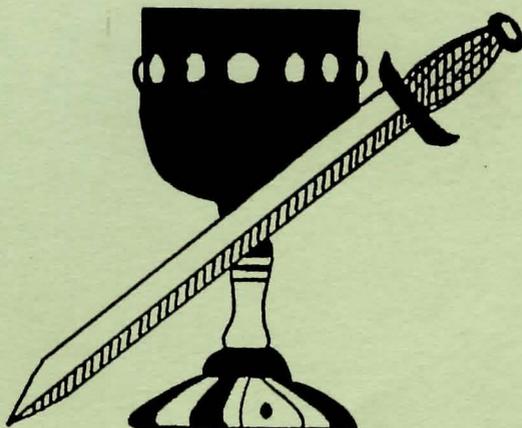


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MEMBER'S DOSSIERS Nos 31 & 32 - APRIL 1988/MAY 1988

REVIEWS:

WOLFMAN

DOUBLE AGENT

THE CHALLENGE

FOUR MINUTES TO MIDNIGHT

ARTICLES BY:

KEITH CAMPBELL

DUNGEON MASTER

CRASH GARRETT

AMERICAN SUDS

PASSENGERS ON THE WIND II

RICHARD BARTLE

MIKE GERRARD

TIME & MAGIK

THE JADE STONE

LOADS OF MIDNIGHT

KENTILLA

TONY BRIDGE

HUGH WALKER

LATEST NEWS ON THE ADVENTURING SCENE

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Help-Line Details

Members have access to our extensive databank of hints and solutions for most of the popular adventure games. Help can be obtained as follows:

* By Mail:

Please enclose a Stamped Addressed Envelope. Give us the title and version of the game(s), and detail the query(ies) which you have. We shall usually reply to you on the day of receipt of your letter. Overseas Members using the Mail Help-Line should enclose an I.R.C. for a speedy reply, otherwise the answers to their queries will be sent together with their next Member's Dossier.

* By Telephone:

We shall endeavour to help you on our phone Help-Line which will be open on 01-794 1261 during the following days and hours:

- Mondays & Thursdays	17:00 to 19:00 (Evening sessions)
- Tuesdays	12:00 to 14:00 (Lunch session)
- Wednesdays & Fridays	16:00 to 17:00 (Afternoon sessions)

* By Bulletin Board:

You can contact us 24 hours a day on 0689-27085 (Baud rates: V22 between 13:00 and 17:00. V21 and V23 outside these hours).

Please ALWAYS quote your Membership Number (shown on the label of the envelopes containing your Dossiers) when you contact us.

Creative Adventurers!

You may have written your own adventures, either by yourself, or with the help of one of the adventure-writing utilities which are now available for a growing variety of micros. We offer a number of services which may be of assistance to you:

* **PLAY-TESTING:** For a nominal fee of £5.00 per game, we shall assess and play-test any adventure that you have written. You will receive a comprehensive report, incorporating our detailed opinion of your game(s), together with our suggestions and comments.

* **MARKETING:** We can arrange for the VERY best adventures to be published nationally through a leading software company. Alternatively, we can share with you our vast experience on how to deal with software companies, how to get your game(s) reviewed in the national press, and many more services...

* **REVIEW:** We shall be pleased to review the adventures which you have written, and which you wish to make available to the general public. Appropriate details of release will also be published by us.

Please ONLY send us adventure games of a high standard (not rejects from the software companies!). Please specify for which micro(s) they will run, and do enclose a map, a listing (if you can), and a step-by-step solution to the game(s).

EDITORIAL

Dear Fellow Adventurer,

Welcome to MDs Nos 31-32!

"There's no doubt in my mind that many of the best adventures around at the moment are from the independent software labels, the mail-order only operations that are frequently one-man (or one-woman) businesses" Mike Gerrard - "Your Sinclair" (June 1988 issue).

ACL is very much aware of this fact, and will always publish reviews of the better "home-grown" adventures (no less than 5 in this Dossier!). The stigma against buying this type of adventures is largely unsubstantiated, and you will not go wrong by supporting software companies such as River Adventures, Tartan Software, Marlin Games, Handasoft, Eighth Day Software, Riverdale Software, to name only but a few. True, there are many really horrible "home-grown" games around, but our reviews will give you a fair assessment, and are a reliable guide as to which titles to purchase.

In this issue, we welcome Susan Roseblade, our latest reviewer. Sue will concentrate on Spectrum titles, and you can read her first review (under her Pandora nom-de-plume) on page 11.

As promised, we publish our first "mini-solution". We start with "Rigel's Revenge" (page 15), and we thank John "The Soothsayer" Barnsley for compiling it for us. Please let us know what you think about its format.

Columnists:

- * Keith Campbell (page 7) wonders about the true definition of "an adventure", and considers the recent trends in the adventuring world.
- * Mike Gerrard (page 13) reveals the reviewer's plight, and provides very useful tips on how to get your own adventures reviewed.
- * Tony Bridge (page 17) explores Great Wood and meets with two most interesting characters...
- * Hugh Walker (page 23) regrets the current lack of new adventures, ponders about adventure fanzines, and reports on the latest Atari User Show.
- * Richard Bartle (page 27) analyses why so few female adventurers play MUAs.

Reviews:

"Wolfman" (page 5), "Time and Magik" (page 5),
 "The Jade Stone" (page 9), "The Challenge" (page 9),
 "Dungeon Master" (page 11), "Four Minutes to Midnight" (page 11),
 "Kentilla" (page 18), "Double Agent" (page 19),
 "Empire of Karn" (page 19), "Loads of Midnight" (page 22),
 "Crash Garrett" (page 30), "American Suds" (page 30),
 "Passengers on the Wind II" (page 32).

MEMBERS' SCROLLS

* These pages are devoted to your letters. We aim to provide a lively and entertaining forum for all Members, so write to us about anything as long as it is connected with Adventures! You might want to let us know about your adventuring achievements, or pass on useful tips to other Members. You might have some suggestions or comments about the Club itself, or you might have discovered some elegant or unforeseen solutions to adventuring problems. In each Dossier, we may select a "Star Letter" which will be awarded a £10.00 ACL Voucher, so we await to hear from you!

Dear ACL,

There are so many people offering huge discounts on old games that I cannot resist buying them to be played later. I mention this because so many people quote high prices as a reason for piracy. It is a fact that you only pay the full price when the game is new and, after a while, it is usually possible to get the game much cheaper. Perhaps someone can tell me who loses when prices are reduced? For instance, I bought "Apache Gold" for £2.95 at the ZX Microfair, and I notice that your reduced price is £7.15. If we assume that the retailer made a profit, then somebody somewhere must have lost money - but who?

John Saunders, Southend-on-Sea.

* All the games listed in our software pages are purchased directly from the publishers, or through a national distributor. There are, however, many "bargains" to be found, especially at user Shows throughout the year. Cheap prices can often be explained by distributors or retailers having ceased trading, and "dumping" their stock of unsold goods on the market - to the consumer's benefit! (Ed).

Dear ACL,

On the package of Infocom's BORDER ZONE (Commodore version), both the sticker on the box and the label of the diskette mention "Commodore 64/128". The reference card, however, only mentions the Commodore 128, and the game is actually a typical Infocom's 128K game for 80-column monitor. I tried to load it whilst in 64 mode but, of course, it did not load! I think that Commodore 64 owners should pay attention about this. I also think that Infocom, in their haste to produce games, make some mistakes, and the packaging of their last games (STATIONFALL onwards) is not as luxurious as it used to be...

Kostas Pollizos, Athens, Greece.

* We did check with Activision (who distribute Infocom's titles), and there is a mistake on the package. BORDER ZONE is an adventure for the Commodore 128, and will not run on the Commodore 64. (Ed).

Dear ACL,

Do you think it would be a good idea for ACL to offer binders with the ACL logo printed on them for the Member's Dossiers? My Dossiers get a lot of handling, and a binder would be ideal to keep them in good condition.

Brian Stephens, Birmingham.

* What do other Members think? (Ed).

WOLFMAN from C.R.L.

Available for the Spectrum 48/128 (tape: £8.95 - disk: £14.95), Commodore 64 and Amstrad CPCs (tape: £9.95 - disk: £14.95).

* LAMPLIGHTER's Review: WOLFMAN is the latest in C.R.L.'s series of "horror" games, in which a peasant wakes to discover himself the victim of a werewolf curse. You have to seek a cure for the affliction, and also win the hand of the fair lady. The monotonously lurid graphics are intermittent, adding atmosphere to the game but nothing else, and disguise a respectable but somewhat tedious text adventure which takes itself rather too seriously. The descriptions are good, well written and atmospheric. The majority of inputs are commendably simple verb/noun pairs, but on the whole the vocabulary is awkward, limited and downright obtuse in places. Single entry commands make the game slow and plodding, especially as a number of puzzles are mundane at best. WOLFMAN isn't a bad game, but neither is it particularly outstanding. Definitely a sheep in wolf's clothing!

