back on it. I'm re-playing Tower Of Despair (an old Games Workshop adventure) at the moment. I did it years ago but can't for the life of me remember how to do certain key things. Anything by Jack Lockerby, Jon Lemmon or Laurence Creighton seems to always hit the right note with me. Larry Horsfield is another person who's games I like. However, Lockerby, Lemmon and Laurence C. get my special vote of thanks for bringing out fine goodies on a regular basis. On the Amiga front I thought that Hound Of Shadow was good - a touch of the H.P. Lovecraft's is always appreciated. Railroad Tycoon and Sim City are timeless classics - though not strictly adventures. It's certainly difficult to justify spending much time playing games - especially when various deadlines for FB, YS and PD game copying seem to be constantly leaping out to surprise me.

Sue: What do you think of the current adventure scene, particularly the Spectrum side?

Tim: I'll put my head on the chopping block, open myself up to criticism and say that the Spectrum adventure scene is simply the best! I can't think of any games on any other computer to match those available for the Spectrum on a value for money / inventiveness / originality / playability basis. No, that's not quite true... Jim Mc'B's 16bit PD games are excellent efforts, as are a few other choice PD titles, but there aren't many to choose from. The amount of Speccy games still appearing - and good ones to boot - simply defies belief. Anyone who upgraded to a 16bit computer and is paying £25 - £35 for animated, all singing all dancing games and is getting enjoyment out of them then that's good, I'm glad for you. Anyone who can't afford those prices would be wise to buy a secondhand 48k Speccy and enjoy some triff games for £1.99 a go. I'd definitely suggest that anybody reading this who hasn't owned a Spectrum in the past, and who is an adventure nut, should try and get their hands on a cheap secondhand Speccy because the games available for it really are good, come out on a regular basis and are dirt cheap too!

Sue: The FB PD library contains quite a range of games now. How lively is the Spectrum PD scene and do you think it will continue to grow.

Tim: It's difficult to sell the Spectrum PD Adventure stuff mainly because the full price scene operates at only a few pence more per game. The titles in the library so far are actually going quite well though. On average I sell about five or six PD adventures a week. As I've been in charge of it about 6 months you can tell from that how many I've sold! On the growth side I've got a specially extended version of one of the 'Microfair Madness' (by Delbert the Hamster) sub-games coming out soon, as well as another couple of titles (hopefully) in the pipeline. If any Red Herring readers have written any Speccy adventures that they couldn't sell then the PD library welcomes them with open arms!

Sue: The final question I've started asking people I interview - what colour socks do you wear?

Tim: I say... how personal! Let me see... Hmmm, do I lie or tell the truth? Honesty is the best policy I suppose so my socks are... YELLOW - though I have been known to wear blue, white, black with flowery motifs, orange, green... Anyway, long live adventures... hooray!

Thanks a lot Tim for taking for taking the time to do this interview. Sue

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MUD II: The Multi User Dungeon

By Kirm



I will not forget the day I first stumbled into "The Land". The tea in the Elizabethan tearoom had been particularly sweet - I had spent several minutes sipping it, listening to such strange noises as bells tolling, cows mooing, explosions exploding, and people screaming; cheering; and shouting the most peculiar things. "Surely it can't be as mad as it sounds?", I thought, before taking my initial hesitant step into the wind and rain.

"Road between lands". Aaachhooo! I had caught a cold, but what did I care... there was an expensive necklace lying on the road, just begging to be taken. I obliged, pocketed it and crept westwards along the road - straight into the arms of the most horrific ZOMBIE I have ever seen. Aaaagggggghhhh! Don't panic. Aaagggghhh! DON'T PANIC? Completely forgetting that I had no weapon, acting out of panic (yes panic), I tried to kill the Zombie.

It was looking bad. Here I was, fighting an horrific Zombie, with no weapon; virtually no remaining hit points; and no hope OR glory. Rationality returned, and I fled west, dropping my precious necklace as I did so (sob sob).

Totally exhausted, I fell asleep in the road. Aaaaaacchooo. I had regained some hit points before being woken by my sneezing, so encouraged, I fell asleep again - only to be woken by (you guessed it) an horrific Zombie attacking ME, and he seemed to be a very familiar (and now angry) Zombie at that! RUN AWAY! RUN AWAY! I fled

for my life once more. I could see this becoming a habit.

Hmmm. "Road opposite cottage". It sounded to me like there just might be a cottage nearby. Sure enough, after finding some pretty flowers, a graveyard, a dense forest and a Swamp, I "stumbled" back to the "Road opposite cottage"; and from there into the cottage proper. Once inside the cottage, I

found a warming fire, and so fell into deep slumber. Zzzzzzz. I started to dream the most unusual dreams, and THEN... I dreamt that I was being tickled. I WAS being tickled!

I opened my eyes, and saw Draben the warrior waving at me. "Hi" said Draben. I said "Hello". Draben asked "You new?" "Yeah", I answered. And so began the partnership of Kirm and Draben. We didn't realise it yet, but we were to become like blood brothers, in Life and (more frequently) death!

Draben informed me that I could gain experience without killing the monsters (commonly called mobiles) by finding T (treasure) and dropping it in the swamp. It's quite handy that there is such an abundance of T in the land, if only you know where to find it, and you know how to solve the many varied puzzles. It's also quite handy that everyone knows instinctively how to get to the swamp!

Of course, some T is protected by guardians, so it was inevitable that the Kirm/Draben partnership would end up mobile bashing... and sure enough we did! By the time we first braved the

the Goblins, Draben was strong enough to wield an axe, and I had been lucky enough to locate the elusive magical longsword. Needless to say, we relished our victory, after lots of rest and trust! The Dwarves, Snakes, Basilisk, Ogre, Troll, Dragon etc. had better watch out for the mean team!

Once we had attained a certain level, Draben and I stood a very high chance, after performing a simple task, of acquiring certain magical abilities - thereby beginning our slow ascent to Wizdom. Of course we attempted! Draben was most ecstatic at becoming a Sorcerer. Kirm the sorcerer, however, was not to be - not in this lifetime anyway!

I am told that I should have been encouraged by the now familiar SOMEONE POWERFUL telling me "never mind, you'll probably be luckier next time round", but to be honest, I was both devastated and extremely dead! I knew from previous experience (grin) that there was usually at least one Wizard or Witch watching invisibly from the clouds, and I wondered "Why couldn't they save me?!" Ah well, Kirm would live again. Death was beginning to (pun intentional) become a way of life for me. If it wasn't the mobiles, it was a player killer, and it if wasn't either of those - then it was something else!

MUD is a DEAD fascinating game. It is both huge, varied, and terrific fun! Death in combat is DEAD i.e. nailed in a coffin. Some multi-user games extend play time by introducing many levels,

each taking many many hours to attain. It can't be denied that death is a very common event in MUD, but presuming you can avoid death (hehe), the journey to Wizdom should be quite speedy! There are many ways to laugh in the face of death, all of which I will leave for you to discover. What is initially seen to some as a negative aspect to MUD should in turn become positive. It is the prospect of dying that provides (large amounts of) adrenalin, and so this will increase as you rise through the many levels to Wizdom.

The parser to MUD is an achievement in itself. If you enter a command that it doesn't understand, then it will show you (diagrammatically) WHY it didn't understand you. I have found myself amazed many times, when typing a stupid "non-existent" command, that the game actually obeys it!! As an extension to regular parsers, such commands as DROP HEAVY OBJECTS, GET 1 KEY, EXAMINE UNLIT STICK, DROP LIT STICK, DROP T will be correctly acted upon. The best trick, to me, has to be the fact that you can synonym-ise any word to an abbreviation. i.e. SYN BUGMANGLERS "BM". Now, BM refers to the BUGMANGLERS.

MUD provides an extraordinarily sophisticated level of gaming. A great deal of thought has been put into the coding of the system; the design of the land and the devious multi-player puzzles. Quite apart from any other gaming systems, MUD, quite simply, is the most advanced (and fun) piece of software that I have ever had the pleasure to use.

MUD is now being run by the Wizards' Guild. You can play MUD on 081 553 3155 (1200/75) or 081 478 4488 (1200 or 2400) at 8/N/1. Should you wish to try MUD, logon as MUDGUEST. You will then be able to play as a guest. Should you then wish to open an account, leave a message at the Mail command, stating your name and voice telephone number. The current listed prices for MUD start at £2.00 per hour, and reduce with bulk purchase. At the time of writing, special offers are being run, thereby further reducing the cost of play.

AND IN THE BEGINNING, THERE WERE RAM PACK WOBBLES

By Graham Cluley



My dad bought me my first computer in 1980: the incredible ZX81. One day a friend came round with a game by Artic Computing, Planet of Death. It was quite a fun game, totally innovative in concept to my eyes, and I especially liked the bit where you grew warts if you picked up the alien.

On this amazing 1K (later expanded to 16K, with wobble) computer I began to write my own adventure games: TALONS (set in Victorian times with lots of throat-slitting chinamen), DUNGEONS OF DOOM (Medieval castles and umbrella incidents galore), and a couple of others whose names I have completely forgotten.

Anyway, after a couple of years I started writing adventure games on a Memotech MTX 512 computer. Don't laugh, these were GOOD computers. It's just no-one else bought one. The adventure games I wrote for this were: SAUNIERE (A massive town-based hunt for the hidden treasure), HERBIE (A CO-LO-SS-AL adventure game about a man and his pet owl). Unfortunately nothing ever became of these games, and I have since lost all the cassette tapes (those were the days) with them recorded upon.

At school there was a system of BBC computers on an Econet. An Econet is a simple form of computer network, whereby all the computers can talk to each other and share data. At around the same time I was reading a computer magazine called Micro Adventurer. One of the most fascinating regular articles in that magazine was about a game called MUD, played at Essex University. MUD was a huge adventure game where dozens of people could join in, fight each other and sing sea shanties. Aha! I thought! Let's write my

own MUD for the Econet. And I did. And guess what? It worked (sort of). Guess what else? I failed my A levels.

In a very foolish mood I signed up for two years at Guildford College of Technology to study Computing. This was a bad step, the ordeals of the Foreign Legion looked like a wet weekend in Walthamstow by comparison.

But at Guildford I was to come face to face with the joys of Pascal, a Prime minicomputer and an accounts lecturer called Derek. I immediately set to work writing an adventure based around Invoices, Audit trails, and troll-like Accounts experts... DEREK THE TROLL was born!

I have never particularly enjoyed thinking up ideas for adventure games, and DEREK THE TROLL was no exception. I quite happily borrowed liberally from my earlier adventures (in particular HERBIE) when conceiving puzzles and situations for the game. 'TROLL' as it became known took about 6 months to write, and was finished by April 1988. But, disaster was to strike!

My evil maths lecturer came across a terminal with 'TROLL' running upon it. Somehow her entire "charming" personality seemed to have been lost en route from her bedsit in Hades; she grabbed me by the scruff of my socks and hauled me into her office. She was not happy. I was taking the... errr... mickey out of her colleague Derek. Basically, it just wasn't on. Oh, and where was my assignment due three months ago?

A radical re-think of 'TROLL' was needed. The central character, Derek, was forced to have a name change. Luckily there was a solution, in the form of a homicidal maniac with a stripey jumper

called Alan. Alan was to take the place of Derek the Troll.

The character of Alan the Gribbley is based upon someone I once knew - although not really qualifying to be described as a "person". He was a failed accountant with vaguely homicidal tendencies. I had the misfortune of being on the same computing course as him at Guildford. Yes, for those of you who have played the game, he did have a beard, did hum smugly, and did have a copy of PC Tools Deluxe. Thankfully I have not had the pleasure of bumping into this gentleman for some time now, though I can still feel the bruises from his infamous "I can kill a cow with my bare hands in 157 different ways" demonstration. If I were you I'd follow my example and just not have anything to do with bearded men... they're bad news.

If you are ever in a Guildford pub and you see a man in a stripey jumper... just be careful.

With Derek the Troll gone, a new name for the game was needed and I chose JACARANDA JIM.

Between writing my own version of MUD I ran an underground school magazine called "Limpet Racing News" and this had had a cartoon strip called JACARANDA JIM's SUPA-DUPA JOURNEY TO JUPITER. Well, it seemed like a good idea at the time.

With a little "help" from fellow student Alex Bull, JACARANDA JIM was downloaded onto PCs and compiled under Turbo Pascal. It was an amazing experience to see a program I had written for the Prime running under a different computer.

By the way, if you are interested in Alex Bull (and let's face it, who is?) try asking characters in JACARANDA JIM about him. You might also like to ask the hacker in HUMBUG about the humbug. Ho hum.

Anyway, Alex Bull showed me an article in an early edition of Computer Shopper, and I duly sent JACARANDA JIM off to every shareware distributor I could think of. With my best megalomaniac cackle I sat back and waited for the money to pour in... and waited... and waited...

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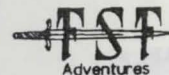
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Can you guide Bronwynn in her bid to escape from this very unwelcome arranged marriage and find sanctuary with her cousin, King Kelson? Will you be able to escape the castle and the soldiers that not only your father, but also the king of Karsten will send out to bring you back? What perils await Bronwynn in her journey through Karsten and Alizon to the kingdom of Hecate and freedom? The only way YOU can find out is to play.....

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RUN, BRONWYNN, RUN! is a 48k only adventure, available on tape and 3.5" +D disc at £2.49, or on 3" +3 disc at £3.49.

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DIE FEUERFAUST (The Fist of Fire) - This is the next adventure in the Alaric Blackmoon fantasy series, in which the hero of "The Axe of Kolt" and "The Spectre of Castle Coris" travels to far-flung foreign shores in search of a stolen relic that is the symbol of unity of a confederation of five minor kingdoms, the Hanseatic League. A deputation of five knights of the Teutonic order of warrior-priests, representatives of each of the kingdoms of the League, pleads with Duke Alaric to find the Fist of Fire, so-called because of its magical properties, and return it to its rightful place in the chief city of the Hanseatic League, thus preventing total war and much bloodshed. DIE FEUERFAUST will also be available in standard 48k and expanded 128k versions, and 128k owners will be able to play the adventure in EASY and HARD modes...if you play the HARD version, you'd better brush up on your German!