ATMOSPHERE: 13/20 - VOCABULARY: 10/20 - GRAPHICS: 13/20

PSR: 13/20.

TIME AND MAGIK from Mandarin Software/Level 9 Computing.

Available for most micros (please refer to page 45 for details of prices and availabilities).

* THE KEEPER OF THE SCROLL's Overview: TIME AND MAGIK is the new name for a trilogy that includes three of Level 9's earlier adventures: LORDS OF TIME, RED MOON, and THE PRICE OF MAGIK.

* LORDS OF TIME will be reviewed in a forthcoming Dossier.

* RED MOON was reviewed in MD No 4 (page 5) and won the 1985 Silver Chalice Award.

* THE PRICE OF MAGIK was reviewed in MD No 14 (page 5) and won the 1986 Golden Chalice Award.

Although none of the puzzles in the three adventures have actually been altered, the text of each adventure has been completely rewritten, adding greatly to the atmosphere - especially in LORDS OF TIME whose original location descriptions were very terse. The three adventures have been programmed using Level 9's new adventure system (KAOS), which means that the parser is much more friendly, and will now allow multiple input-commands, multi-tasking, etc... This also means that, on most formats, RAMSAVE and UNDO options are also available.

On the graphics front, it must be noted that all the tape versions are text-only. The disk versions include graphics which, whilst quite pretty, really do not add much to the adventures in themselves. If you already have the three original adventures, then it is probably not worth your while purchasing TIME AND MAGIK. But, if you are missing one title or more, then TIME AND MAGIK is a definite MUST in your collection.

ATMOSPHERE: 18/20 - VOCABULARY: 18/20 - GRAPHICS: 17/20

PSR: 18/20.

TALENT REWARDED!

Have you completed an entire adventure game? After the frustration and enjoyment of doing so, why not get some reward for your efforts? Send us a complete step-by-step solution (including map) of ANY adventure game which you have completed. Upon receipt and assessment, we shall give you an Adventure Credit ranging from 1 to 10 (with a coefficient factor from 1 to 3). Credits will be given on EVERY complete adventure game received, and will be awarded on the following basis:

- The COMPLETE solution to the game must not have been published in previous Member's Dossiers.
- Clarity of the map.
- Elegant solutions (shortest possible routes, simple but effective use of input commands, etc...).
- Difficulty of the game.

We shall keep a running total of all Credits given to Members, and the current Top 5 will be published in every issue. Every six months, prizes will be allocated as follows:

- * 1st prize: £50.00
- * 2nd prize: £25.00
- * 3rd prize: £15.00
- * 4th prize: £10.00
- * 5th prize: £ 5.00

It will not matter whether or not we already have the solution to the games in our offices (the odds are that we will!). The more games you send in, the more chances you have!

The fifth competition is now over, and we are pleased to announce the winners:

- 1st Prize: Mr J. Barnsley, Stafford.....1269 Credits
- 2nd Prize: Mr A. Phillips, London.....407 Credits
- 3rd Prize: Mr N. Shipman, Coalpit Heath.....231 Credits
- 4th Prize: Mrs J. Rowe, Launceston.....159 Credits
- 5th Prize: Mrs J. Pancott, Weymouth.....127 Credits

The sixth competition is now underway, and the next 5 contestants move up 5 places:

Position as at 16.04.88
=====

- 1st Prize: Mrs V. Lawless, Manchester.....110 Credits
- 2nd Prize: Mr P. Tsourinakis, Piraeus, Greece.....106 Credits
- 3rd Prize: Mr A. Mac-Gregor, Basingstoke.....100 Credits
- 4th Prize: Mrs M. Barton, London.....84 Credits
- 5th Prize: Mrs A. Sloman, Brighton.....70 Credits

This competition closes on 21.10.88. (Entries received after this date will qualify for our next competition).

* IMPORTANT: The Top 5 winners will be announced in MDs Nos 37-38. Prizes will be awarded to them, and their score will revert to zero. Those Members who did not qualify for the prizes (i.e. placed from 6th downwards) WILL KEEP THEIR RUNNING TOTAL INTACT for the following competition.

Morning! Your President speaking! It was very gratifying to hear from the chief slave that I had stirred so many of you into replying to my Presidential Encyclical on adventure reviews. I prefer to think that it was my omnipotence as President in commanding you to write that elicited this overwhelming response, rather than to think that you all violently disagreed with what I said. Soon I will know. The arch-underling Mueller has promised to send on the mail for display on my mantelpiece, although, no doubt, being the cringing yes-man he is, he will shield me from the worst of your excesses.

This month I pose a question. What is an adventure game? Ever stopped to think about it? Let me give you a definition. A (computer) adventure game is one in which the player must solve problems to attempt to solve a goal, by moving around, and manipulating events and objects in an imaginary world, using plain English commands, and receiving plain English responses. There may be the addition of graphics, of course, and furthermore, by 'entering' I don't necessarily mean 'typing' - icons that translate directly into words are embraced in the definition.

ACL being an adventure club, I expect most of you would agree with my definition. But is it too narrow? Do you, like me, deplore games described as adventures, only to find that they don't fit the specification? Of course, there are other games that involve 'adventure' in the broad sense of the word, but in the computer games industry, I feel 'adventure' has come to have a special meaning when used to describe a game.

Some years ago, I was aghast when the phrase 'arcade-adventure' was coined. It smacked of software houses trying to get the best of both markets, and caused confusion amongst gamers of all persuasions. Come to that, it still does - I still get plenty of Helpline letters begging help with opening the door at the bottom left of the fourth screen in level three, in Tunnels Of Death On Doom Island (or that sort of thing). In dealing with these queries, the difficulty comes when I haven't heard of the game. Is it a real adventure I've missed out on, or an arcade adventure of which I wouldn't necessarily expect to be aware? Occasionally I get it wrong, plead in the column on behalf of the reader, and from then on, I'm saddled with a load of correspondence that is irrelevant to adventure, as I discover on opening the first reply! The sad thing is that many of the people who write for help on arcade adventures don't even realise that what they are playing is not really an adventure at all, and have not noticed that the Adventure section covers an entirely different animal.

Another genre that fringes on adventure is the Fantasy Role Playing game, originating from D&D. This, I suspect, is dearer to the heart of the (real) adventure player, than the Arcade Adventure. In some ways, though, it is quite similar to the arcade adventure in that it involves moving around through a series of graphical corridors and rooms, but instead of being adept at flicking a joystick, the player must use tactics, and perhaps solve a few problems as well.

.../...

At the lower end of the scale, this type of game involves staggering blindly around mazes, whacking the living daylight out of anything that moves, and hoping against hope that you have hit upon the right mix of character attributes and weaponry. Even though you might enjoy such a game, would you call it 'adventure'?

Recently, strange things have been happening. The advanced capabilities of the 16-bit machines have given rise to a new form of arcade adventures which does not really fall within my definition. Games like Kings Quest, Space Quest, and Police Quest, involve the use of joystick or mouse to move an animated character around, but have puzzles which necessitate the input of text, thus eliciting a text response. A certain amount of skill is required on occasions, to guide a character, say, along a tricky ledge without falling off, but the game turns on the problems which must be solved to progress.

Stranger still, and a more recent development, is the introduction of a role-playing element in games in the traditional adventure format. We have this recently in Beyond Zork, and no doubt by the time you read this, some of you will have had a chance to play Rainbird's Legend Of The Sword. Silicon Soft have gone a step further than Infocom, (quite independently - Legend has been in the making for nearly two years!) for here, you can use icons to move. In fact you can play 80% of the game using only icons. Yet the icons are entirely optional - the game can be played in text alone. Both games involve brushes with hostile monsters, both have an on-screen map (superbly illustrated, with an enlarge-map option in the case of Legend), both feature attributes of strength, and both have plenty of adventure-type puzzles.

So are other game forms merging into the adventure mould, or is the defined adventure dissipating into other game forms? Already we hear that in the US, Infocom, once frequently at the top of the US charts, is slipping back, with a drop in sales, in favour of role playing games. Are adventure players, adventure clubs, and adventure reviewers, doomed to extinction?

What sort of game do YOU call an adventure - and what sort do you most enjoy? I hope I'm stirring you, again, into writing to the Dossier with your definition of an adventure. What are YOUR views on where things are heading - and what developments would you like to see? Get writing - you have been commanded once again!