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The FSF 128's Compilation Disc set costs £4.99.

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PLAY BY MAIL

by Tim Lomas



This month it's back to basics time, I've been generally. Unless there's only one game that I know of that matches your criteria, what I'll probably do is mention a number, then you can take it from there. I won't recommend anything that has a reputation for bad service, slow running or other problems (provided I know about it). Do send me an SSAE if you want me to recommend anything.

I should point out here that most GMs are very friendly people who want nothing more than the world to acknowledge their game as the best thing since sliced bread, if you're wondering what to do the best things to do are read these articles, drop me a note or drop the GM a note (possibly in that order).

If you want to play a PBM game, the first thing is to figure out which game you want to play, probably more a question of what sort of game you want to play. Break it down into nice easy bits, do you want to play a role playing game or a tactical game? The question isn't quite as simple as that but it's good enough for a first estimate.

OK, you know know the general type of game you want, now it's time to get specific, you need to choose a game or at least get closer to a final choice.

You've got to decide what game you want to play, this is the biggest hurdle for a new player, especially if your only source of information is these articles, you really don't have enough information, so...

Firstly you can refer to the latest copy of Flagship (you did take my advice in Issue 1 and subscribe didn't you?), take a look through that issue and see what's been reviewed, any of them appeal to you? No? Ok, have a look through the adverts, you must find something there.

You can drop me a line, tell me what you want generally. Unless there's only one game that I know of that matches your criteria, what I'll probably do is mention a number, then you can take it from there. I won't recommend anything that has a reputation for bad service, slow running or other problems (provided I know about it). Do send me an SSAE if you want me to recommend anything.

The other option? Try asking a friend who plays PBM, that's assuming you know someone who plays, the best way to find a good game is always word of mouth, good games get recommended.

The next thing to do is whittle down your list to the one game you're going to start, I'd recommend that you start off with just one game. There are too many people I've seen start up a dozen games and find they can't cope, all too often ending up dropping from the hobby altogether.

You'll notice I've made no mention of cost at the moment, that comes next. Decide how much you can afford to pay (or want to pay), figure out an amount per week and then double it. That's assuming that the game is run with deadlines every 2 weeks... a pretty normal assumption. You may have to change that if you have a game which you know runs to other deadlines. If it's a game which runs without deadlines you'll have to make a few guesses. Run down your list and cross out anything which you can't afford (or don't want to), then you're down to games which you think you might like and which you can afford. Whatever you do don't start playing a game you can't afford, you'll end up dropping eventually. It's not worth it.

The last suggestion at this point is to write a letter, to the GM. Drop him or her a little note telling them that you've heard of their game and

you'd like to know more. Ask about how fast the game turns round (how long between deadlines), if it's deadline or how fast you can put orders in if it isn't. Check on the cost, ask if they charge any extras for battle reports, special actions, newsletter (and if they're needed or just an extra). If you're interested ask them about their experience, how long they've been running games, how many games they currently run

Don't forget to ask for more details of the game, ask if the rulebook is available before you join and how much. Most GMs will supply a copy, some make a charge for it, which is fair enough. It costs them money to produce and there are enough players out there who just collect anything they can get for free to make it expensive to dole out free rulebooks. They may tell you that the rulebook will cost something but that this will be credited to your account if you finally join the game. Another common practise is to charge for the rulebook and offer a refund if you decide not to play but, return the rulebook in the same condition you got it. This isn't GMs looking for a way to make a fast buck, remember there's not a lot of money to be made in PBM, free handouts like rulebooks can make the difference between making a few quid and making a loss. While you're writing ask if they've got an example turnsheet you can see, most GMs have one, some will be in the rulebook anyway and most GMs will send it along if you're asking for general info but mention it just in case.

The answer you get from your initial query may to some extent be of use in your decision about the game to play, no matter what the answer is. One thing that you do need is confidence in the GM you're going to be giving your hard earned money to. I'm not in any way suggesting that GMs in the vast majority of cases aren't honest upright people running efficient and well designed games. In general they are, but you can tell to an extent what sort of GM you've got by looking between the lines.

In general I find 3 types of reply. A GM who

ignores your letter and just doesn't send anything should be avoided, if you don't get a reply within a couple of weeks cross them off the list and don't even consider playing. If they can't be bothered answering your letter then you've got to wonder what sort of service you'll get. The second type is a form reply, this doesn't mean the GM doesn't care, he may be busy devoting his time to running the game, it might be holiday time and it might just be that they've got a lot of players and can't reply quite as individually as they'd like. In this case look to see what they've sent, did they answer all your questions, did they send all the details you wanted? In other words did they actually read your letter or just see a query and dump the standard stuff in an envelope without reading it properly? In the first case put them down as possible, in the second cross them off.

The last type of reply is the hardest of all, you get a nice letter, written personally, it answers all your questions, sends all you wanted and seems to be the perfect answer to all your prayers... quite possibly it is. The only thing to consider here is, do they seem to be running the game as well as having the time to answer all your queries? The answer is probably yes.

My last suggestions? Easy, drop me a line, tell me who you're thinking of playing with and I'll tell you if I've heard anything about them. I know a good number of GMs personally and I've at least heard of most of the rest, besides which I have electronic mail contact with the editors of Flagship in the UK and US along with a lot of players. If I can't find out about a GM for you then I'll be very surprised. I'm trying to get you lot into my hobby and I'm here to be used, feel free to use me.

Next month I think I'll talk about starting off your first game, some of the unwritten rules of playing by post and suchlike.

*Tim Lomas, 211a Amesbury Avenue,
London SW2 3BJ.
Compuserve 100014,1767*

DOCTOR WHO

A datafile by Mike Trolan

BEGINNINGS

22nd November 1963. John F Kennedy assassinated.

23rd November 1963. First episode of DOCTOR WHO screened on BBC TV.

A year earlier Sydney Newman, new Head of BBC Drama (ex-producer of ABC TV's Armchair Theatre and The Avengers) sold the BBC an idea which ABC hadn't liked, for a children's programme about an old man's erratic travels through history in a time machine. The BBC said yes, giving Newman a first-class team (Producer Verity Lambert, Director Douglas Camfield, Script Editor David Whitaker), £2500 budget per episode and a guaranteed opening run of one year.

THE DOCTORS

William Hartnell (1963-1966)

"He was always very proud about all the letters he got from children."

Jacqueline Hill

The 55 year-old character actor from films like "This Sporting Life" created the archetypal Doctor; white-haired, short-tempered, eccentric. Hartnell always wanted to lighten the portrayal with more humour, but audiences didn't seem to mind. 12.5 million viewers

watched the Doctor and his companions battle the evil Daleks, and the show entered the Top 10 Ratings in 1964.

By 1966 Hartnell, reduced through illness to cameo appearances, suggested it was time for a changes. The historical stories had not been popular with viewers, and ratings were falling.

Patrick Troughton (1966-1969)

"An actor's actor."

Deborah Watling

No major TV hero had ever been replaced by a new actor, and audiences flocked back to see a "re-generated" Chaplinesque Doctor square up to Cybermen, Yeti and Ice Warriors.

For three years the show saw off expensive rivals like Lost in Space. But 1969 brought trouble. Production went over budget and behind schedule, financial cuts were needed, and the BBC had just bought Star Trek. DOCTOR WHO barely escaped cancellation.

Jon Pertwee (1970-1974)

"I always loathed the Daleks because I thought they were boring."

Jon Pertwee

Best known for comic radio shows like The Navy Lark, 51 year-old Pertwee created an urbane Edwardian dandy straight from Wells "The Time Machine". Like Troughton he came with a package of initiatives which would restore DOCTOR WHO's fortunes. An Earth-bound TARDIS

to save money, Bessie the vintage car and a flying Whomobile, a big role for UNIT and the Brigadier, a satanic arch-villain called the Master... and colour.

Audiences rose to 10.5 million (60% adults). Innovative slit-scan, optical and electronic techniques conjured excellent FX from a small budget. 13 Pertwee stories were sold to USA TV.

Tom Baker (1974-1981)

"760. That's not old. That's mature."

Tom Baker

Fresh from playing Rasputin in "Nicholas and Alexandra" Tom Baker donned floppy hat and long scarf to become the cosmic hobo Doctor.

With Producer Philip Hinchcliffe and Script Editor Robert Holmes, he pushed viewing figures back up to Hartnell levels, culminating in a record 14.5 million

for the story "City of Death". DOCTOR WHO was back in the Top 10 Ratings, world sales soared. It was the show's Golden Age.

But it wasn't all roses. Baker was difficult to work with. He objected when complaints about "The Deadly Assassin" forced a change of policy on violence, tried to sack the companions, and wanted plots set in a country inside the TARDIS. When a technicians' strike disrupted shooting he abruptly quit the show. It made the Nine O'Clock News. Mischievous to the end, he suggested that his successor should be a woman.

Peter Davison (1982-1984)

"He (the Doctor) is very much an honorary Englishman."

Peter Davison

At 31 the youngest Doctor, Davison offered a green, pacifist Time Lord. Producer John Nathan-Turner kept the show's mix of vigorous plots and quality casting. But the programme moved to Monday and Tuesday evenings, deserting its loyal Saturday audience. Viewing figures dropped.

Colin Baker (1984-1986)

"Rather laid back."

Kate O'Mara

Colin Baker has been unfairly blamed for the show's 1980s eclipse. Handicapped by a silly wardrobe, paranoid characterisation, and the whingeing Peri (whose risqué neck-lines made the Doctor look like a dirty old man) Baker did his best to sell the new Doctor. Cue Michael Grade, new Controller of BBC1.

Grade rested the show for 18 months (a "first" in its 22-year run), okayed a season ominously called "Trial of a Time Lord", then vetoed the renewal of Baker's contract. The actor angrily refused to do the usual re-generation scene.

Sylvester McCoy (1987-1989)

"Sylvester had a tremendous baptism of fire"

John Nathan-Taylor

Audiences sank below 5 million. The tabloids rubbished McCoy even before his 1987 debut, when the show ran opposite Coronation Street. So far McCoy has given the Doctor some Celtic fire, and a Sherlockian distaste for explanations. Street-wise companion Ace, in a play for the Terminator market, makes bombs out of coke tins.

The last episode of DOCTOR WHO was screened in December 1989. There followed an announcement that the programme would again be "rested". Children sent their pocket money to the BBC... "please bring back Doctor Who".

The Doctor Who Appreciation Society plans to sue the BBC over its failure to make new DOCTOR WHO stories. In 1989 the world audience for DOCTOR WHO was estimated at 110 million people in 60 countries.

TEN THINGS YOU NEVER KNEW ABOUT DOCTOR WHO

- 1 A DR WHO monster popularity poll was won by the DALEKS, followed by the CYBERMEN, and then the ICE WARRIORS.
- 2 Actor Bill Fraser agreed to appear in the show on condition he could kick robot dog K9.
- 3 Shooting "Revenge of the Cybermen" Tom

Baker and Elisabeth Sladen, giggling helplessly, had to do myriad re-takes of the line "We're heading for the biggest bang in history".

4 The manufacturers of Superloos once offered to finance the series on condition that the TARDIS change its appearance to... no sale.

5 Viewers complained when "The Dæmons"

ended with a mediæval church being blown up. It was, of course, a model.

6 Most travelled companions: JAMIE (Frazer Hines: 20 stories). TEGAN (Janet Fielding: 19 stories). SARAH JANE (Elisabeth Sladen: 18 stories).

7 Cybermen costumes were so roomy that actors wearing them could look out through their cyber-earholes.

8 In 1988 Coast-to-Coast Productions announced

plans to make a new Doctor Who feature film, starring Caroline Munro and either Tom Conti or Tim Curry as the Doctor.

9 An episode of "The Tenth Planet" loaned to BLUE PETER in 1973 was stolen, and has never been recovered.

10 Asked to throw a knife in "Robots of Death" short-sighted Louise Jameson obliged and missed a cameraman by half an inch.

THE FUTURE: It is commonly assumed that TV programmes live or die on artistic merit. This is untrue. The critical factors are audiences, schedules and money. DOCTOR WHO survived for 26 astonishing years because it pulled in viewers and trounced ITV's Saturday teatime rival shows at relatively small cost. Thus the current repeats season is a BBC toe in the water, to see if the Doctor can work his old magic.

The early black and white yarns have not grabbed the 3.5 millions viewers needed to enter BBC 2's Top 10. Can Jon Pertwee, Tom Baker and colour do better? Cross your fingers and watch.

THE VERDICT: DOCTOR WHO is one of the great escapist fairy tales. If you are still reading you probably agree, for your own reasons. Here are mine... **SEX-APPEAL:** Like Quatermass or Python, DOCTOR WHO was essential viewing in its heyday, watched because you couldn't afford not to. **HIGH-TECH:** The show put real science back in sci-fi. Viewers could get hit with pulsars or antiquarks, tPA or LCD, Hubble or Doppler, but anywhere you scratched it came up diamond. **GREAT MUSIC:** A Doctor without Ron Grainer's theme or the Radiophonic Workshop's music of the spheres is as unthinkable as a zitherless Harry Lime or Butch with no raindrops. **GIFT OF THE GAB:** Like Middle Earth, DOCTOR WHO is full of people who talk supremely well. With a few samples I close my case.

"One day I shall come back. Yes, I shall come back. Until then there must be no regrets, no tears, no anxieties. Just go forward in all your beliefs. And prove to me that I am not mistaken in mine"
(Leaving Susan: "Dalek Invasion of Earth")

"Some fifty years ago I knew a man who solved the insoluble by the strangest means. He seemed to see the threads that bind the universe together, and have the ability to mend them when they break."
(Zastor describing the Doctor: "Meglos")

*SARAH... Well what are you waiting for?
DOCTOR... Just touch these two strands together, and the Daleks are finished. Have I that right?*

*SARAH... To destroy the Daleks? You can't doubt it.
DOCTOR... But I do. You see, some things could be better with the Daleks. Many worlds will become allies just because of their fear of the Daleks.*

*SARAH... It - it isn't like that.
DOCTOR... But the final responsibility is mine. And mine alone. Listen. If someone who knew the future pointed out a child to you, and told you that child would grow up to be evil, to be a ruthless dictator who would destroy millions of lives, could you then kill that child?
("Genesis of the Daleks")*

*"A cosmos without the doctor scarcely bears thinking about."
(The Master: "The Five Doctors")*

BOOKS: Much of this article is drawn from...