TOP OF THE GAMES

(The best-selling adventures - March/April 1988)

- No 1 (3) RIGEL'S REVENGE (Mastertronic)
- No 2 (4) JEWELS OF DARKNESS (Rainbird Software/Level 9 Computing)
- No 3 (1) GNOME RANGER (Level 9 Computing)
- No 4 (-) TIME & MAGIK (Mandarin Software/Level 9 Computing)
- No 5 (-) S.T.I. (Bug-Byte)

THE JADE STONE from Marlin Games.

Available by mail-order only from Marlin Games, 19 Briar Close, Nailsea, Bristol, BS19 1QG, for the Spectrum 48 (£2.95).

* THE SCOURGE's Review: In this game you play the female lead whose father, King Senidea, has called out the army to rescue your idiotic fiance who has gone and got himself into loads of trouble with the fiendish sorcerer, Malluman. To your horror, you discover that not only does the enemy have forces that outnumber your father's, but that he also possesses a potent evil magic. There is nothing for it but for you to go boldly behind enemy lines and try to redress the balance in your father's favour.

All necessary information and equipment may be discovered and acquired by a combination of conversations with the locals, feminine wiles and doing what comes naturally to one of your noble upbringing (and obvious intelligence).

When I got stuck it was because I did not read all the clearly displayed exit-prompts and if you keep your eyes open, there is nothing difficult about this game which creates a story which draws you into itself and which, on successful completion (Infocom-style alternative endings are offered), left me with that feeling of being so glad that I had played the game - which is all too rare in Adventureland these days.

Congratulations to Linda Wright; I hope that right now she is working her PAWs to the bone with more delightful creations.

ATMOSPHERE: 19/20 - VOCABULARY: 17/20 - GRAPHICS: 13/20
PSR: 18/20.

* GETTING STARTED: 110-257. 40-213 (to find the Needles).

THE CHALLENGE from River Adventures.

Available, together with a second adventure, for the Spectrum 48 and Commodore 64 (£2.50 each).

* THE SCOURGE's Review: THE CHALLENGE is quite a serious affair by River's standards. It is well written, PAWed and thoroughly tested. The son of the late chief, one Pacheo, is a nasty bit of work (boo!... hiss!!) while you are, of course, the popular choice for the succession to the leadership of the tribe (hurray!).

To resolve the impasse, the elders give each of you half a medallion. He who returns with the whole medallion plus a closely guarded, priceless treasure will be the rightful chief (the other being somewhat 'late'). The artisans of the tribe will provide for your needs but nothing is for nothing!

Come on! The Challenge awaits you - but don't expect high minded acts of chivalry, Pacheo is sneaky; can you outsnak him?... by the way, he isn't the only hostile element in the game... good luck!

ATMOSPHERE: 16/20 - VOCABULARY: 14/20 - GRAPHICS: N/A
PSR: 15/20.

* GETTING STARTED: Before you embark on your journey, make sure that you have the 261, 107, 170, 153, and 224.

"THE UGLY BUG BALL"

Please do contact us with details of ANY bug(s) which you have encountered whilst playing adventures. These can be serious Bugs, funny Bugs, nasty Bugs, but they must be Bugs! Please supply the name of the adventure(s) and the computer version(s) on which they appear. We shall publish details of the most interesting, irritating, or witty bugs, together with the senders' name. Happy hunting!

* LORD OF THE RINGS - BBC version. This version contains a number of serious and fatal bugs, which do not allow the adventure to be completed. Consequently, we have withdrawn this version from our software pages (ACL EDITORIAL TEAM).

* BOOK OF THE DEAD - Spectrum version. In Part 2, do not SHOUT in certain locations as the game will crash. In the location where you find the four pieces of machinery do not go back South to the Toll Bridge, as you will get a room error and the game crashes. Similarly, near the end of the adventure, only use the directions that are mentioned in the text to avoid a crash (ALLAN PHILLIPS, London).

* TEMPLE TERROR - Spectrum version. In the location where the forcefield and elixir are, do not unlock the door with the key after it closes behind you, as the game will go into BASIC (just type RUN to restart) (ALLAN PHILLIPS, London).

* THE CURSE OF THE SEVEN FACES - Spectrum version. Here are a few suggestions of words to be typed into this fine adventure for unusual responses: BASIC, RUN, TONY BRIDGE, VER, and ALAN (CRAIG DAVIES, Hambleton).

THE UNWRITTEN LAWS OF ADVENTURING

With your help, the Keeper of the Scroll is currently writing the "Unwritten Laws of Adventuring" on the Scroll of Power which he keeps in a dank cave deep inside the ACL Dungeon. Already, seven Laws have been permanently inscribed on the Scroll, for posterity.

* Law No 8: "The first character you meet will almost certainly be your last".

(Prize of £10.00 awarded to Noel Anastasi)

Please let us have additional Laws, so that the Scroll may henceforth guide the unwary adventurer. Wit and humour must be the prime ingredient, and an ACL Voucher of £10.00 will be awarded to each Member whose Law is quilled onto the Scroll.

TOLKIEN COMPETITION No 2 (Results)
=====

The answers to the three questions are: (1) - The Forest River and the River Running. (2) - The Prancing Pony. (3) - 21. 97 Members correctly answered all three questions, and 18 winners have been individually notified.

DUNGEON MASTER from Mirrorsoft.
Available for the Atari ST (disk: £24.99).

* THE KEEPER OF THE SCROLL's Review: Chaos, the Dark Lord, has stolen the Firestaff and its Power Gem, and has hidden them deep inside his forbidding dungeon. You control a party of four characters who will attempt to negotiate the traps and perils of the fourteen levels of the fortress...

After having selected your party, you must reach the deepest level of the Dungeon, pitting your wits against a series of very cleverly designed traps, and battling your way through a wide assortment of monsters. Fortunately, various goodies in the form of food, arms, keys, magical artefacts, and armoury are scattered among the dank and musty corridors. The game is entirely mouse-controlled, although directions can be inputted from the keyboard. Unlike so many role-playing games, you must not simply bash your way past the monsters, as you must defuse and disarm many traps in order to progress. Experimenting with all the spells and artifacts that you find adds a welcome extra dimension to the game. DUNGEON MASTER took over two years to develop, and this shows in every aspect of the game. The graphics and sound effects are simply the best that I have seen on the ST so far, and the game oozes with atmosphere, danger, and oppression. Maybe not worth buying an ST to have the privilege of playing it, but only just!

ATMOSPHERE: 18/20 - VOCABULARY: N/A - GRAPHICS: 19/20
PSR: 18/20.

FOUR MINUTES TO MIDNIGHT (MARK II) from Eighth Day Software.
Available for the Spectrum 48 (£2.99).

* PANDORA's Review: A bacteriological disaster has wiped out most of the world's population. Your task is to find five companions in order to establish a colony (only five!) and then to dis-arm the nuclear stockpile to ensure a safe future.

There is a graphic adventure on one side, and a text version with lengthier descriptions on the other. Both include useful playing hints concerning some of the unusual commands required in the game. The graphics are good but few and far between. I preferred the text version.

Having survived beyond the first location, you plunge off across a landscape strewn with rotting bodies, spelling mistakes and poor sentence structure. Not a very promising start, but after about an hour I was surprised to find myself hooked! What's more, the further I progressed, the more I enjoyed the adventure.

The long descriptions are full of atmosphere, and the game moves along at an easy pace. Your five companions are co-operative but rather pathetic, regularly dying of hunger or falling to their death if you don't look after them. They behave more like objects than characters, but add to the entertainment. If you can put up with the minor irritations that I've mentioned, I think this game is good value for money.

ATMOSPHERE: 15/20 - VOCABULARY: 8/20 - GRAPHICS: 10/20
PSR: 14/20.

HINTS 'N' TIPS

DUNGEON MASTER (A starter guide by Henry Mueller)

The following tips are by no means absolute, but since I did manage to complete the game (honest!), I have to assume that my choices of party and of strategies were correct, although I am sure that many more permutations are equally valid. I particularly wish to thank Ken Matthews for his invaluable help in solving this adventure.

I chose two Fighters (STAMM and HALK), a Wizard (TIGGY), and a Priest (WUUF). Naturally, my two Fighters were positioned at the front, to bear the brunt of the attacks. I also used the REINCARNATE option, instead of the RESURRECT one. I think that this is quite important since, although reincarnated characters "forget" about their previous experience (and thus start at the rank of neophytes), they ultimately become stronger during the later stages of the game.

My Fighters gained their experience from fighting, and nothing else. My Wizard practiced exclusively with his spells, especially the LIGHT spell in the first few levels. My Priest was also developed as a Ninja, throwing a variety of objects at the monsters.