The Doctor Who Year Book (Marvel Comics, 1991) - **Doctor Who - 25 Glorious Years**, Peter Haining: (WH Allen, 1988) - **Doctor Who - Terrestrial Index**, J-M Lofficier. (Target, 1991)

NOVELISATIONS: All the TV stories are

available in Target paperbacks, many by the original scriptwriters. Quality varies. Look for titles by Ian Marter, who appeared in Tom Baker's first six adventures playing Lieutenant Harry Sullivan.

VIDEOS: BBC Enterprises have released some 40 videos. All have sold well and more are scheduled.

Some stories are re-edited as feature films. Others such as "The Curse of Fenric" and "The Three Doctors" retain the cliff-hanging episode endings which were a DOCTOR WHO trademark.

"The Five Doctors" is good value either as a refresher or as an introduction. This Twentieth Anniversary tale offers a host of guest turns, a delicious impersonation of Hartnell's Doctor by Richard Hurndall, and one of television drama's great exit lines... **TEGAN...** *You mean you're deliberately choosing to go on the run from your own people in a rickety old TARDIS?*

DOCTOR... *Why not? After all... That's how it all started.*

BRAINCHILD *by Sue*

People say that there's a book inside each of us, bursting to get out. Sometimes it might only be a few chapters - more like a pamphlet really! High Voltage Software, authors of Cortzone, believe that the same goes for adventurers - each of us has at least some ideas for an adventure game... a room description, some messages, a puzzle or two, graphics, object, character or creature descriptions or whatever.

Many of us never do anything with these ideas. High Voltage have had a better idea - Brainchild. The concept was originally introduced to SynTax readers in November 1991 and now we've decided to give R H readers a crack at getting their ideas and suggestions, large or small, into an adventure too. The title, Brainchild, will reflect the fact that the finished game will be the brainchild of SynTax and Red Herring readers. Suggestions are to be sent to HVS who will sort through the ideas and add the best ones to the adventure. There will even be a prize draw for the chosen entries - a winner and several runners-up will be selected once the game is complete.

High Voltage have provided a synopsis and base game for readers to build on in any way they want. The base game is on the ST, written with STAC, but the intention is to convert the final game onto all major machines.

Just to give you a brief idea of the game so far. It is

set in a house in Surbiton and you, the player, start the game in the cold, dark confines of a huge, round-cornered Kelvinator fridge with just a few bits of food for company. Getting out is obviously priority number one before you freeze to death.

Once in the house, you can explore the rooms, including the basement and attic. There are a few puzzles there already - a half-eaten sink plunger in the kitchen, a bread board which slices easily but leaves the bread intact, a bizarre lack of spoons, a telephone with the number 9 missing and a blazing fire which is cool to the touch. Outside is a garden with a sensitive lawn (just try mowing it!). As you can see there's quite a bit in the game already but with plenty of scope for YOU to direct the story in whatever way you chose.

ST owners can get a copy of the foundation game from High Voltage Software by sending them a blank disk. Owners of other machines can get the full synopsis with all the room descriptions used in the game, together with some of the many messages which demonstrate the general atmosphere, in exchange for a sensibly-sized, stamped addressed envelope. So don't delay - write today to... **High Voltage Software, 58 Freville Close, The Leys, Tamworth, Staffs, B79 7ER.**

They are eagerly awaiting your contributions.

Recommended:

The Hartnell Years - BBCV 4608

The Troughton Years - BBCV 4609

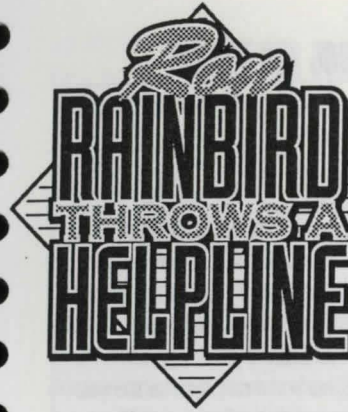
The Three Doctors Pertwee BBCV 4650

The City of Death Tom Baker BBCV 4492

The Five Doctors Davison BBCV 4387

The Curse of Fenric McCoy BBCV 4453

Colin Baker - nothing released yet.



PLANETFALL (Infocom): Early Hints

- (1) After explosion in "Feinstein", enter pod, get into webbing and keep waiting.
- (2) When pod lands, leave webbing, get survival kit, open pod then leave - but do not waste a move!
- (3) Find laser and eject dead battery.
- (4) Put flask under spout - but not in the kitchen.
- (5) To get a key, hold metal bar over crevice.
- (6) Use key to unlock padlock.
- (7) When hungry, eat some goo from kit.
- (8) Extend ladder, then put it over the rift.
- (9) Drawers contain essential access cards.
- (10) In kitchen, put canteen under spout and press button for liquid refreshment.
- (11) Examine Floyd the robot to find another access card.
- (12) Switch on robot, then wait for it to start.

DUNGEON ADVENTURE (Level 9): Early Hints

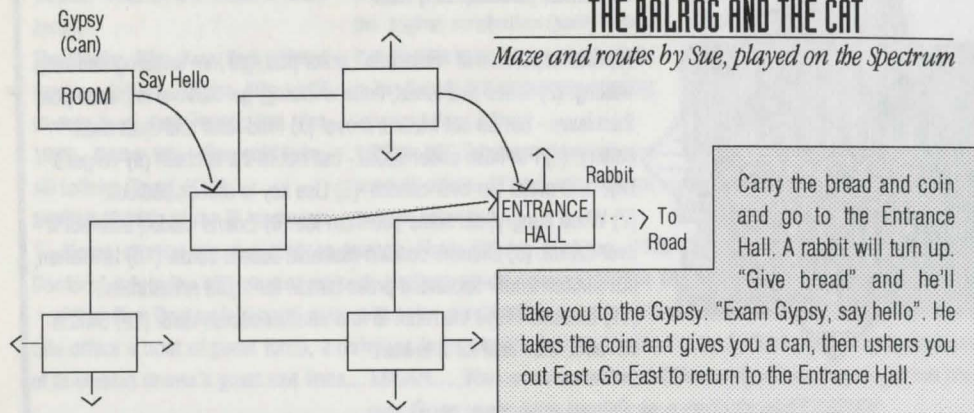
- (1) Shaking the seed pod will defeat the Sirens.
- (2) Drop a berry on the Giants.
- (3) To make you stronger, wear a Giant's Belt.
- (4) Enter the packing case to store items, but don't forget to carry the case with you when you exit.
- (5) Throw any six items at the Killer willow, but don't chop it with the axe.
- (6) Driftwood makes a fine torch, but only temporarily.
- (7) Examine the corpse, but don't leave it behind.
- (8) Carnivorous jelly needs something meaty to feed on.
- (9) To transport from pedestal to pedestal use a coloured collar, provided your collar is of a higher spectrum colour than the colour you wish to go. Get a Mithril collar and travel anywhere there is a pedestal.

RED MOON (Level 9): Early Hints

- (1) Cache your loot in a stone house, then go out to find a horseshoe.
- (2) Climb to the top for a dagger - into the crater for some gloves.
- (3) Say "Satarh" to get a hook.
- (4) Search the bushes.
- (5) To carry more, wear bracers.
- (6) Wave the horseshoe to obtain a treasure.
- (7) If you offer the axe, dagger and horseshoe, you will get chalk and pills.
- (8) A shield will come in useful, so visit an obvious storage place.
- (9) When wearing the ring and bearing the scroll, you can cast "Escape".
- (10) Bury the Giant.
- (11) To get the sword, wear gloves.
- (12) The windy cave contains a necessary flask.
- (13) An acorn is concealed in its' natural surroundings.
- (14) Cannot find the scroll? Visit the library.
- (15) In the hospital chamber, get the purple potion.
- (16) When faced with a chasm, drop the acorn then read the scroll.
- (17) Found some beans? Examine them and open a trapdoor.

THE BALROG AND THE CAT

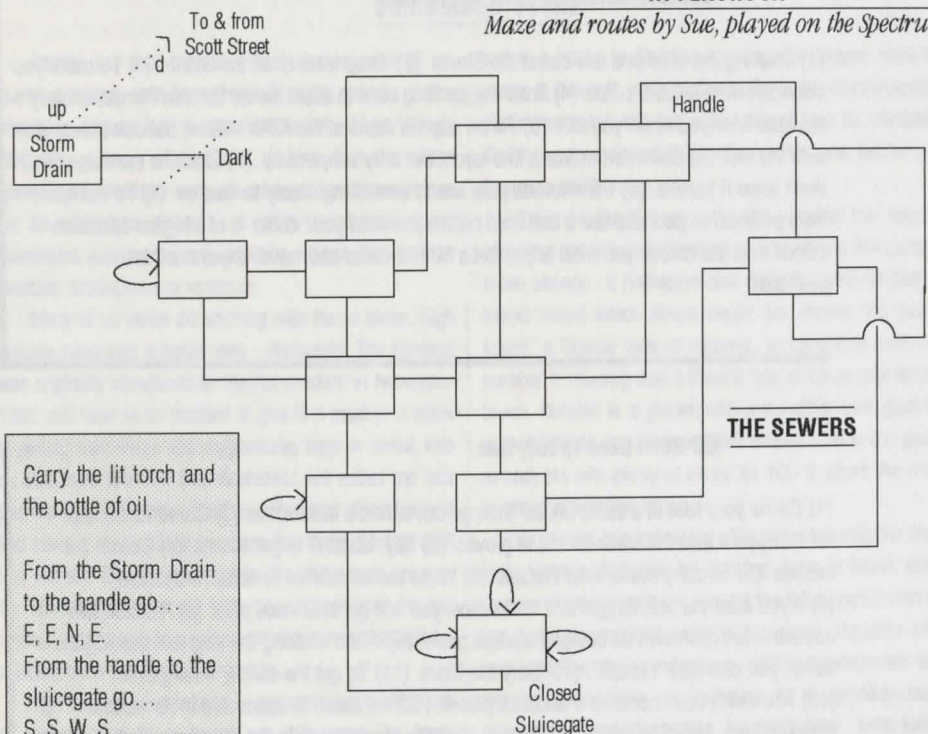
Maze and routes by Sue, played on the Spectrum



THE PASSAGEWAYS OF THE OLD RABBIT WARREN

AFTERSHOCK

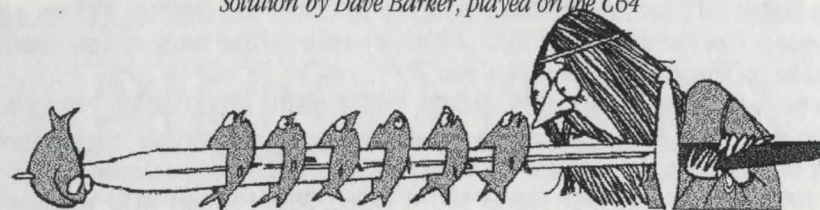
Maze and routes by Sue, played on the Spectrum



At the sluicgate, "Examine handle, fit handle on shaft, lubricate mechanism, open sluicgate". This clears the flood from Cook Street Underground.

THE BLADE OF BLACKPOOLE

Solution by Dave Barker, played on the C64



Your quest is to retrieve the sword MYRAGLYM. There aren't all that many locations, but there are several red herrings in the game that can slow you down quite a bit. This includes a number of objects in the adventure which are totally useless, but look like they may be important. You also have a limited inventory, 6 items. Sometimes you will have to drop items and come back for them later. Problems are varied and many must be prepared for in advance. While you are playing, you will receive points for performing certain actions. You also get a big bonus at the end. I don't know how to control the bonus to get the maximum of 500 points. Keywords are SAVE, RESUME, RESTART, and QUIT.

INVENTORY, you have a moneybelt. E, ignore shield, it's not needed. N, ignore rock. N into tavern. TALK, the bartender talks about the sword called MYRAGLYM. W, BUY HONEY, BUY LAMP, BUY ROPE, BUY STAFF, the knife is not needed. E, S, E, ignore the hammer. N, you hear a voice. TALK, the recluse says to bring him a jewel in return for his help. S, W, S, DROP STAFF. E, into quicksand. SWIM EAST, SWIM NORTH, GET POTION, N, GET BEES, S, S, SWIM WEST, SWIM WEST, W, W, GIVE BEES to the hungry carnivorous plant who will now let you pass.

E, S, you need the boat in another place but it's too heavy for you at present. POUR POTION ON BOAT to see a miniature boat. GET BOAT, N, W, N, N, ignore battle axe. E, E, DROP HONEY, you will need it just before the end. N, W, N, you have fallen into a dark pit. THROW ROPE, CLIMB ROPE, GET ROPE, N, at bottom of cliff, see bird and nest high above. E to a tunnel with a burning torch. LIGHT LAMP.

W, S, S, you avoid the pit whilst the torch is lit, you also can see a small amulet. GET AMULET, S, E, S, W, W, S, S, E, E, N, E, N, GIVE AMULET, the recluse gives you a cryptic clue about birds and singing and a spell book. S, W, N, BUY BEER, S, S, DROP BELT, money all spent. GET STAFF, W, W, N, N, E, E, N, W, N, N, N to cliff base again.

SING, large bird flies down, picks you up, and deposits you on top of the cliff, you see a strange circular pad which is humming. STEP ON PAD to be transported to another cliff top. N, W to cliff edge. DROP STAFF, E, N, W, GET TUNING FORK, E, S, W, TIE ROPE, GET STAFF, CLIMB DOWN ROPE. You must not leave the cliff top location after you have tied the rope unless it is to climb down. If you leave to the east the rope falls to the bottom of the cliff and you are trapped.

At cliff bottom you see your rope, it is no longer needed. S, W into river. DROP BOAT, boat is full-sized again. ENTER BOAT, PADDLE NORTH, you need the staff for this. PADDLE NORTH, a monster in the river blocks your way to the north. POUR BEER IN WATER, monster becomes drunk and oblivious to your presence. PADDLE NORTH, PADDLE NORTH, PADDLE NORTH, PADDLE NORTH.