Fighting tactics were straightforward: as soon as the monsters appeared, I used my Priest/Ninja to throw his missiles at them from afar. These originally ranged from stars and rocks to poisoned darts, etc... Eventually, you will find some bows and arrows. Weakening the monsters at a distance is a must, and your Wizard will also assist when he has discovered the Fireball Spell (all the available spells and recipes for potions are written on scrolls). It is NOT a good idea to stay still when you fight. Hit the monsters with your Fighters, then back away one space. Wait for the monsters to come towards you, hit them again, then back away immediately. Most monsters wait 1 or 2 seconds before actually attacking, but you still must have fast reflexes as the game is played in real time. Obviously, you should not face monsters who throw things at you. A good ploy is to use a central pillar as a means of protection, and go around it in a "hit-and-run" style. By facing the pillar, you will see whether the monsters are coming from your right or left, and you can prepare your attack (or retreat) accordingly. Try to close the doors on the monsters - this works quite effectively in the early levels.

Naturally, SAVE your position very regularly as the margin for error is very thin. Do not forget to inspect thoroughly the walls and rock panels in every location, as you must be on the look-out for secret buttons (very small dots on the walls), pressure-plates (you hear them click), and grey-coloured keys which are quite hard to see on the grey background.

I won't tell you about all the goodies that you will find, since most of the fun lies with experimenting. Some weapons are obvious, some are not. Make sure that each of your Fighters is carrying a chest, and do not overload your Priest and your Wizard. Good Luck!

THE REVIEWER'S PLIGHT
(By Mike Gerrard)

It's not often I get a letter that annoys me, but I did the other day among my mail from "Your Sinclair". In fact it annoyed me so much I sent three or four pages in reply, but what I had to say might be of value to ACL members so I'd like to repeat some of it here. It should also help explain not only my position, but that of adventure reviewers on other magazines.

What made me angry was a simple statement. I was accused of being 'totally unfair to small software houses.' The reason for the accusation was that I'd returned a couple of adventures to the software house concerned (a mail-order only company run by people still at school) and said that I couldn't review them even though I felt they were above average for the type of adventure that gets sent to me, partly through lack of space and partly because the adventures just didn't grab me enough. The writers pointed out that in the current issue of "Your Sinclair" I'd given marks of only 4/10 to two games from commercial companies, so was I so influenced by glossy packaging that I had to review below-average adventures from commercial companies while ignoring above-average adventures from small mail-order only firms?

One thing I pointed out in return was that in the same issue of the magazine (March), I'd given 8/10 and the lead review to the latest release from 8th Day Software, and also reviewed WIZARD'S WARRIOR from Crusader Computing, both small software houses. Of the five games reviewed, one was from CRL (FRANKENSTEIN, 4/10), two from Mastertronic/Bulldog, and the two home-grown ones I've mentioned. I thought that was a fair spread, though of course it wasn't planned that way - each month I review both what I think is the best around, and also what I think readers will be most interested in. That includes releases from companies like Mastertronic, CRL and Rainbird, which may or may not be in the first category as well. In fact I was quite pleased to receive in the post today a letter from someone praising the adventure pages, on the grounds that I gave lots of space to the home-grown adventure industry, and wasn't afraid to slag off the big companies if they produced a turkey.

I'd say that most adventure reviewers that I know will give space to a good adventure, regardless of glossy packaging or the name of the publisher. Tony Bridge was the perfect example of that, but Derek Brewster in "Crash" also regularly reviewed home-written games, and if you look at the latest copy of "C+VG" all three reviews by President Campbell are of mail-order only games.

The first thing I said to my rather severe critics, however, was that despite your best attempts at objectivity, reviewing anything is a very subjective matter. I didn't happen to like their games, and I'm afraid there's nothing much I can do about that. Even if every other mag in the world praised them, it can't make me like them any more.

.../...

#14

You've only got your own opinions to go by, and if you get it wrong too often then you'll pretty soon be out of a job. If you've written an adventure and it's been sent back to you, remember that it's only one person's opinion and you mustn't lose faith in your own games.

You must also remember that there is a lot of competition around. You will have to accept the fact that the reviewer is probably going to have to find space to review the latest releases from the commercial companies, because these games have potential sales of a few thousand, maybe tens of thousands for a Mastertronic success, and so many more readers are going to want to read about those than about the latest release from Fred Bloggs Software, which might sell a few dozen. This may not appeal much to Fred Bloggs, but I'd rather upset him than upset thousands of readers. It doesn't follow that the release from the commercial company will automatically get a rave review. Like my 4/10 rating for FRANKENSTEIN, I think it's part of the reviewers job to warn readers if they're likely to be handing over their £9.95's or even their £1.99's for a game that you think isn't worth it.

As well as competing with the big boys, though, you're also competing with the dozens and dozens of other people who are also writing and publishing their own adventures. To give you an example, I called in today at the "Your Sinclair" office to pick up my latest bundle of mail. It's only a week since I was in there, but in that latest batch of mail were four adventures from readers hoping to get their games reviewed. That sounds about right to me - I must receive between ten and twenty adventures every month, and that doesn't include those from the big boys. The maximum number of reviews I can squeeze in is six, at two to a page, and it's less if something big like GNOME RANGER or GUILD OF THIEVES comes along that needs a full page or even two to do it justice. It's also less if I include a map or a solution or tips on using adventure-writing utilities, all of which are things that many readers ask me to include. You don't need to have a Maths 'A' level to work out that if I can review six games at the most, and I'm receiving about 15/20, then lots of people are going to be disappointed.

At that kind of ratio, even games that are above the average standard are going to have to be left out - though I should say that amongst the submissions each month there are bound to be a few that you wouldn't even wish on your own worst enemy. I doubt if I'll forget the game, for instance, which had the name of the software company mis-spelled on the loading screen.

From time to time I do a two-page round-up of home-grown games, to try to squeeze in a few extra ones, but I still can't review every one that I'd like to. I'm sure this applies to other magazines too. So if your game comes winging back to you - or even if it doesn't, as for some reason hardly anyone thinks to include return postage when submitting something - don't be too hard on the reviewer. It's nothing personal - honest! And now I suppose I'd better have a quick look at those four games that have just arrived, or the writers might think I'm being totally unfair to them!

RIGEL'S REVENGE

#15

(A Mini-Solution by The Soothsayer)

Available from Mastertronic for the Spectrum 48, Commodore 64, and Amstrad CPCs (£1.99 each).

Please refer to MDs Nos 27-28 for a review of this adventure.

How to use Mini-Solutions: Each Mini-Solution covers most of the problems and puzzles encountered in a specific adventure. Once you have found the heading that relates to your problem, a clue can be obtained by reading the first section from right to left. The solution to the actual problem is then given in coded form. Please note that, in order not to give too much away, we have printed a few dummy headings, which have nothing to do with that particular adventure!

Part 1.

- * CAN'T GET STARTED?: !gnidaol gnirud txet eht yduts (30-222).
- * GETTING OUT OF THE FLAT?: tikidem eht redisnoC (116-55-202, 45-156-240, 38-202). Do not forget to 62 your Medikit and Suit 16 before you leave!
- * NEED A STIMULANT?: tleb ruoy no nottub neerg eht (45-180-240).
- * LOST IN THE DESERT?: !ereh teg ot dnas eht ni skcart edam uoY (50-270-138).
- * BLOWN UP AT THE HOTEL DOOR?: rood animaxE (55-189)
- * SOMETHING OUT OF REACH UNDER THE BED?: !deb eht gnivom yrT (68-10-14!).
- * THE SMALL DOG WANTS SOMETHING?: !yrgnuh ylbaborp s'eH (31-11-1-90).
- * HOW TO GET THE ROPE FROM THE CANAL?: tuo ti hsiF (49-1-220).
- * RAFT KEEPS SINKING?: !ti riaper (49-1-245).
- * FLAME-THROWING TANK A PROBLEM?: ti ot kcap god eht daeL (74-140-22!).
- * CAN'T USE THE AERIAL WALKWAY?: !animats uoy sevig nottub neerG (35-226!).
- * STUCK IN SUBURBIA?: tsop-pmal a pu bmilC (41-138-19-1-135).
- * CAPTURED BY THE SOLDIERS AT THE BUNGALOW?: ruovaf ruoy ni krow dluohs thgiL (62-255-15-135, 46-222, 30-247-211, 65-21!).
- * CANNOT ACTIVATE THE GAS-MASK?: ti animaxE (43-194)
- * COME TO A DEAD END IN THE PLAZA?: htron gniog erofeb "esiugsid" kniHT (46-7-100-247-211, then 41-136).
- * HOW TO MAKE A BRIDGE ACROSS THE GAP?: sknalp eht esU (47-8-1-202)
- * ROBOCOPPER CHASES YOU?: knat ybraen a ni edih nac uoY (144-3-79-10, then 45-128-3-58-169).
- * WHAT TO DO WITH THE MINE DETECTOR?: gnihtemos laever ot ti animaxE (33-181-5-109, then 46-196 before 124 the 162).
- * CANNOT FIND THE BOMB?: !tuoedih ruoy etisoppo retarc a ni dednal tI (65-1-91, then go 142-140-138).
- * BOMB ABOUT TO EXPLODE?: !bmob elttil "yldneirf" a si tI (Just 52 and see what 105!).
- * HOW TO CROSS THE MINEFIELD?: no denrut slaid rieht evah bmob DNA rotceted eht erusne (Go 138-138-140-139-138 to a hut).
- * WHAT TO DO WHEN THE SOLDIERS APPEAR? !dneirf ruoy si bmob eht (72-263).

.../...

Part 2.

- * GETTING YOURSELF BLOWN UP?: !tcepsr htiw detaert eb dluohs sbmob yldneirf neve (117-32-263).
- * CANNOT TRAP THE SOLDIERS WITH THE NET?: tneitap eB (72-1-112-8-1-91).
- * STUN-GUN NEEDS CHARGING?: dehs eht ni si deen uoy tnempiuqe eHT (43-218, then 60-233).
- * BENCH CAUSING A PROBLEM?: ...TUB hctap eht erongI (47-17-206!).
- * WHAT USE IS THE CASE IN THE DUSTBIN?: (lufesu si ENO ylno tub smeti owt sniatnoc tI (The 259).
- * CANNOT OPEN THE SAFE IN THE WAREHOUSE?: noitanibmoc thgir eht dniF (128-1-233).
- * CAPTURED BY THE SOLDIERS AS YOU LEAVE THE BIN AREA?: meht DIOVA dna yrt tsum uoY (52-20-1-96-4-176-215-250-13).
- * CANNOT FIND ANYTHING IN THE VACANT TANK?: (...yawa dehsats semitemos era smeti (34-151).
- * CAUGHT AGAIN BY THE SOLDIERS?: niaga meht DIOVA dna ydeerg eb t'noD (36-237-192-15-2-120-12-52-15-1-159-20-1-172-85-18).
- * WHAT USE ARE THE DOCUMENTS?: ...tub, lla ta enon, dnats yeht sA (56-132, to 48 an 112).
- * CANNOT PASS THE BARRIER SAFELY?: sreidlos gnihcram eht wolloF (52-20-27-76-24-229-29-1-142-12-102-130-6-1-166!).
- * WHERE IS ELLIOT'S LIGHT GUIDE?: daor ecivres eht fo htuoS eud neddiH (93-266-199-4-1-243, then 140 and 37).
- * WHAT USE IS THE LIGHT GUIDE?: !ti animaxE (45-209 for a message).
- * CANNOT GET PAST THE ANDROID?: !uoy ees nac tI (54-225).
- * STILL CANNOT GET PAST THE ANDROID?: nac eht no etartnecnoC (70-194).
- * FALLING OFF THE IVY?: !ti bmilc t'noD (34-10 instead).
- * CANNOT ENTER THE SHAFT?: aibrubuS morf meti na deen uoY (64-252, with the 126).
- * LOST IN THE SHAFT?: noitcerid ylnehtron a ni LWARC ot deen uoY (39-136-3-2-168 then 39-142-185).
- * CANNOT FIND THE COMPASS IN THE SHAFT?: yawa sevom 3 ylno si tI (From the entrance: 137, 140, then 144).
- * HOW TO DEAL WITH THE GUARD?: !mih NUTS dna tfahs eht ni yatS (82-174-15-204).
- * CAPTURED IN THE LABORATORY?: !ssecca eerf evah sreidlos eHT (44-235).
- * HOW TO USE THE LIGHT GUIDE?: lenap eht ot ti tcennoC (128-5-86, 128-5-88, 128-5-89, then 45-148).
- * HOW TO OBTAIN THE SPHERE?: !eutriv a si ecneitAP (52 a few 164).
- * STUCK BEYOND THE TRAPDOOR?: selggog ruoy tuohtiw ees tonnac uoY
- * WHAT IS THE "SPLASHING" NOISE?: !yawa sevom owt tsuj si retsnom A
- * WHAT IS THE ROUTE THROUGH THE SEWER MAZE?: (From below the trapdoor: 138, then 136 until you meet the 187).
- * HOW TO DEAL WITH THE MONSTER?: !thgil thgirb ekilsid sdiobeomA (82-259-15-187).
- * WHAT TO DO WITH THE REBELS' INVASION PLANS?: meht daer (31-24-3-1-122, for a reward).
- * THE MONSTER IS NO MORE - WHERE NOW?: uoy ot nepo eb won lliw tixe nrehtuos A (Simply move 136 then 140 and you will see your goal!).

It's a blur on the horizon, then a blur in the field a mile away, then in the next field - and then the leaves rustle as the blur whirls past you and away in the distance.

The animals of the forest look out from behind the trees and watch as furlong after furlong is consumed by the flashing streak of light. Way behind, ignored by some but not even noticed by most, way behind in the dust beginning to settle, is a small dot. Slowly, ever so slowly, it gradually draws closer until its shape becomes recognisable.

Meanwhile, far up ahead the end is in sight for the frantic rush of the blur - a thin piece of white tape stretched between two trees is the only thing to stop the headlong rush. Gasping for breath and clutching at a tree trunk near the finish line for support, the Hare has plenty of time to recover before the Tortoise finally arrives.

Some while later (several hours, in fact), Tortoise arrives. By this time, Hare has completely recovered his composure and is surrounded by a crowd of admirers, showering their praise upon him.

"It was nothing really; I don't want to appear immodest, but there was really no contest", he crows. "I hate to brag," (some of the less timid animals look heavenward) "but didn't I say that I could do it?"

"But Hare," Wise old Owl finally manages to say, "did you have a good time? Did you enjoy yourself?" "Enjoy myself," splutters Hare with a strangled squeak, "Enjoy myself? I'm not here to enjoy myself, I'm here to win races, and that's what I've done, or hadn't you noticed, you boring old windbag?"

Owl sighs, and turns to Tortoise. "How about you then, Tortoise - did you have a good time?" A Tortoise, as you know, can't fold his arms or cross his legs, let alone sit back with a contented yawn - but this particular Tortoise came very close that day. "I had a wonderful time. I never knew there was so much to see!"

A brief Guide to Great Wood and the Surrounding Area
(as written down later by Tortoise in "A History of a Travelling Residence")

The Two Giants

Standing at either end of the Petrified bridge, legend has endowed these two gargantuan monuments with mythical powers. They will gaze at each other 'til the end of time, weapons drawn as if about to lunge at each other in screaming fury. Fanciful beings, coming across these stony behemoths in the falling dusk, may hear the distant echo of threats and curses wafting across the gulf; "Plant the pot plant in the pot plant pot", followed by an answering faint cry of "Oops, why don't you Graffix Off, you showoff?"

.../...

Stepping carefully past these frozen monsters, the wary traveller may follow a path down into the depths of the canyon, and on to the Scotta Dams. These wonders of natural evolution (their glories faded now) are believed by many to be the very place where civilisation started - others however point to the vast cavern lying beyond the Dams. Picked clean by souvenir hunters and covered by graffiti though it is, this once-proud relic of a glorious age is now a sadly neglected ruin.

Some way to the west lies a strange pair of fossilised cities, half-hidden in the undergrowth. Built entirely of prefab dwellings and populated in the main by dull, slothful and blank-eyed troglodytes who mill around the visitor chattering incessantly about Trolls, Pixies and Captive Princesses, only a small number of the sorry slums rise above their neighbours. Leaving the twin cities of Kwill and Gak, the traveller is soon in 16-bit Land. This newly-discovered country is full of flashing colours, flora and fauna of the highest resolution and a million pixels dashing here, there and everywhere. Wide-eyed tourists can be seen, standing ten-deep and gasping in wonder at the pretty colours. Travellers are advised to tread warily and keep a close watch on their valuables.

(For more details of Greatwood, watch this space...)

"Ah yes," muses Tortoise, "I've had such a wonderful day - and to think, if I'd taken all this racing seriously, I would never have seen such wonders". Hare shakes his fist in the air: "But I won! I won!", he screams jumping up and down in the air and stamping his feet as well as his tail, "I always win, which is more than anyone can say for you, you - you - slowcoach!"

"There, there, never mind, Hare," murmurs Tortoise with the other creatures nodding in agreement, "you're the fastest, certainly. But next time we race, just slow down for a little while and take a look at our wonderful country - you may even see something interesting!".

KENTILLA from Mastertronic.
 Available for the Commodore 64 and Amstrad CPCs (£1.99 each) (a Spectrum 48 version is also available, but cannot be completed).