Reached island in middle of lake, see pagan idol. GIVE BOOK, you get a key in return. S, PADDLE SOUTH, PADDLE SOUTH, PADDLE WEST to western shore of river, trail leads west into mountain but is blocked by a boulder. BREAK BOULDER WITH TUNING FORK, W, W, GET HELMET, E, S to chamber with locked door to south. UNLOCK DOOR with key. DROP KEY, DROP TUNING FORK.

S into chamber with plaque. READ PLAQUE, take note of warning. To south is a simple maze. Within the maze is a longbow and a scroll. Wander about until you have both. To exit keep going east, if the way is blocked go west once or twice then continue east. READ SCROLL, it contains two spell words, don't say either of them yet, in fact the first is dangerous and must not be used.

From the plaque chamber, N, N, E, E, ENTER BOAT, PADDLE NORTH, PADDLE NORTH, PADDLE WEST to above dark spot in water of lake. D, must have helmet, in underwater cave with large ferocious lizard. SAY MAHDEN, must have scroll, arrow appears. GET ARROW, SHOOT LIZARD, S to sword chamber.

GET SWORD, N, U, PADDLE EAST, PADDLE SOUTH, PADDLE SOUTH, PADDLE WEST, W through tunnel again. S, DROP BOW, S, W into proper sword chamber. See altar with impression of a sword. PUT SWORD ON ALTAR, You are transported to the location north of where you found the amulet. S, S, E, S, GET HONEY. You will soon get a hunger message if you have not done so already. EAT HONEY, W, W, S, S, E, E, N, N.

You are back in the tavern, having successfully fulfilled your quest and restored MYRAGLYM to her rightful resting place. Your name will be proclaimed through out the land for this deed, and these men shall serve to bear witness for your heroism and bravery.

SCARY TALES

Solution by Phill Ramsay, played on the Amstrad

You play Jack, a young innocent who wants to find out what the world is really like. The game gives a new insight into many fairy tales - like... what Snow White actually got up to with the seven dwarfs... The game is quite funny in places and not very difficult to solve. My solution only scores 97%, other adventurers might care to track down the missing 3%.

Get knife - get bread - N, Up - open wardrobe - get slipper - exam mattress - cut mattress with knife - get key - Down - unlock door - N - get spade - E - dig - get coin - drop knife - drop key - drop spade - W, N, N, N - give coin to salesman - get bag - N - give bread to minstrel - E, E, E - exam tuffet - get bucket - N, E, E - move blanket - W, W, N, W, W, W, N - push Faggy - S, E, E, E, S, E, E, W, W, N, N, Up - get brassier - Down, S, W, N, N, E - get cake - W, S, S, W, N - fill bucket with water - E, S, E, S, S, W, W, W, S, S, S, S, E - plant beans - water shoot - Up, Up, N, N - enter hole - exam feet - tie laces together - E - get egg - W, W, S, S, Down, Down, W, N, N, N, N, W, W, W - give cake to granny - give egg to granny - get wig - E, E, E, E, E, N, N, W, N, N, N - wear wig - wear brassier - N, Up - get chocolates - Down, S, S, S, E, S, S, W, W, W - drink potion - N, N, N - kiss princess - give chocolates to princess.

H-E-E-E-L-P!

Solutions, Playing Guides or Hints are desperately needed for the following:

Knightmare by Mindscape : Academy-Tau Ceti II (Strategy) by CRL
and any Maps for Abandoned Places.

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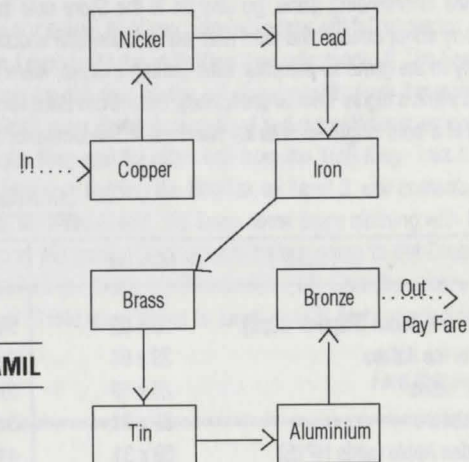
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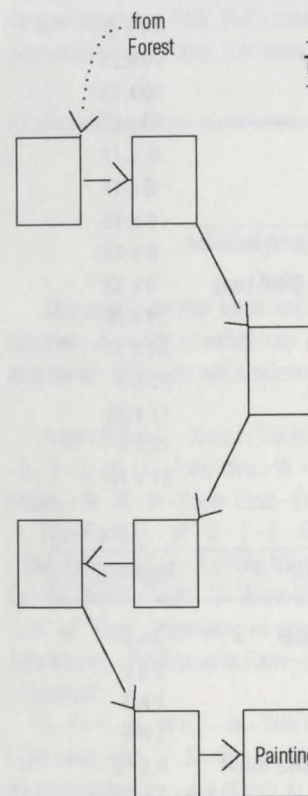
KINGDOM OF HAMIL

Mazes and routes by Joan Dunn, played on the Spectrum +3

Go ... E, N, E, S, SW, S, E, N, E
Collect a coin at each location.
Visit each location once only.

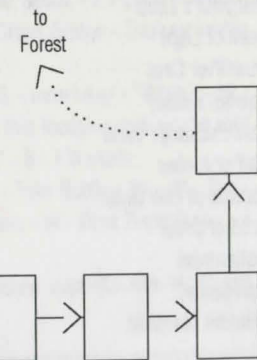


THE MAZE OF HAMIL



From the Forest
W, E, SE, SW, W, SE, E
- PAINTING -
NE, SE, SE, E, E, E, N, W.

THE CORNFIELD MAZE



ALTERNATE REALITY PART 11: The Dungeon

Tips, guidance and locations by Ron Rainbird, played on the Atari 800XL (Disk drive)

When commencing game, go straight to the Store near the entrance and buy the best weapon you can afford. Worry about armour and food later when successful encounters provide you with money. Get the Map Stone as early in the game as possible. After joining a Guild, learn the Conjure Food and Conjure Key spells first. When you attain a higher level of proficiency, learn Cold Blast for swift demolition of your opponents, provided they are not of a 'cold' origin such as Ice Warriors. If 'The Devourer' comes after you, stop carrying so many items.

LOCATIONS

LEVEL 1		LEVEL 2	
	Map Ref		Map Ref
Treasure Room (Page of Cups)	55 x 62	Ferryman	14 x 28
Razor Ice Katana	23 x 61	1st Undead Knight	10 x 21
Map Stone	28 x 59	2nd Undead Knight	10 x 19
Whetstone	62 x 31	3rd Undead Knight	10 x 17
Golden Apple (adds HP15)	59 x 31	4th Undead knight	8 x 17
Silver Key from Master Thief	In area NW	5th Undead Knight	6 x 17
Guild of Law	48 x 62	6th Undead Knight	6 x 15
Potion of Restoration	38 x 45	7th Undead Knight	6 x 13
Blue Pearl Dagger	25 x 48	Undead King's Palace (Staff part)	5 x 13
First City Bank Vault	7 x 30	Clothes Horse	24 x 26
Palace Prison (holding Prisoner)	36 x 59	Dwarven Smithy	24 x 15
Room with 4 Doors	33 x 16	Paladin's Guild	26 x 3
Acrinimil's Tomb	36 x 26	Healing Fountain	17 x 25
Troll King	6 x 56	Mercenaries Guild	12 x 9
Goblin King	49 x 2	Stairs to Level 3	21 x 16
Blue Violet Quartz Rod	15 x 3		
Sword of the Adept	23 x 3		
Guild of Order	49 x 58	LEVEL 3	
Winged Sandals	45 x 44		Map Ref
Morgana's Tiara	45 x 47	Vial (for hardening hands)	3 x 9
Helm of Light	45 x 41	Gargoyle	5 x 2
Truesilver Coat	38 x 42	Dragon	1 x 3
Saurian Brandy	8 x 9	Exit from Dragon's Lair	1 x 6
Gold Exchange Vault	61 x 2	Gauntlet leading to Death's Door	8 x 10
Staff of Amber	36 x 11	Healing Fountain	2 x 15
Wizards of Law Guild	50 x 62	Stairs up to 2nd Level	0 x 7
Guild of Order	50 x 58		
Enchantress	3 x 45		
'The Retreat'	60 x 55		
Fountain of Health	10 x 4		

There are many more locations; this is NOT a comprehensive list as I fear too much information could spoil the thrill of the chase! However, here are answers to SOME of the problems with which you are faced during your search for Revelation.

- (1) The Whetstone is needed to repair weapons and armour during their use, otherwise they will fall to pieces.
- (2) The Silver Key is needed to release the Prisoner on Level 1. (3) Avoid finding the Lodestone! (4) The Secret of the 3 Doors: Enter middle door, then go twice through the 1st door on the left. Finally go through the middle door twice. (5) Return the three portions of Acrinimil's Staff to get Portal Access Card and extra Wisdom points.
- (6) Visit the Oracle daily. (7) Get half of Ring from Goblin King and the other half from the Troll King. Take it to Dwarven Smithy for repair, then take it to the Oracle. (8) Before fighting the Basilisk on Level 3, use contents of Vial and fight with bare hands. Make sure you have the Mirrored Shield. (9) Swap some fancy clothing with the Clothes Horse in order to get the Mirrored Shield. Leave Morgana's Tiara outside before going to the Clothes Horse. (10) Answers to Gargoyle's Questions: (a) Shipwreck (b) Oracle (c) Bloodstone. (11) Give Bloodstone to Dragon for part of Staff. (12) Essential to have Mirrored Shield when going to Level 4. (13) Ferryman requires payment in Copper only, 2 or more.

Fare thee well!

MALICE IN BLUNDERLAND

Solution provided by Tony Collins, played on the Spectrum 48k

This is a route that visits only essential locations. There are other deeds to perform and other places to discover. A variety of words may be used - this solution adopts just one form of the words available to the adventurer. This route will produce a 100% score by the quickest means. There are other routes.

Palace Gates: D - Answer Telephone - S - Take Keys - Examine Keys - E - Take Powder - N - N - Take Stone - E - E - S - D - S - Take Web - W - N - U - Take Casket - D - S - W - Sprinkle Powder - W - D - S - S - S - Take Shovel - N - N - N - Raise Slab - Enter Cave.

Take Football - W - U - E - E - E - S - W - Take Cage - S - Take Camera - Take Film - Put Film In Camera - S - Take Photo - E - D - E - Take Sleeping Monster - W - W - Remove Rubble - W - U - E - E - N - N - N - W - W - Sprinkle Powder - W - D - Enter Cave. Drop Sleeping Monster - W - Lower Slab - U - E - E - E - N - U - N - "Life" or "Time" (depending on which riddle is being currently displayed) - E - Take Seeds - E - Drop Powder - Take Mouse - Put Mouse In Cage - S - S - Take Lamp - S - Toss Seeds - "Look" - Cross Bridge - Destroy Bridge - "Football".

E - E - E - N - N - N - N - Take Hick - N - W - Drop Shovel - Take Flintstone - S - Insert Key - "White" - W - Light Lamp - S - E - S - W - S - E - "Chance" - N - E (you must keep returning to this location until you're told the moon has risen - one chance in ten!) - Rub Stone - Catch Moonbeam - "Casket" - S - Kill Harfa.

S - Take Pot - D - W - W - Put Hick In Pot - Release Mouse - S - Drop Keys - Take Bottle - W - W - Drop Seeds - Take Teardrop - Put Teardrop In Bottle - E - E - N - E - E - S - Take Therethere - W - Give Therethere.

By following this route you avoid an untimely death but be aware there are sufficient opportunities for you to "die" should you falter during your journey.

SILVERWOLF

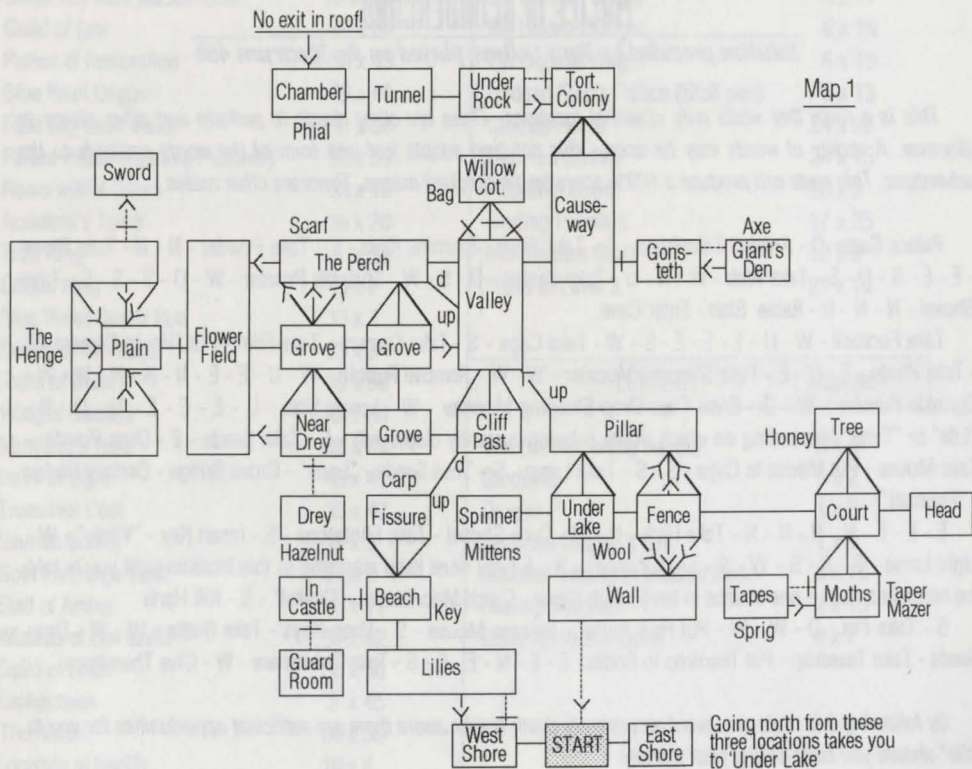
Map and solution by Terry Brawls, played on the Spectrum 48k

Part 1: The Quest For The Sword

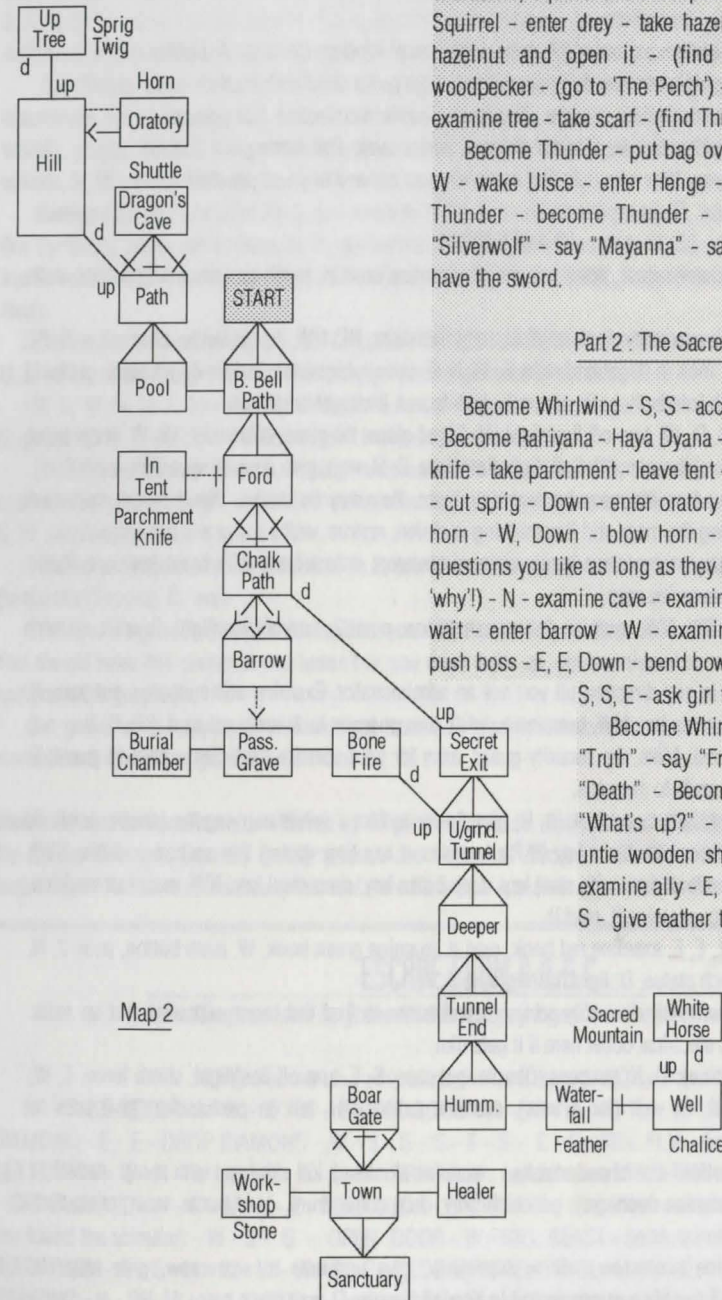
Become Uisce - W - examine bulrushes - turn into frog - W - jump onto lilies - turn into dragonfly - fly N - examine castle - turn into sand fairy - enter castle - take spear - fight soldiers - take pipes - play pipes - leave castle - examine moat - take key - N.

Become Thunder - take dagger - N - cut wool - W - give wool to spinner - give dagger to spinner - E, E - bend bars - E, N - examine tree - examine hive - wear mittens - open door - remove mittens and drop them - S, S - examine hearth - light taper - examine niche - take mazer - light taper - examine niche - enter passage - take sprig - open pods - put seeds in mazer - put honey in mazer - E, N, E - give mazer to head - W, W, N - rub pillar moonwise - drop all - climb chimney - S, Down - take carp - examine carp - say "Give me key" - carry Uisce - Up, N, W - ring bells - follow man - S, E - unlock gate - E - throw giant into lake - enter cottage - take axe - cut open carp - wear ring - leave cottage - W, N.

Become Uisce - turn into Thunder - push boulder - turn into tortoise - enter hole - W, W - take phial - E, E, E - examine phial - say "Follow me" - S, W, N - offer phial to man - give bag to Thunder - S, S, W - (now entering



Map 1



Map 2

the four 'grove' locations which feature two randomly placed characters, Squirrel and Woodpecker. Find Squirrel - turn into Squirrel - enter drey - take hazelnut - leave drey - examine hazelnut and open it - (find Woodpecker) - turn into woodpecker - (go to The Perch) - examine tree - peck bark - examine tree - take scarf - (find Thunder and give her the scarf)

Become Thunder - put bag over mouth - carry Uisce - W, W - wake Uisce - enter Henge - Become Uisce - Turn into Thunder - become Thunder - rub ring with scarf - say "Silverwolf" - say "Mayanna" - say "Petra Stone"... you now have the sword.

Part 2: The Sacred Mountain

Become Whirlwind - S, S - accept challenge - strike helmet - Become Rahiyana - Haya Dyana - bend bow - enter tent - take knife - take parchment - leave tent - N, W, N, Up, Up - take nest - cut sprig - Down - enter oratory - light candles - look - take horn - W, Down - blow horn - (Ask the dragon any three questions you like as long as they begin with 'who', 'where' and 'why!') - N - examine cave - examine shuttle - S, S, E, S, S, S, S, S - wait - enter barrow - W - examine queen - examine boss - push boss - E, E, Down - bend bow - whistle for Whirlwind - S, S, S, E - ask girl for feather - W.

Become Whirlwind - W - enter gate - say "Truth" - say "Friends" - follow horse - say "Death" - Become Rahiyana - S, W - say "What's up?" - give boy golden shuttle - untie wooden shuttle - tie golden shuttle - examine ally - E, E - give stone to healer - W, S - give feather to clerk - give parchment to clerk - N, N, E, E, E - examine waterfall - E - take chalice - chant Paean of Thame - dip mistletoe into well - fill chalice - climb mountain - give chalice to Petra... Silverwolf is reborn!

Note: No score is given for either part.

A DUDLEY DILEMMA

Solution by Sue, played on the ST

Winner of the second AGT Adventure Game Writing Contest, A Dudley Dilemma begins when you find yourself in a large room lined with bookshelves, not having a clue where you are. You have a vague recollection that you are a student at Dudley House, Harvard College, and a sense that some great task is expected of you. Your aim is to find out where you are and why you are there.

IN A BEDROOM...

Finding a Light: W, N, examine door, open sesame, N, examine curtain, touch curtain, get flashlight, datta, get flashlight.

The Initial Locations: S, S, examine calendar, W, U, light flashlight, NE, NW, U, get bottle, examine it, D, SE, SW, D, E, E, N, open dresser, look in it, get umbrella, S, W, N, E, open refrigerator, look in it, get soup, get knife, W, turn off flashlight, W, climb into bath, open umbrella, turn faucet, look, get brass key.

E, E, N, E, light flashlight, D, W, turn off flashlight, N, E, get glass, fill glass with water, W, W, water plant, look, get flower, E, E, fill glass with water, W, S, E, light flashlight, D, D, wait, give soup to silverfish, wait, S.

The Steam Tunnels: If you map the maze by dropping items, they may be stolen. You can get them back later or save just before entering the maze and if something is stolen, restore, wait a move and try again.

U, D, SW, W (you'll find any stolen items here), examine skeleton, unlock hand with brass key, open hand, look in it, get map, read map, examine map.

Getting an ID Card: E, D, SW, NW, examine door, push button, push 2, turn off flashlight, S, wait, examine woman, ignore woman.

S, W, get iron key. Move in any direction till you see an administrator. Examine administrator, cut tape, N, unlock gate with iron key, drop iron key, NW, examine sundial, turn gnomon to 8, look, get card, SE, N, N.

The Alumnus: Try to go east. Mike, the security guard, asks for your identity card. Show card to guard, E, examine alumnus, listen, give knife to alumnus.

The Washroom: W, S, push button, push 4, W, N, give flower to Mrs J (while carrying the identity card), S, SW, examine desk, unlock drawer with brass key (if Paul arrives at any time during this section... leave, SW), look in drawer, get coin. NE, unlock door with steel key, drop brass key, drop steel key, NW, examine machine, put coin in slot, get conundrum, examine it, read it.

The Library and Statue: SE, E, E, examine red book, read it, examine green book, W, push button, push 2, N, examine statue, read base, touch statue, D, light flashlight, look, N.

The Circular Room: You will exit randomly so use save/restore to find the room with east and up exits. Recharge your flashlight at the electrical outlet here if it gets dim.

Getting a Pass and the Subway: U, N, get pass, Charlie, get pass, S, E, turn off flashlight, climb fence, E, W, S, S, E, get zero, W, N, N, E, D, wait (for a train), examine panhandler, talk to panhandler, give pass to panhandler.

MIT: U, N. (Keep going north. If a skinhead attacks... examine skinhead, kill skinhead with zero). At MIT... NW, get pass, push button, examine doohickey, get doohickey, drop conundrum, open bottle, wear lotion, turn knob to 2.

The Scarecrow: N, examine scarecrow, talk to scarecrow, give umbrella to scarecrow, give water to scarecrow, turn knob to 1, SE, E (as often as necessary) to Kendall Square, D, wait (for a train), U, W.

Getting a Study Card (Part 1): S, SE, get paper, examine it, turn knob to 1, SE, E (as often as necessary) to Kendall Square, D, wait, U, W, N, drop bottle, N, push button, push 4, W, SE, talk to John, E, push button, push 2, S, S, W (move to find the administrator), examine administrator, get study card, give steak to administrator. S, wait (until a queer old Dean arrives), examine Dean, talk to Dean, give study card to Dean, inventory.

The Hedge Maze: Turn knob to 4, NE, enter, N, NW, N, SW, whistle, W, stomp, N, whistle, SW, get macmouse, whistle, stomp, NE, S, E, whistle, NE, S, stomp, SE, whistle, S, E, N, stomp, whistle, N, NW, W, SW, whistle, stomp, W, NW, NW, whistle, NE, E, stomp, E, whistle, NE, N, get sheepskin, whistle, stomp, S, SW, W, whistle, N, W, stomp, NE, whistle, E, NW, exit.

Getting a Study Card (Part 2): S, turn knob to 1, SE, E (to Kendall Square), D, wait (for a train), U, W, S, wait (for the Dean), show card to Dean, N, N, get feather, N, push button, push 4, W, SE, show study card to John, dip feather into ink, give feather to John, E, push button, push 2, S, S, SW, S, get into line, wait (until your card is filed).

Getting Brass Tacks: Drop map, E, N, N, N, D, light flashlight, N, find the room with the west and up exits), U, E, talk to students, give corn to students, get tassel, get nose plug, wear it.

W, D, W, W, U, E, turn flashlight off, climb fence, drop all, swim, D, get tracks (repeat until you get them), U, S, get all, E, W, S, wait (for the Dean), give tracks to Dean, inventory.

The Missing Library Book: S, D, plug macmouse into computer, click mouse (several times), U, N, N, N, N, push button, push 4, E, get <whichever colour> book, borrow <whichever colour> book, W, push button, push 2, S, W, put book in slot.

Finding a Mortarboard: Turn knob to 3, E, examine workman, give tacks to workman, turn knob to 1, SE, E (to Kendall Square), D, wait.

The Final Stages: Somewhere during this, you will awaken in your bedroom with your alarm clock going off. You should have 161 points, if you haven't or you don't wake up, you've missed something. It's Graduation Day and you must get ready.

Get gown, wear it, get mortarboard, get tassel, E, wash mortarboard, attach tassel to mortarboard, wear mortarboard, inventory, get sheepskin, read it...

Universitas Harvardiana... *Whereas by diligent study and a distinguished display of skill, you have survived the Dudley Dilemma, you are hereby granted the degree of Master of Games and all the rights and honors pertaining to that rank. In testimony whereof the official seal has been appended to these letters on this day.*

ESCAPE FROM A.R.G.C.

Solution provided by John R. Barnsley, played on the Amstrad PCW

NOTE: You are on a strict time limit and there is NO save facility!

N - TAKE KEYS - N - W - W - S - E - GET SCIMITAR - W - N - N - N - E - N - GET KNIFE - W - GET DIAMOND - E - E - DROP DIAMOND - W - S - S - S - E - S - E - E - KILL FLY - (with knife) - DROP KNIFE - GET FLY - W - W - N - W - N - N - N - E - N - DROP FLY - (spider takes it) - S - W - S - S - S - E - E - E - N - GET EMERALD - N - N - W - N - E - READ BOOK - SAY XSAXS - (Sapphire materialises in the Temple where you found the scimitar) - W - S - S - OPEN DOOR - W - KILL BEAST - (with scimitar) - GET RUBY - E - S - READ POEM - E - S - W - W - W - W - S - E - GET SAPPHIRE - W - N - N - N - E - N - E - DROP KEYS - GET DIAMOND - N - W - W - SAY THROG... and you arrive in your Homeland safe from harm.