* **OBERONIDES's Review:** This game is a bit of a mystery, since the packaging makes no mention of its aim, merely stating that it is "richly devious". From playing the game, however, it seems that Grako, apparently some totally evil baddie intent on enshrouding the world in darkness, is getting out of hand, and you must stop him and save the world. What do you mean you've heard all this before? Originality is obviously not this game's strong point. The game is a hack 'n' slash one, and your trusty sword **KENTILLA** will have to decimate hordes of Urgan-Mauls and Rattling Quargs before the day is out. Descriptions are sparse, graphics are boring, vocabulary is average, and the puzzles are few and far between. In short, a bit of a no-no.

ATMOSPHERE: 5/20 - VOCABULARY: 10/20 - GRAPHICS: 6/20
 PSR: 4/20.

DOUBLE AGENT from Tartan Software.
 Available for the Spectrum 48 (£3.95).

* **THE GRAND ELF's Review:** Tom Frost's latest adventure is an example of interactive playing taken to its extreme. The player is given remote control of the two surviving members of an exploration party on the planet Marego.

In a world of a thousand Quill'd adventures, **DOUBLE AGENT's** screen display is refreshingly colourful and unusual. The top half of the screen is bisected, each segment being devoted to the comings and goings of one of the agents/characters. The standard location descriptions are shown, along with objects found, inventories and so on. Your input is seen at the bottom of the screen as you direct the characters in turn. The usual adventuring facilities are here, such as Load/Save and Ramload/save, along with special commands like WAIT, which causes one of the characters to mark time until further orders. Of course, Tom hasn't written a two-character adventure without making sure that there is plenty of interaction between the two - so many (most?) of the problems have to be worked out using the attributes of each character in tandem.

Tartan Software have come up with the goods yet again - the atmosphere is assured, the puzzles are mind-bending but not impossibly difficult so that steady, encouraging, progress can be made. Just to whet the appetite further, there is a £50 reward for the adventurer who completes this hugely enjoyable game in the least moves - the closing date is the end of June, so get cracking!

ATMOSPHERE: 16/20 - VOCABULARY: 14/20 - GRAPHICS: 16/20 (display)
 PSR: 15/20.

* **GETTING STARTED:** Move No 1 to 140 (twice), then 142. No 2 should 63-255. The command 42 is also very useful.

EMPIRE OF KARN from Interceptor Micros.
 Available for the Commodore 64 (£1.99).

* **PATHFINDER's Review:** This is the sequel to "Heroes of Karn" set in the Empire of the Seven Lands. The capital city, Ivshem, is becoming corrupt and if the city falls, so shall the Empire. You must board your ship, sail to Ivshem and put paid to the plans of King Zheff, root of all evil. Originally released in 1984, this game is showing its age. The vocabulary is limited (the word "get" isn't recognised!). The graphics are OK, but are drawn very slowly by today's standards. Furthermore, they can't be turned off and don't allow any input until they are completed - this can be frustrating. I suppose some of the problems were original 3 or 4 years ago, but they now seem cliché'd and present no major obstacles. At £1.99, however, the game represents good value and is certainly better than many other budget adventures.

ATMOSPHERE: 5/20 - VOCABULARY: 7/20 - GRAPHICS: 8/20
 PSR: 6/20.

* **GETTING STARTED:** Can't get the Cat? (53-216,57-216-8-98,31-231-3-80)

ADVENTURE QUEST (Part 3)

As you picked up the Lung-fish, you were told that you suddenly could not breathe, yet, after you went Down a second time into the water, everything went back to normal. Why is that? Experimenting with the Lung-fish will reveal that carrying it enables you to breathe underwater, but suffocates you if you are above water. To breathe normally in the open air, DROP FISH, then GET FISH again (successive DROP/GET FISH commands alternate your ability to breathe underwater and above water). Go Up to reach a small gravel beach where you will find all the objects that you previously threw in the cave, plus a fishing Net.

It is time to resume your exploration underwater, so go Down into a quiet pool. You will meet some Sharks in the lake, so how should you deal with them? (just carry the 207 or 62 in the 178). North again will take you to the lake-bed.

- Is there anything of interest inside the Clam? (just 59 it!).
- Is the Bell of any significance? (118).

Continuing your exploration, you will soon be swimming above a deep, dark trench. Going Down will confirm that it is too dark to see around you. Since your Lamp was extinguished when you fell in the water, you will have to find an alternative source of light. This is of course the luminous 94 which you will be able to catch provided that you are carrying the 147. Having done so, go Down inside the trench.

A small cave is situated at the eastern end of the trench, but there appears to be some movement within it. Should you be brave and go In? (200). Oh dear! Problems with the Octopus? (simply carry the 104). A white dot is to be found in the octopus's lair and, as previously explained, this forms part of a teleport system. In fact, it is a good idea to leave the 94 in that location, to provide a convenient source of light should you decide to use the teleport facility. Before doing so, however, did you notice the swift current at the western end of the trench? This is a subtle hint that something can be done... In fact, any object dropped in that location will be sucked off by the current, and will re-appear in a location ahead of you. As such, allow the Medallion, the Stick, and the Onion to be carried forward (do not take the 94 out of the water as you ferry the objects back and forth, as it will shrivel and die).

Having done this, carry the Bottle, the Keys, the Emerald Eye, and the Lamp across the Lake (in the location Up from the shallow water - since the location is dark, simply LIGHT LAMP!). The Trident, Net, and Lung-fish can safely be left at the edge of the water.

Outside the huge Door, note the smaller entrance marked with a black dot. In fact, if you were to go East through the entrance, you would be teleported back to the first white dot that you saw (i.e. inside the building near the start).

Problem with opening the Door? (Hint: it is 103. Solution: 66-235). Leave the Keys behind as they are no longer needed. North takes you to the southern end of a magnificent cave. East leads to a dead end, but you may go either North or West.

To Be Continued in MDs Nos 33-34.

KAYLETH (Part 4)

From the causeway, ENTER TUNNEL. How to open the Door? (Hint: 67 it!. Solution: 43-217 then 75-157-15-235). Proceed East, then EXAMINE SHELVES in the small chamber to reveal three useful objects. After examination of these, you will notice that the Cube is made of silver, and that you can SPIN BAR; try the latter command to see what happens. Go Down into a gigantic cavern where you will find a Skimmer moored nearby.

EXAMINE SKIMMER for a clue about what to do next (69-197), then examine it once more. This new problem is easily solved (43-173-8-197), but how can you operate the Skimmer? First, you should EXAMINE the 238 for a most important clue. Then, why not 78-197? Did you die? (Hint: You need some 254. Solution: 46-254).

Yagmok's island is fairly small, and you will soon reach the blackened ruins of a burnt-out house. 34-255 to discover a Hatch.

Cannot open the Hatch? As the message indicates, you should have asked Yagmok for the Key! In fact, this Key is the 190, and you should 46-190 in order to be able to OPEN HATCH.

ENTER HATCH, and you are immediately confronted with Dribble, a huge mutated life-form! How to deal with Dribble? (Hint: Try to go down. The manner in which you die will give you a clue. Hint: Can you cure his 219-175? Solution: 31-150-3-242). Down will lead you into a dark, dank basement, and EXAMINE WALLS for a disconcerting message. Down once more, and things are definitely getting strange. Still, it seems safe enough to go East... Oh dear! You are about to be digested! (Hint: Make an 249. Solution: 32-227).

Having reached the underground passage, go East into Yagmok's Quarters. 34-101 to reveal another AZAP Code (EPO), then pick up the Coat. Initial examination of the Coat does not reveal anything of great interest, but you should 46 to find its useful property. How do you leave this area of the game? (Hint: 34-248. Hint: Remember what 154 195 you? Solution: 71-264). Retrace your way to the elevator (at the edge of Zymoria), making sure that you take the Cube and the Bar on the way (the Suit may now be discarded).

En route, you will have noticed two Domes. The first Dome is obviously a green-house of some sort, with some vegetables and a pile of compost. The second Dome is a guard Dome, surrounding the Zymogg mine shaft. Do not enter it as yet but, instead, proceed North three times along a disused track. Go SouthEast to reach the border of Twin Peril forest. Problems with the Strangle Weed? (113 it, and 41-136 then 138). Problems with the Mokki Ray? (Hint: 193-10. Hint: 234. Solution: 73-202).

The way East is now free. The obvious action in the clearing is to 77 the Tree. Aha! A Door! How to open it? (Hint: 34-10 for a clue. Hint: Remember the 167? Solution: 81-208). Blinded by a searing light? (Hint: 246 your 210. Solution: 59 the 182 and 46 the item found inside).