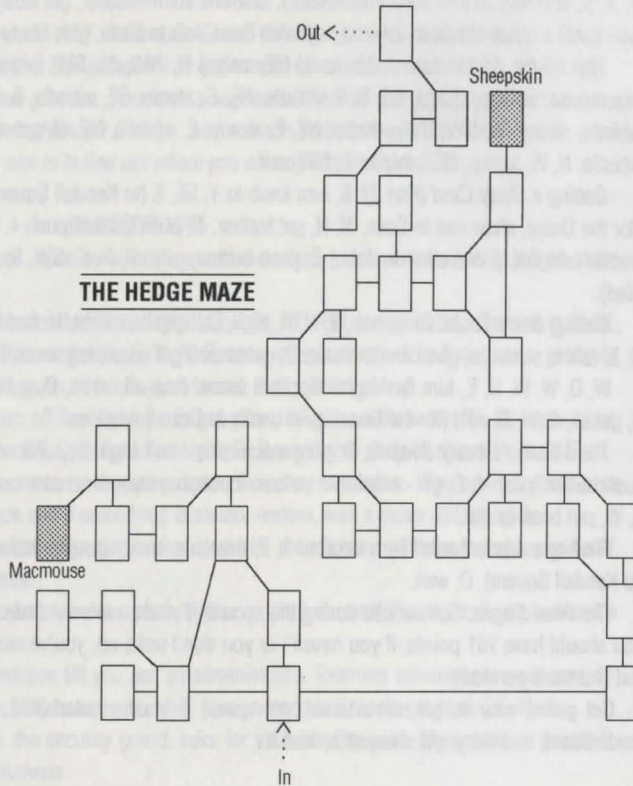
A DUDLEY DILEMMA

Mazes and routes by Sue, played on the ST

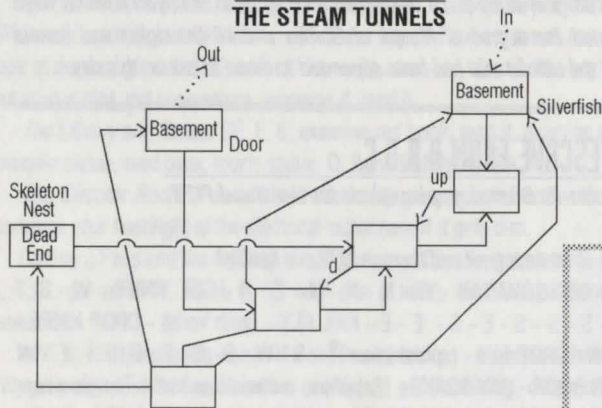
Remembering what you read in the Hedge Hunter's Guide and the map...

Enter (the ram is close behind you), N, NW, N, SW, Whistle, W, Stomp, N, Whistle, SW (you find a Macmouse), Get Macmouse, Whistle, Stomp, NE, S, E, Whistle, NE, S, Stomp, SE, Whistle, S, E, N, Stomp, Whistle, N, NW, W, SW, Whistle, Stomp, W, NW, NW, Whistle, NE, E, Stomp, E, Whistle, NE, N (you find a bit of sheepskin), Get sheepskin, Whistle, Stomp, S, SW, W, Whistle, N, W, Stomp, NE, Whistle, E, NW, Exit. (Phew!)

THE HEDGE MAZE



THE STEAM TUNNELS



From the Basement, get past the Silverfish then go...

S, Up, Down, SW, W (Dead End) - do what you have to here - then go E, Down, SW, NW to another Basement with a door.

You can map the Steam Tunnels with the usual 'drop' method. A rat may steal items you drop, so save after each successful drop and restore if something is stolen.

You may find yourself dumped back into the Steam Tunnels later in the game. It is easiest to restore if this happens. But if you'd rather trudge back, go Up, Down, SW, NW to return to the Lift.

SPELLCASTING 201: The Sorcerer's Appliance

Solution by Sue, played on the PC

In the second of the Spellcasting series from Legend, you once again play young Ernie Eaglebeak. This time his aim in the game is to join a fraternity, Hu Delta Phart (HDP) and in order to do this he has to complete several initiation tasks. Luckily an assignment by Otto Tickingclock, President of Sorcerer U, to investigate the Sorcerer's Appliance, helps him with his pledges, despite the fact that HDP's Pledgemaster, Chris Cowpatty, is doing his darndest to stop Ernie getting into the frat. There is another, more sinister, plot afoot too and Ernie will soon find himself enmeshed in it, up to his scrawny neck.

Like its predecessor, S201 is a very amusing game and not difficult. There are spells galore to find and cast and hints are hidden in the text. Though you don't have to read the newspapers or attend the lectures each day, you'll be hard pressed to complete the game without doing so. It's also worth replaying each 'day' several times to watch your fellow pledges trying to carry out their tasks with varying degrees of success.

Preface: Calm Before the Storm

(You start in a simulation; your task is to fill the mage's tub in two hours) - get spellbook - read it - PRENT banana (it comes to life and dashes off with the bucket) - get slicer - slice banana (lots of bucket-toting bananas) - U (Yard; a package is delivered) - open package - read notice - examine FOY box (create daiquiri) - open it - D - wait (until tub is almost full) - FOY bananas - wait (until mage returns and simulation ends).

Stand up (messenger nymph tells you about the letter in your frat house) - read sign (to know when the different simulations are) - W - W - NE - (Yakbladder Quad; a blueprint blows past) - get blueprint - examine it (of the sewage system) - NW - SW (HDP Frat House) - U (Your Room) - listen to duct (to hear Cowpatty's plans) - get envelope - examine it - open it - read it (see Otto at 9pm) - D - examine case - open it - get box and sextant - NE - examine box (PISEKS; spell of maturation) - open it - examine sextant (exudes an aura of mystery).

SE - SW - W - D (Locker Room) - get bag - open it - put all in it - U - E - S - SW - wait until 9:00 - open door - NW (President's House) - wait (while Otto tells you about your 'task' with the Appliance and leaves) - get key and box - examine box (DEPLUMIT; spell of descending) - open it - examine sextant (now you recognise it as the Sextant of Spittul) - SE - E - N - NE - NW - SW - U - put key in bag - drop all - sleep.

Chapter One: Statue of Limitations

(Dragged from your room by your fratmates, you're taken to the Initiation Room) - wait (to learn your first task; sticking the moustache on the statue) - wait (you're alone) - U - U - get bag - D - NE - get paper - read it - read editorial - read news - read arts - read sports - SE - W - S (Cafeteria) - get casserole - N - E - N - D (Anteroom) - read sign - unlock door with ancient key - open door - E (Lab; you see the Appliance and its attachments) - attach eggbeater to appliance - attach ratchet to appliance - attach feeder to appliance - attach nozzle to appliance - attach antenna to appliance - attach sextant to appliance (the word 'mineral' appears on its side).

W - U - E (Ivorytower Auditorium) - get spellbook - wait (to attend Spellcasting 201; when asked..) - FRIMP doughnut - wait (until told to close your eyes) - close eyes - BIP - wait (until class ends) - W - D - E. Examine appliance - drop all - press both buttons (appliance opens) - in - examine power dial - turn it to 1 -

examine colored dial - turn it to white - pull lever - out - in - get diamond - out - get all - W - U - S - W - wait (to attend General Magic 201; when class ends...) - E - N - U (Alchemy Lab) - wait (until class starts) - wait (until Hiddenmolar drops a key) - get small key - wait (until class ends and you're given your lump of iron) - D - S - E - N (Janitor's Closet) - get how-to book - examine it (plumbing guide; a coupon falls out) - read it - get coupon - examine it (free tool offer) - examine case - read it - cut glass with diamond - get box - examine it (WOOSH; remove tough oils) - open it.

S - W - N - U - U - U (Spire) - climb statue (you can't; the statue is coated with oil) - WOOSH statue - climb it - stick moustache on statue - D (a bit of the statue breaks loose and you're left dangling) - D - D (Clock Tower; the Sheet Metal Bender of Balmoral is here) - get bender - examine mechanism (of clock; you see a box caught in it) - get box (you can't; it's trapped behind the bonger!) - wait (until clock strikes) - get box (you pull it free) - examine it (FOGWACKA; spell of dehumidification) - open it - wait (until dragged to Initiation Room) - wait (until cellar empties) - U - NE - E - D - E - attach bender to appliance (the word 'vegetable' appears) - W - U - W - SW - U - listen to duct - put all in bag - drop bag - sleep.

Chapter Two: Mascot Free

(Dragged to the Initiation Room again) - wait (to learn you must kidnap the TKB mascot and put it in Otto's bedroom) - wait (they leave).

U - U - get bag - D - NE (you overhear Moldybreadcrust's conversation) - get paper - read editorial - read news - read sports - read arts - SE - S - SE - (Moldybreadcrust's Office) - examine desk - open drawer - get box - examine it (SRINKO; bio-reduction) - open it - NW - N - N - D - E - drop all - press both buttons - in - turn power dial to 2 - examine green dial - turn it to shrub - press right button (until it reads 'evergreen') - pull lever - out - in - get simpleberry bush - out - get all.

W - U - S - W (Donkeydung Hall) - wait (until Ethics 201 finishes) - E - E - U (Music Room) - drop all except notebook - get moodhorn and manual - wait (until class starts; when asked...) - vomp plunger - wait - trib high glupp key - thrub low glupp key - wait - oscilloop lever - wait - frombulate valve - wait - woozle left pedal - wait - introwig slide - extrowig it - wait (until class finishes) - drop moodhorn - get all except moodhorn.

D - W - SW - W - D - N (Stadium; you're excused class) - S - U - E - NE - N - U (class is in session) - put all in bag - wait (until class finishes) - U - get blue bottle - D - S - SW.

Get spellbook - examine casserole (a larva crawls out) - PISEKS larva (to turn it into a firefly) - SW - shake bush (you feel furtive) - D (Mascot Room) - SRINKO mascot - again - again - open blue bottle (remember its ingredients?) - unchain mascot - FRIMP manhole - D (Access Chamber; check the blueprint from the package. If you want you can get the goggles, examine them, turn dial to 109 and wear them to know where you are) - E - SE - press square button - NW - W - FRIMP manhole - U - U - SW - open door - NW - U (President's Quarters) - drop bottle (so mascot stays) - D (mascot stomps through floor; a harness drops through) - get harness (it's the Donkey Harness of Danderville!) - wait (until dragged to Initiation Room) - wait (until they leave).

U - NE - E - D - E - attach harness to appliance (the word 'animal' appears) - W - U - W - SW - U - listen to duct - put all in bag - drop bag - sleep.

Chapter Three: Drench Toast

(Back to the Initiation Room) - wait (to learn you must sabotage TKB's party) - wait (until the others leave) - U - U - listen to duct (Cowpatty has a possible ally; they're meeting in the Pub later) - get bag.

D (you hear Otto is dead; all classes are cancelled) - NE - get paper - read editorial - read news - read sports - read arts - E - D - E - drop all - press both buttons - in - turn power dial to 3 - pull red cord - again - pull green

SynTax

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

Originally produced for the ST, the first issue was in July '89 and an Amiga version, which runs using an emulator in an external drive, is now available. The emulator is provided free with your first disk. The ST and Amiga versions are colour-coded issue by issue. The new PC version, programmed by Graham Cluley, runs in a similar range of colours and includes Bumblebee Red and Cheese and Onion flavour!

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

Finally, what is Brainchild? It's an innovation in adventuring brought to you by High Voltage Software, authors of Cortizone, in association with SynTax, and exclusive to SynTax readers. To find out more, order Issue 15; it's just £3.50 or £20.00 for a year's sub in the UK/Europe (£5.25/£30.00 rest of world by airmail).

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

cord - pull lever - out - in - get squirrel - out - get all.

W - U - U - drop all - get orange bottle - open it - get green shaker - open it - get grey pouch - open it - get brown pouch - open it - put lump in bowl - put orange fluid in bowl - put green powder in bowl - again - put grey flakes in bowl - wait 10 minutes - put brown flakes in bowl - drop all - get copper, bowl, bag and squirrel - D - D - E - give casserole to squirrel (it vomits) - put vomit in bowl.

Drop all - press both buttons - in - turn dial to 2 - turn green dial to moss - press left button (until it reads rockbound) - press left button (until it reads 'moist') - pull lever - out - in - get spatula moss - out - put moss in bowl (to make speed potion).

Get all - get spellbook - W - U - S - S - NE (Hiddenmolar's Office) - unlock drawer with small key - open drawer - read note (he's Cowpatty's ally and they're meeting at 4pm) - SE - E - sit (Enchanted Forest Simulation) - W - N - examine stump - open it (to find a YUHPEE spell box; weakens morals) - open box - N (Shrine; stairs lead down) - D (stairs collapse; you're trapped!) - search coins - open box (to gain KWELP; spell of summoning) - get coins - examine fresco - kwelp it (nymphs rescue you) - S - S - YUHPEE bork - give coins to bork (he starts to count them) - board ship (to end the simulation).

W - N - E - D (Pub) - wait until 4:00 (Cowpatty and Hiddenmolar arrive) - listen - U - W - N - D - E - PISEKS larva - DEPLUMIT (into Access Chamber) - S - NW - push triangular button - SE - SE - NE - SW - SW - S - press round button - SE (Processing Plant) - examine box (UGUGOOWAH; spell of constipation) - open it - S (you swim to the Boat Dock).

E - NE - N - E - U - drop all - get spellbook, moodhorn, bowl and bush - D - W - SW - W - D (bouncers stop you) - shake bush - D - S (Pool Room) - wait until 7:30 - drink potion (and check the songs in the manual in the packaging) - vomp plunger - thrub low glupp key - again - extrowig slide - oscilloop lever - woozle right pedal (they leap into the pool) - wait (to see the cutter) - drop moodhorn - get cutter - N - U - E - NE - E - U - get all - wait (until dragged to Initiation Room) - wait (until they leave) - U - NE - E - D - E - attach cutter to appliance (the word 'genesis' appears) - put all in bag - W - U - W - SW - U - listen to duct - sleep.

Chapter Four: Barmaid in Heaven

(Taken to Initiation Room) - wait (today's task; spike the punch at Barmaid U's party) - wait (until they leave) - U - U - listen to duct - get bag.

D - NE - get paper - read editorial - read news - read sports - read arts - SE - SW - S - SW - open door - NW - U (President's Quarters) - open dresser - get frock - D - SE - E - N - NE - E - D (Pub) - get pellet - examine it - read it (dehydrated rum) - U - W - N - D - E.

Drop all - press both buttons - in - turn power dial to 4 (the wheel, colored dial and knobs will allow you to design your ideal woman. When you've done so...) - pull lever - out (a woman emerges) - get all - woman, follow me (she says her name is Eve) - give frock to Eve (or she won't leave the room) - W - drop bush.

U - W - N (nymph takes your pass) - E - E - E - E - S (Plumbing Supply Shop) - give coupon to proprietor (he gives you a gibbous wrench) - N - N (Wetwhistle Common) - get spellbook - PISEKS sapling - Eve, wait - climb tree (into a Shower Room full of steam and barmaids complaining about the plumbing) - FOGWACKA (to get rid of the steam) - repair shower (the women are grateful and you are given a key) - W - unlock door with dorm room key - open door - W - get invitation - read it (to the party) - E - E - D (the tree) - Eve, follow me - N - wait until 3:00 - give pellet and invitation to Eve - Eve, cross rope - Eve, put pellet in punch - wait (the barmaids get drunk) - S (one drops a garter belt) - get belt (it's the Garter Belt of Gecko!).

NW (Lamda Pigga Kau) - get tablecloth - SE - NE (Melta Loin) - get floss - SW - E (Heftysum hall; Eve wants to make you a new cloak) - give floss and tablecloth to Eve - wait (until she makes the cloak) - get cloak (no

points for this bit but it's fun!) - W.

S - W - W - W - W - S - E - D - E - attach belt to appliance (the words 'identity assumption' appear) - W - U - S - S - E - sit (to enter the City in the Clouds Simulation) - read sign (simulation is incomplete) - wait (until it ends) - W - wait (until taken to Initiation Room) - wait (until they leave) - U - U - listen to duct - get sheet - put all in bag - drop bag - sleep.

Chapter Five: Royal Blush

(In Initiation Room as usual; a missive drops from your cloak) - wait (to learn you must 'moon' the Queen!) - wait (until you're alone) - get missive - read it (Eve has joined Housewife U) - U - U - listen to duct - get all except trophy - D.

NE - get paper - read editorial - read news - read sports - read arts - S - S - S - W (Stadium) - wait (to attend Otto's funeral; when it ends...) - E - NE - N - D - E - drop all - press both buttons - in - turn power dial to 5 (save game and experiment with the controls) - turn left dial to G - turn right dial to 7 (image of cafeteria worker appears on the screen) - pull lever - wait (you now look like him!) - out - get all.

W - U - W - N - W - W - W - W - W - W - N - N (this Shrine looks familiar!) - get spellbook - DEPLUMIT - search coins - examine box (KWELP) - open it - get coins - U - S - W (Tavern; you see Lola Tigerbelly) - show coins to Lola (she takes all of them except one muddy one) - E - E (guard stops you) - give ticket to guard (you enter the Palace Grounds) - wait (until the Queen appears) - moon queen (oops, you're thrown in jail).

Examine sink - open drain (to empty it) - close drain - fill sink with hot water (it's broken) - repair sink - fill sink with hot water - wash coin - examine it (likeness of Queen Libido on one side) - KWELP coin (Queen appears, pardons you and takes you to her Suite where she drops her bubblewand) - get wand (it's the Bubblewand of Blackwand) - W - W - S - E - E - E - E - E - E - S.

E - D - get bush - E - drop all - push both buttons - in - pull lever - wait (you look like the cafeteria worker again) - out - get sheet and small key - W - U - S - SW - N - U - push button (pastry cart arrives) - push cart north (into Trustee Meeting Room) - again (Inner Sanctum; Otto's body is here) - put Otto on cart - cover Otto with sheet - get portrait - push cart south - again - D - S - E - NE (Hiddenmolar's Office) - unlock drawer with small key - open drawer - get whistle - examine it - read it (for summoning hellhounds - very suspicious! NB if you do this at the wrong time, the whistle won't be there, but it isn't essential to find it) - SW - N - N - D - E.

Attach wand to appliance (the word 'necromancy' appears) - drop all - press both buttons (Hiddenmolar and Cowpatty arrive) - wait (to discover Hiddenmolar is really Joey and to learn his plans. When they leave and Joey takes the bubblewand...) - get all - in - pull lever - wait (to look like Mouldybreadcrust) - out - PISEKS larva - DEPLUMIT - UGUGOOWAH (to seize up the sewage system) - SE - S - FRIMP manhole - U - U - W - SW - N - U - N (Trustee Meeting Room) - wait (until Joey arrives in his disguise) - shake bush - get wand - S - D - S - NE - E - D - DEPLUMIT - N - NW - FRIMP manhole - U - attach wand to appliance - drop all - press both buttons - get portrait and spellbook - in - turn power dial to 6 - KWELP portrait (Otto's body appears) - pull lever - out...

Otto emerges from the Appliance, looking as confused as ever. Quickly you fill him in on recent events. He casts a teleportation spell and you both arrive in the Trustee Meeting Room where Otto reveals Joey's true identity and plans, but it's too late - Joey already has the Orb! But he's caught in mid-gloat, holding the Orb, when the UGUGOOWAH spell wears off and a geyser of sewage explodes just where he's standing. He drops the Orb and Otto catches it! But Joey escapes in the panic.

Later, you are inducted as a full member of HDP and Chris Cowpatty is suspended for violation of the initiation code. Is this the last we've seen of Joey? Wait for Spellcasting 301 to find out!

CONQUESTS OF CAMELOT: Part 3

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

Once past the Riddle Stones, go up to Glastonbury Tor and find the Well, North of the base of the Tor. In that area you will soon meet the Mad Monk. Get close to him without touching and ask him about the Grail. This will send him into a frenzy and he will run away. Follow him until he stops to attack you. Draw your Sword when he will cast a Spell to produce two holograms of himself. By keeping your eye on his movements as he casts the spell, not allowing your attention to be diverted by the holograms, thwack him mightily with your sword until he dies. (It is a version of the pea under the shell trick). Go North and find the Altar, then "talk to Old Ones". Put five Silver coins on Altar to get a key. Go back to the Well, unlock and open the lid, then search the Well. Taking what you find, go back to the Ice Lake at Otley Moor and cross to the Ice Palace by using the Heart. Each time the Heart turns from Gold to Purple it means the ice is treacherous, so step back and proceed to firmer ground. There should be four sections to the Ice Maze; for the first, head North, the next two are Westwards and the final screen by going up should take you into the Ice Palace. Give the Crystal Heart to the Ice Queen. However, she will not release Lancelot until you undergo the Test of the Flowers. The beginning of each answer is as follows:

FLOWER SENTENCE

- ANEMONE = Withered Hopes. If a dream is abandoned...
CHRYSANTHEMUM (White) = Truth. Wise are they who seek it...
DAFFODIL = Death. It alleviates all pains...
LILY (Yellow) = Falsehood. It can be sweet on the tongue...
SUNFLOWER = Haughtiness. Oh, it is splendid...
ALMOND BLOSSOM = Hope. When light is dim...
BUTTERCUP = Childhood. Surrounded by giants...
CORNFLOWER = Celibacy. Known to the priest...
FORGET-ME-NOT = True Love. For its sweet sake...
POPPY (Red) = Consolation. In time of grief...

When successful, Lancelot is released and you are magically transported to firm land. Travel to Southampton Docks. Providing you haven't overspent in the course of your travels, see the Harbourmaster to arrange a passage. Ask him about fares and Ports of Destination. You should then be on your way to the Middle East.

(to be continued)

LABARINTH

Solution by Phill Ramsay, played on the Amstrad GPC

E - Exam Pond - Look - Get Fairy - Dig Ground - Look - Get Key - W - Unlck Gate - Open Gate - N, N, W - Exam Moss - Talk to Moss - Get Gloworm - E, E, E - Exam Wall - Go Wall - E - Get Knife - W, W - Open Door - N, E, N - Get String - W, W, N, E - Get Basil - Exam Steel Door - Exam Wooden Door - Knock With Big Knocker - E, S, E - Get Wad - Wear Wad - W, N, N, E - Get Banana - N, W - Jump on Rocks - W, W, W - Exam Creatures - Get Head - N - Go Rope - E, E, N, N - Exam Gates (N, N), N, N, E, Up - Drop Basil - Get Potion - Down, W, S, W - Drink Potion - Jump Across Chasm - N - Go Castle - Exam Throne - Sit on Throne - Say Eggs.



SynTax Public Domain 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 or Postal Orders should be made payable to Sue Medley, 9 Warwick Road, Sidcup, Kent, DA14 6LJ. If ordering PC disks, remember to specify disk size required. ST disks which will run on the Amiga using the emulator on disk PD 182 are marked (AM+Em). PC disks which will run on the ST using an emulator are marked (ST+Em). Double-sided ST disks are marked D/S.

ST Disks

STAC Games - text/graphics unless stated.

- PD 4: STAC demo plus The Case of the Mixed-up Shymer
- PD 6: Wizard's Tower V1.65
- PD 7: Invasion
- PD 8: The Payoff
- PD 34: Assassin
- PD 89: Snatch and Crunch - "adult", text
- PD 90: The Elven Crystals by The Fink
- PD 92: Tomb of Death - text
- PD 94: Treasure of the New Kingdom
- PD 130: The Grimoire - updated vers.
- PD 149: The Search - educational
- PD 161: Isthorn - text + spot graphic
- PD 165: Public Investigations
- PD 175: Trials and Tribulations of an Apprentice Wizard
- PD 247: Don't Bank on it
- PD 250: Eagle Star, D/S
- PD 259: Elven Crystals II
- PD 277: Dr Wot & Grime-Lords, D/S
- PD 317: A Night on the Town

EAMON Adventures, text-only, not STE.

- PD 16: EAMON plus Deathstar and Quest for the Holy Grail
- PD 17: EAMON + Zypur, Devil's Tomb
- PD 18: The Crypt Crasher
- AGT Adventures, text-only
- PD 38: The Adventure Game Toolkit
- PD 39: AGT Source Code 1 - 10 AGT adventures. Requires AGT disk
- PD 245: AGTBIG - write larger games
- PD 41: A Dudley Dilemma
- PD 42: Tark
- PD 50: Love's Fiery Rapture
- PD 63: Der Ring Des Nibelungen
- PD 64: Star Portal - D/S
- PD 65: Susan - adult only
- PD 66: Tamoret - D/S
- PD 67: Pork - Zork spoof
- PD 68: Son of Stagefright
- PD 69: Easter Egg Hunt
- PD 70: Fast Lane
- PD 71: House of the O's
- PD 72: Pork II

- PD 73: Pyramid of Muna
- PD 74: Quest for the Holy Grail
- PD 75: Sir Ramic Hobbs
- PD 76: The Battle of Philip
- PD 77: The Pilot
- PD 146: Dragon Slayer - adult
- PD 161: Mold 1
- PD 183: Disenchanted
- PD 184: Mystery of Old St Joseph
- PD 212: Lasar
- PD 213: Andkara
- PD 214: Escape from the ELI
- PD 216: Weekend Survival
- PD 218: Magic Mansion
- PD 221: NMR2
- PD 223: Pyramid
- PD 225: Storms
- PD 227: Two Ways
- PD 231: Orientation / Van Pelt Library
- PD 233: NMR
- PD 235: Whatever We Decide to Call this Game
- PD 257: Around the World in Eighty Days
- PD 260: Lady in Green
- PD 261: Deena of Kolini, Lottery Adult
- PD 262: Betty Carlson's Big Date and Christian Text Adventure
- PD 266: Crusade
- PD 269: Elf's Adventure
- PD 308: Ghost Town
- PD 314: Castle of the Alchemists - D/S
- PD 318: Colossal Cave (D. Malmberg's version) - D/S
- PD 319: Apprentice, The Testing of a Magical Novice - D/S
- PD 321: Colossal Cave (D. Gasior's version) - D/S
- PD 323: Escape from Prison Island - D/S
- PD 325: Sanity Clause - D/S
- PD 332: Fleece Quest - D/S
- PD 333: Hotel Notelli - D/S
- PD 335: The Rescue of the Fair Princess Priscilla - D/S
- PD 337: Deadly Labyrinth - D/S
- PD 339: Library - D/S
- PD 341: The Lost Stone Mansion - D/S
- PD 343: Sherwood - D/S
- PD 346: The Spelunker's Tremendous

- Cave Adventure - D/S
- PD 348: Tales of Tavisa - D/S
- PD 350: The Tomb of the Ancient Pharaohs - D/S

STAWS.

- PD 188: ST Adventure Writing System. Includes about 9 sample games

TADS.

- PD 177: Text Adventure Development System. Includes the game Ditch Day Drifter. Needs 1 meg
- PD 178: Deep Space Drifter - written with TADS. Needs 1 meg

Miscellaneous Adventure, text-only unless stated otherwise.

- PD 9: Colossal Cave, Once a King (2 vers.) and City out of Bounds
- PD 10: Enchanted Realm, Sherlock and Beyond the Tesseract
- PD 15: AdvSys/AdvInt adventure writing system + Starship Columbus Not STE.
- PD 19: Asylum
- PD 20: Crowley's House, Prisoner of the Dark Pearl, Dobbyworld, Not STE.
- PD 23: System 5 and Paranoia. Not STE.
- PD 40: Darkness is Forever. Text-only in medium res, a few graphics in high res
- PD 46: Treasure Hunt Jersey - mouse-controlled graphic game
- PD 79: Article on writing adventures with GFA Basic + 3 low-res adventures- Dungeon (maze-type), Magik (text), Moonstone (text) Mercy Mission (text)
- PD 80: Under Berkwood - arc/adv, editor
- PD 126: World
- PD 164: Grampa Howard Mysteries (text, multiple-choice), Naarjek Data Systems
- PD 185: Hassle Court Adventure
- PD 189: Escape!
- PD 246: Sleuth - Cleudo-type whodunnit
- STOS games.
- PD 91: Time Switch - text/graph. D/S
- PD 93: Treasure Search. Source code. Great effects, good for kids. D/S
- PD 139: Daze Aster. D/S
- CAT - "C" Adventure Toolkit
- PD 248: CAT. Shareware, D/S, ST and PC versions, needs C compiler

PD 249: Awe-chasm, adult, D/S.

PD 356: Everyday Adventure

RPGs.

PD 5: Hack! v1.03. Ramdisk, D/S

PD 25: Larn v1.00

PD 37: DDST

PD 78: HASCS - MONO German RPG

with mono emulator, D/S

PD 127: Nethack v2.3.1 MEG, D/S

PD 147: Hero II - RPG/arcade adv, demo,
1 MEG, D/S

PD 258: Mystic Well. DM-style game.

Shareware version, so no save routine

PD 311: Bloody Blade. A text RPG!

PD 312: Dark Castle - part RPG, part
'board' game for up to four players.