Examining the marble Tablet will reveal another AZAP Code (AKN) as well as a clue to what to do next (83-146). EXAMINE the Rod, noting that it, too, is made of silver. Naturally, you will also wish to WHIRL CORD.

To Be Continued in MDs Nos 33-34.

PLEA TO ALL ADVENTURERS: Please do contact us if you can assist us (even partially) with any problems mentioned on this page. Not only will you ensure that Adventurers may proceed with their games but, one day, you may well have to rely on other fellow Adventurers helping you!

In this issue, we should like to thank particularly, Sylvia Parry, Allan Phillips, Marco Balvers, Maureen Barton, Marco Andreoli, Dave Drennen, and Kostas Pollizos for their most useful contributions.

- * Dave Drennen cannot get into the Blue Enclave in STAR TREK, nor can he get the Blue and the Violet Jewels. Also, in SHADOWGATE, where is the Staff of Ages and how to obtain it? How to kill the Hellhound, and how to open the Door in the Well Room (past the Gargoyles).
- * David Swain has found a Slab in QUONDAM, but he cannot pick it up without immediately dying of thirst.
- * Beverley Shaw has explored 11 initial locations in THE CHANGELING, but cannot progress any further. Can anyone help?
- * Peter Bowers cannot find the location of the test-site in HACKER.
- * David Franklin is lost in the forest maze of THE CHANGELING and cannot find the Lightning Tree.
- * James Oriel cannot open the Locket (found on Gabriel's Body) in THE DETECTIVE.
- * Stig Axelson cannot read the code on the Ring in RUNESTONE.
- * Reginald Lilley cannot get past the Guards by the entrance to the Cave at the top of the Stairs in THE CAUSES OF CHAOS. Also, how does one map the maze on the island, and is the Raven of any significance? In PUB QUEST, how does one cross the Road?
- * John Marshall cannot get past the Cat at the end of FINDERS KEEPERS.
- * Neil Shipman is one move short of being able to kill the green minion in the bomb cellar of DOCTOR WHO AND THE WARLORD. Can anyone help?
- * Sylvia Parry cannot kill the Orat in SPACE QUEST.
- * Andy Mac-Gregor requires any tips on the adventure FUTURE ZOO.
- * John Hunter cannot progress past the Forest in THE CHANGELING, after having left the Tower at the start of the game.

LOADS OF MIDNIGHT from C.R.L.
Available for the Spectrum 48 (£9.95).

* **THE SCOURGE's** Review: This game is a spoof of "Lords of Midnight" which tries to emulate the style of Delta 4. Each of the 3 parts has about 50 locations and uses about 10 verbs to solve the 4 or 5 puzzles in each. The graphics and names are reminiscent of the original but otherwise it is a very silly game which you have to be in a good mood to enjoy. Devotees of LoM will probably hate it instantly. I nearly dismissed it as "unrate-able" but it does have something going for it, and it can be finished... but don't tell C.R.L.!
If it was a couple of quid, I'd recommend it for an hour's "fun"!

ATMOSPHERE: 8/20 - VOCABULARY: 10/20 - GRAPHICS: 14/20
PSR: 8/20.

"Hello!"
"Is anybody there?"
"Where did everybody go?"
"Please sir, I'd like to buy an Adventure."
"..... an Adventure!" :A...D...V...E....."
"I've heard ever so much about all these wonderful releases for "End of '87" and I do hope that I'm not too late."
"Not out yet!" ... "Soon?" ... "Is that NINETEEN eighty eight?"

What the ?*!! is going on? Here we are, nearly half way through 1988 and the number of new adventures for any machine can be counted without even pausing to take one's shoes off ... and playing them should qualify for a degree in Entomology!

Actually, there is an exception and I was so delighted to find that I could finish "Jade Stone" and that Linda Wright can spell and I enjoyed it SO MUCH that I gave it an ENORMOUS rating (for a Spectrum game) ... and I don't regret a single twentieth! It's nice... it works! ... it's almost unique in 1988!

So, where are all the games we were promised? We see them reviewed now and again but this usually turns out to be a "Preview" or a "Demo-version". What I want is a game in a shop or catalogue from whence I can BUY it!

I may have a "reputation" for being hard to please, but it would be nice if someone bothered to try! I have quite a backlog of unfinished adventures to keep me going, but what about those who've just been bitten by the Adventure-bug (I mean the one that makes you play the games ... not the one that stops you!)?

I'm even beginning to miss Helbourne Mouse. At least their bugs were mildly entertaining. Perhaps CRL should get a conservation badge for preserving the habitat of otherwise homeless adventure-bugs of the foregoing latter variety; I suspect that they are really softening up for the relaunch of "Woods of Winter" which begins to look positively good (eg. finishable) compared to some of their recent stuff.

Still, we have "Quant...oops, sorry!... I mean "Federation" to look forward to, don't we ... is it out yet? (For the benefit of younger Members, "Woods of Winter" was a Spectrum BASIC adventure by Computer Rentals Ltd which only occasionally crashed "out of memory" ... er... who on earth RENTS a computer?).

By the way, it seems that, like The Pawn, Jinxter doesn't actually tell you when it has ended. While this isn't a bug, it is irritating and when a friend recently rang Ms.Scrolls' Emporium to confirm that he had actually finished, he commented on this user-unfriendliness and asked if they had ever considered using playtesters.
Ms.Scrolls' Minion replied that they were entirely satisfied with Rainbird's playtester. Hmmm. As this is the individual who could not see anything wrong in being able to tie the Rope to the Ring (a mere 80-odd feet away) in Part 1 of Knight Orc, I am neither satisfied nor impressed! ... are you?

Adding to the current bleakness of Adventuredom are the ghosts of

.../...

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fanzines which, born in a vision of rose-tinted glory, dallied but awhile before disappearing into the lands of "If Only" and "Might Have Been". Some I shall miss ... others, I shall not! So, "Elf's Diary" has gone ... so soon as to be almost stillborn; but to each and everyone who greeted its birth with a blessing shall be granted a refund! Such decent behaviour is almost unheard of! ... I say "almost" because I hear that when she gave up personally trying to resurrect the ashes of Questline Jean Thorn also refunded outstanding subscriptions ... if anyone else is listening, this could be a hint!

So, if running a fanzine is so difficult then why is it that ACL continues to stride confidently amidst the pitfalls which have undone so many "alternative publications"?

Firstly, from its conception ACL has been treated as a full-time occupation and not a hobby to be indulged when time permits or it's raining and there's nothing on television.

Another reason is that ACL is not just a bi-monthly magazine but also a Club in which you and I (and the way we use it) matter. By all means use the Helpline ... but don't abuse it (eg. try to solve SOME of the game yourself, and be BRIEF, that engaged tone is SO frustrating! ... although the idea of HTW telling others to be brief on the phone is a somewhat strange concept!).

Furthermore, ACL is an increasingly important source of otherwise unobtainable software ... and you know your money is safe!

The final reason is The Management! While I reserve the right to (frequently) disagree with Henry - and I have been known to grumble about the content of the magazine from time to time, I have to admit that on the whole he does a pretty good job. I am particularly pleased that he is now prepared to use the Club as a not-so-blunt instrument with which to berate major software companies about lowering standards.

I visited that Centre of the Universe, "The Upper Room" of 64c Menelik Road on the day of the Atari User Show. It was nice to chat with Henry (without swelling the B.Telecom coffers) amidst the efficient layout of "Where-it-all-Happens".

Before we left for the Show, Henry gave me the details of the one person who had included a tape and stamps (40p, which seems about right) for my Adventure File program (Spectrum version); he also suggested that it would have been an awfully good idea if I had remembered to mention my address so that those who wanted this (or the ST version) could stop writing to him! My address is: 7 Burnet Avenue, Burpham, Guildford, GU1 1YD (please remember to enclose a tape or disk, as appropriate).

Anyway, back to the Show; this was a sort of up-market ZX Microfair with dealers hawking "cheap" (ie. under £20!) software or hardware at silly prices ("For the Show"). The most exciting thing on offer was Incentive's "STAC"; someone will have to have a word with Incentive ... fancy not only showing a demo-version but also having it ON SALE ... at a Show, unheard of! What ever next? Thanks to Incentive, I have a copy of STAC which I shall be reviewing "soon", in fact, if I wasn't writing this I would be play...er...scrutinising it closely, even now! The newest adventure on display was at the Mandarin stand, being Level 9's "Time and Magik", and comprised of "Lords of Time", "Red Moon" and "The Price of Magik" ... which may be good games but they aren't really very new, are they?

Understanding and communicating with characters - Part 1

An interesting development gaining momentum in adventures is the introduction of characters with whom the player must interact in order to be able to progress in the game.