John R. Barnsley's 16-bit Adventure Help disks - text solutions. (AM+Em)

PD 1: Disk 1; PD 2: Disk 2;

PD 3: Disk 3; PD 29: Disk 4; PD 58:

Disk 5; PD 125: Disk 6; PD 148: Disk 7;

PD 186: Disk 8; PD 256: Disk 9;

PD 313: Disk 10

Other Solution Disks.

PD 240: TBE Solutions Disk 1.

PD 271: The Blag sol. and maps, D/S.

John's Map Disks, all D/S. Slideshow and printer option. (AM+Em)

PD 124: Larry 1,2 and 3 & Gold Rush

PD 142: Indiana Jones, Police Quest 1,
Space Quest III

PD 143: Guild of Thieves, Pawn, Jinxter,
Corruption

PD 242: Leather Goddesses, Wish-
bringer, Hollywood Hijinx, Deadline

PD 243: King's Quest I, II, III, IV and
Shadowgate

PD 254: Silicon Dreams

PD 255: Jewels of Darkness

PD 276: Time and Magik Trilogy

John's Game Help Disks.

PD 59: Bard's Tale 1 Game Help Disk,
maps and text, D/S. (AM+Em)

Alex van Kaam's map disks, all D/S with slideshow program. (AM+Em)

PD 61: Bloodwych maps

PD 129: Bloodwych Data Disk maps

PD 131: Xenomorph maps

PD 362: Nightmare maps

Other RPG Help.

PD 11: Dungeon Master maps and demo
of the DM cheat

PD 12: Dungeon Master help files

PD 81: Dungeon Master maps, text files

PD 60: Chaos Strikes Back D/S. Maps,
plus isometric 3D version of level 5

PD 144: More Chaos maps

PD 145: Chaos help, portraits and pix

PD 151: Ultima IV help, mostly text files

PD 156: Chaos and Bloodwych Editor

PD 159: Chaos maps - isometric 3D

maps of Levels 3 and 5. D/S

PD 162: Chaos editor, Chaos hints/pix,
Populous editor

PD 179: More Dungeon Master help and
maps including downloaded file

PD 180: A new Dungeon Master dungeon
created using the editor

PD 187: SimCity terraformer and editors
for Chaos, Bloodwych, Autoduel,
Phantasia I & II, Roadwar 2000, Rogue

PD 238/9: Drakkhen solution and maps
on two disks (one D/S); must be used
together. £3.50

PD 251: Five Chaos dungeons created
using the editor

PD 252: Five more Chaos dungeons

PD 253: SimCity editor, terraformer,
cheat program and printer option

PD 310: Captive help, maps, text files etc.
D/S. (AM+Em)

Talespin games for kids.

PD 176: Mountain, SDI and Mansion

PD 181: The Wolf and the Seven Kids

Unclassifiable!

PD 152: Dungeons and Dragons creator.
shareware try-out disk

PD 158: Mapper - a utility for drawing,
saving and printing maps for RPGs and
text games. (AM+Em)

PD 163: Character generators for
Traveller and Star Frontiers

UMS.

PD 166: Selection of UMS scenarios

Mind Games....and "board" games.

PD 84: Puzpuz - MONO jigsaw program
from Germany with mono emulator

PD 85: Colour jigsaw program

PD 86: Drachen - German colour version
of Shanghai

PD 87: Around The World in 80 Days -
like the board game. Runs in mono but
a mono emulator is provided.

Utilities.

PD 33: ST Writer Elite now v4.1.

Excellent PD word processor which
saves as ASCII. D/S. (AM+Em)

**ST Shareware disks; £1.00 of the price
goes to the author.**

SW 2: Toil and Trouble (STAC,
text/graphics, plus datafile)

SW 3: Datafile for Shymer (adv. on PD 4)

SW 4: Les Rigden's Dungeon Master

Guide

SW 5: Les Rigden's disk of maps for

Xenomorph

SW 6: Evaluation copy of Operation Blue
Sunrise

Zenobi ST Licenceware.

**Single disk games cost £2.99, two-disk
sets cost £3.49.**

1. Jade Stone

2. Three of the Best (Mutant, Hammer of
Grimmold, Domes of Sha)

3. Border Warfare

4. Whiplash & Wagonwheel (2 disks)

5. Lifeboat

6. Two for One (Challenge, The Thief)

7. The Adventurer

8. End Day 2240

9. Davy Jones Locker

10. Souldrinker

11. Into the Mystic

12. Cortizone (2 disks)

13. The Magic Shop

14. The Enchanted Cottage

15. New Arrival

16. Jekyll and Hyde

17. Treasure Island

18. The Elisnore Diamond

PC Disks.

A program too large to fit onto a 5 1/4"
disk is shown (*). This means the
program will be supplied ARced on 5 1/4"

disk so you'll need to unARC it onto a
hard disk to run it.

PC Adventures, text-only unless stated. (ST+Em)

PD 53: Crime, Island of Mystery, The
Haunted Mission, Nuclear Submarine
Adventure, Terror in the Ice Caverns

PD 54: Landing Party, Marooned Again

PD 55: Palace Adventure, Gymnasium

PD 56: Kingdom of Kroz (arc/adv) and
Beyond the Titanic

PD 57: Golden Wombat of Destiny

PD 62: Quest / Kukulklan, Under the Ice

PD 153: Jacaranda Jim now v 4.0

PD 157: Humbug now v 4.4, saves to
disk as well as RAM.

PD 170: Advanced Xoru - evaluation copy

PD 174: Nirvana

PD 194: Adv551 (enhanced Colossal) and
Enchanted Castle

PD 196: McMurphy's Mansion

PD 197: Four With Battune (Museum,
Caverns, Wonderland and The Sailor

PD 201: Adventure (version of Colossal),
Castaway, South American Trek,
Hellfire and Sam Spade

PD 202: Dragon's Lair Magic Land and

Skullduggery (text, on-screen map).

PD 203: Dracula in London (text/
graphics) and Moon Mountain Adv.

PD 263: 10 Basic Adventures - travel

PD 264: Another Lifeless Planet

PD 273: Four More With Battune (Actor,
Crimefighter, Safari, Sleeping Beauty)

PD 274: Supernova by Scott Miller

PD 281: Sleuth (graphical murder)

PD 283: Pirate Island, Castle of
Hornadette and Stoneville Manor

PD 284: Two Heads of a Coin, Graphic
Castle Adv. & Pleasuredome Adv.

PD 285: Fifi's Whorehouse, Softporn
Adventure (adult), Basic Adventure and
Funcy Adventure.

PD 286: T-Zero - time travel adventure

PD 294: Adventure

PD 295: Alien, Dark Continent, Nebula

PD 298: Masquerade, Escape from
Maya's Kingdom, The Thief's Adventure

TADS Text Adventures.

* PD 288: TADS adventure writing
system plus Ditch Day Drifter

PD 289: Deep Space Drifter

PD 329: Uunkulian Unventure I

PD 330: Uunkulian Unventure II

CAT - C Adventure Toolkit

PD 266: CAT - write your own text
adventures, needs C compiler.

PD 357: Everyday Adventure

AGT Text Adventures.

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

PD 237: AGT Utilities - AGTBIG,
POPHINT, PRETTY, SCRIPTER

PD 167: Betty Carlson's Big Date

PD 168: Deena of Kolini - adult

PD 169: Christian Text Adventure, Lottery

PD 195: Andkara

PD 200: What Personal Computer?

PD 215: Escape from the ELI

PD 217: Weekend Survival

PD 219: Magic Mansion

PD 220: Mold 1

PD 222: NMR2

PD 224: Pyramid

* PD 226: Storms

PD 228: Two Ways

* PD 229: Crime to the Ninth Power

PD 232: Orientation / Van Pelt Library

PD 234: NMR

* PD 236: Whatever We Decide to Call
this Game

PD 265: Crusade

* PD 267: Son of Stagefright

PD 268: Elf's Adventure

PD 278: Quest for the Holy Grail

PD 287: What? No Low Alcohol Mineral
Water!

PD 291: Space Aliens Laughed at my
Cardigan

PD 307: Ghost Town

* PD 309: A Dudley Dilemma

* PD 315: Castle of the Alchemists

PD 320: Apprentice, the Testing of a
Magical Novice

PD 322: Colossal Cave (Gasior version)

PD 324: Escape from Prison Island

* PD 326: Sanity Clause

PD 328: Disenchanted

PD 331: Fleece Quest

* PD 334: Hotel Notell

PD 336: The Rescue of the Fair Princess
Priscilla...

PD 338: Deadly Labyrinth

* PD 340: Library

PD 342: The Lost Stone Mansion

PD 346: The Spelunker's Tremendous
Cave Adventure (spooof Colossal)

PD 348: Tales of Tavisa

* PD 349: The Multi-dimensional Thief

PD 351: The Tomb / Ancient Pharaohs

* PD 352: Mop and Murder

RPGs

PD 171: Moraff's Revenge

PD 172: Evets

PD 173: Dungeons and Dragons

PD 282: Cavequest

* PD 290: NetHack v 3

* PD 296: Vampyr. Ultima-style col. RPG

PD 300: Leygraf's Castle, Temple of Loth

PD 301: Swords of Chaos

* PD 305: PC Hack v 3.6

EAMON Games.

PD 303: Assault

PD 304: The Quest for Trezore

Arcade Adventures.

PD 279: Dark Ages

PD 280: Commander Keen

PD 297: The Dungeons of Silmar, Dunjag
and Navjet

PD 316: Kingdom of Kroz (arc/adv)

Miscellaneous.

PD 292: Questmaster - design your own
Sierra-style adventures.

PD 299: Editors for Pools of Radiance
and Bard's Tale 2.

PC only adventures - Provided ARced on both size disks, need a hard disk or high density floppies to play.

* PD 230: Humongous Cave

* PD 344: Sherwood

Amiga Disks.

Utilities.

PD 182: ST emulator for Amiga

Text adventures.

PD 190: ADVSYS plus an extended

version of Colossal Adventure

PD 191: Castle of Doom. Text / graphics

PD 192: The Golden Fleece - text

PD 193: The Holy Grail - text. 1 meg

PD 275: Midnight Thief, text or text/
graphics. 1 meg. Disable any external
drives if selecting graphics mode.

AGT Adventures. PD 353: AGT on the
Amiga! 2 drives recommended.

PD 354: Crusade

PD 355: Andkara

PD 358: Alice

*Other AGT games are gradually being added. If
you'd like one in particular, just send an order
as usual and say which one, but don't expect it
by return of post - more like 7/10 days.*

Help Disks.

PD 204: Amiga Solution Disk 1 - 60 16
-bit adventure solutions

PD 205: Amiga Solution Disk 2 - More
16-bit adventure solutions

204-205 are auto-load and run.

PD 206: Amiga Solution Disk 3 - 25
more 16-bit solutions

PD 207: Amiga Solution Disk 4 - 8-bit
sols for those with C64s too

PD 208: Amiga Solution Disk 5 - more 8
-bit sols

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

PD 209: WWF 'ACE' Amiga Help Disk -
auto-load, musical soundtrack

.Cheats for 100 games, over 30 sols.

PD 210: WWF Amiga Help Disk 2 - more
cheats, solutions and maps

PD 211: MWB Amiga Solution Disk -
mostly Sierra, Lucasfilm and RPG

PD 270: Eye of the Beholder maps and
playing guide by Geoff Atkinson. To
run, load from workbench, click on
"eye" icon, click on "double click on me"
icon, click on "Fullview.doc". Read into
then access pull down menu. Use "load"
option for the play guide and "load pic"
for maps.

**Further disks are available for game
demos, music, graphic slideshows,
comms, utilities, magazine disks etc.
Please send an SAE to Sue for a full list.
If you have any disks suitable for
inclusion in the list, please contact us.**

FROM BEYOND SPECTRUM PUBLIC DOMAIN ADVENTURES.

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

BEHIND CLOSED DOORS I

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

BEHIND CLOSED DOORS II

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

A LEGACY FOR ALARIC

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

THE PLAGUES OF EGYPT

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

NOAH

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

SOLARIS

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

MICRO DRIVEN

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

THE DAMNED FOREST

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

THE REALM

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

THE CRYSTAL OF CHANTIE

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

DOLLARS IN THE DUST

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

MATT LUCAS

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

SHADOWS OF THE PAST

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

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

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

AMSTRAD ADVENTURE PD LIBRARY. Please make cheques and postal orders payable to:

Adventure PD, 10 Overton Road, Abbey Wood, London SE2 9SD.

TAPE and DISK

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

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

AMS 04 - The Lost Phirious Trilogy.

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

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

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

AMS 10 - 12 Lost Souls, Labyrinth Hall, Tulgey Woods, Lost Shadow.

Escape From An Alien Spaceship.

AMS 12 - The Antidote (2 parts), Space Station, Search For The Fifty Pence, Escape From Planet Of Doom.

Eltringham's full list of adventures ever released on the Amstrad, Map Maker, latest news, and lots more... *FREE*

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

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

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

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

CP/M

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

CPM 02 - Classic Adventure, The Caves, Mell, Traekk.

DISK ONLY

AMS 00 The-Stock-List-On-A-Disk, full reviews, free adventure, Mark

TAPE ONLY

TPE 01 Cave Capers by Philip Robson.

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

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Oh, darling, it's AWFUL...
 its just too, too horrible
 to contemplate...

Nonsense, dearest, we'll take that
 hideous old ornament off to the
 Antiques Roadshow, I'm sure they'll
 tell us it's extremely valuable.
 That'll bring the smile back to your
 noble features won't it?



It isn't the ornament,
 Samantha. Dash it all, I
 might as well tell you...
 I'm getting nowhere in
 this adventure... it's very
 difficult and of course,
 I think I mentioned that
 I've lost all our money in
 the Lloyd's debacle...
 plus the fact that I feel so
 tired and listless all
 the time...

Do not distress
 yourself, dearest heart,
 all is not lost... I
 do believe that Red
 Herring, the estimable
 Adventure magazine
 can help us in our time
 of need. They have back
 issues available and I do have
 some money of my own set
 aside for emergencies...

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Red Herring and SynTax Adventure Helpline

Stuck in an adventure? Want a hint,
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 their Helpline Team.
Your request for help will be passed
over to them for instant action.

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