This is not a new concept as most adventurers will recall Thor, Gandalf and Bard who made their original appearance back in 1982 in "The Hobbit".

A lot of water has flowed under the bridge since these early days of adventuring, and characters in today's adventures have become increasingly sophisticated with a tendency to have complex behavioural patterns, as well as minds of their own! Naturally, this latest generation of characters creates entirely new problems for the player as s/he must find a way of figuring out the exact purposes and intentions of the characters, how to make good use of them, and how best to deal with them.

Firstly, make sure that you understand how to communicate with the characters, as this may take one of several forms:

> SAY TO XENOS "GO WEST"
> XENOS, GO WEST
> "XENOS, GO WEST"
> ASK XENOS TO GO WEST
> TELL XENOS "GO WEST"

These are a few examples of inputting your communication sentences, but there are many more. Always read the instructions carefully since spending 10 minutes on studying the format and suggestions of input commands will always pay handsome dividends when you are actually playing the adventure.

Secondly, try to find out whether the characters that you meet are friendly, hostile, or neutral. Some examples are obvious:

> A vicious-looking Troll suddenly emerges from behind a tree and rushes at you waving a sharply honed longsword.

Advice: Prepare for a fight or for a speedy retreat! Suggestions: EXAMINE TROLL, KILL TROLL, STEAL LONGSWORD (FROM TROLL), THROW (item) AT TROLL, CAST (spell) AT TROLL, CLIMB TREE, FLEE/RUN (direction), and most important of all, RAMSAVE!

> A small pixie hesitantly emerges from behind a tree and looks at you expectantly.

Advice: No immediate danger, so further investigation is required. Suggestions: EXAMINE PIXIE, SAY (or WHISPER) TO PIXIE "HELLO", FOLLOW PIXIE, GIVE (item) TO PIXIE.

We provide a facility for Members to Buy, Sell or Swap computer-related products. Please write to us with details of the Hardware or Software items (originals only) which you wish to trade. Details will appear in one issue only, so please let us know if you want them to be re-included in subsequent Dossiers. This service is FREE to all Members. (Please note that we are not responsible nor liable for any consequence arising from this service).

- * Marco Andreoli, Corso Unione Sovietica 445, 10135 Torino, Italy, would like to buy THE PEN AND THE DARK (with novel) for the COMMODORE 64.
- * Neil Shipman, 1 Heath Gardens, Coalpit Heath, Bristol, BS17 2TQ, has a large number of BBC and ELECTRON adventures for sale - cheap! Please send a s.a.e. for list.
- * J.M. Cooke, Shellbourne Hotel, 1 Lexham Gardens, London W8, would like to sell THE PAWN, KNIGHT ORC, ZORK III, PASSENGERS ON THE WIND, KINGS QUEST I, II, and III, and THE BARD'S TALE for the ATARI ST (£90.00 for the lot, or £15.00 per title). Also, GNOME RANGER, RIGEL'S REVENGE, THE SERPENT'S TALE, LORD OF THE RINGS, the GAC, SHADOWS OF MORDOR, and TERRORS OF TRANTOSS for the SPECTRUM 48 (£30.00 for the lot).
- * Allan Phillips, 55 Torbay Court, Clarence Way, Camden Town, London NW1 8RL, would like to buy old and new adventures for the ELECTRON 32K (please send list of titles and prices). Also, would like to buy a "Master Ram Board" (manufactured by Slogger) for the ELECTRON (will pay around £30.00), as well as a good printer and its corresponding interface for either the SPECTRUM 48 or the ELECTRON.
- * Alisdair Tait, 18 Tall Trees Close, Dane Hill, Northampton, NN4 9XZ, tel: 0604-760745, would like to swap THE PAWN, GUILD OF THIEVES, STATIONFALL, HITCHHIKER'S GUIDE TO THE GALAXY, and BUREAUCRACY for other adventures. All titles for the ATARI ST.
- * Graham Pugh, 4 Longreach Close, Michaelston-Super-Ely, Cardiff, CF5 4TG, would like to swap EMERALD ISLE, BLACK CRYSTAL, THE HOBBIT, ADVENTURELAND, RED MOON, ARROW OF DEATH (Part 1), THE TIME MACHINE, GOLDEN BATON, and WARLORD on a one-to-one basis for FEASIBILITY EXPERIMENT, TEN LITTLE INDIANS, and/or WAXWORKS. Alternatively, will sell the listed titles for £2.00 each. All titles for the SPECTRUM 48.
- * Carole Goddard, 11 Verwood Drive, Bitton, Bristol, BS15 6JP, would like to buy DEADLINE for the ATARI ST, as well as THE AMULET and KEY TO TIME (last two titles for the SPECTRUM 48).
- * Craig Davies, 16 Carr Lane, Hambleton, Blackpool, FY6 9AZ, tel: 0253-700382, would like to sell Gilsoft's PAW (never used - £15.00), EUREKA!, Level 9's COLOSSAL ADVENTURE, THE VERY BIG CAVE ADVENTURE, BUGSY, FURMOUST ADVENTURES, and MINDSHADOW (all at £4.00 each), as well as DENIS THROUGH THE DRINKING GLASS, FUNHOUSE, and PROJECT X- THE MICROMAN (last three titles at £2.00 each). Also, numerous budget-priced adventures including MAFIA CONTRACT 2, ZZZ, 2001/2, SE-KAA OF ASSIAH, SUBSUNK, SEABASE DELTA, JOCK AND THE BEANSTALK, EDDIE SMITH'S HEAD, CLAWS OF DESPAIR, THE VILLAGE UNDERWORLD, DRAGON WORLD, QUEST FOR THE HOLY JOYSTICK, THE EXTRICATOR, RETURN TO ITHACA, and SUPERCOM. All titles for the SPECTRUM 48.

When you start to play a MUA like MUD for the first time, you need to think up a name for your "persona" in the game. Having tried the usual old cliches like MERLIN, ZAPHOD, CONAN and whatever your real name is, you'll eventually settle on something you can both type and remember, and which the game doesn't consider a swearword. The next question you'll be asked is what sex you wish to be, and then the game will launch into a persona-generation phase. Further information may be sought, depending on the game, for example what class of player you want to play as (eg. fighter, magic-user, priest), and your preferred race (elf, dwarf, human etc.). It is the gender question which is the most interesting, however.

In MUD2, the male/female ratio for personae is about 50/50. This was the case with MUD1, and is true for all the MUAs I've looked at. However, the actual breakdown in real life is more like 95/5. For MUD2, only about 5% of the players are genuine females.

At wiz level it's even worse: at the time of writing, MUD2 has NO genuine female wizzes (although one mage is very close!). MUD1 had 4: one shared the wiz with her boyfriend; two made it to wiz on their last day at the University on account of how their boyfriends were wizzes; the other was Anita Sinclair, founder and principal asset of Magnetic Scrolls, who made it to wiz as KRONOS (recognise the name?), and who can safely be regarded as a somewhat exceptional person in this context!

I don't think there are many MUD2 players who play a female persona for some kind of perverted pleasure, indeed most people have personae of both genders. Male seems to imply "playing for points" or "likely to attack", female is "playing for fun" or "unlikely to attack", but even these divisions aren't hard-and-fast.

The question I wish to address, however, is WHY are there so few women players? Looking through the pages of MD, there are many female names, I don't know the exact ratio but it seems around 60/40. This is the same as in BRITISH LEGENDS (BL), which is MUD1's name in the USA. The slight bias in favour of men can be reasonably well explained by the fact that fewer women have access to computers in what is still a male-dominated industry. Even if this were not the case, 60/40 is still close enough to 50/50 for us to assume that there's nothing inherent in adventure games, or even MUAs, which puts women off that doesn't put off roughly the same number of men. So why the gross imbalance in MUD2, and all the other British MUAs?

Asking female players doesn't help much, of course, because they don't understand it either! That's because they're playing the game, so obviously have found nothing wrong with it. The ones who play and then stop are the people we'd like to ask, but by then of course we can't.

It's tempting to think that perhaps harassment by the male players discourages the females. In BL, there were female players from the

very start, so there was never the chance for the men to assume they were in a male-only club which needed its entrance requirements defending. This would appear to be evidence in favour of the "men hound the women out of the game" argument.

Unfortunately, there's no empirical support for this in MUD2. The players just assume that all other players are male, and if one tries to tell them she's female, they just don't believe her, even if she really is! Consequently, since they treat all players as if they were male, they don't harass at all (well, they do, but on the basis of how many points you have, not what sex you claim to be!). Such chauvinism as there is is confined to those adolescent types who haven't figured out yet that a female persona doesn't imply a female player.

So rather than the game itself, or its players, being the root cause for the dearth of women who play, perhaps social factors are involved? One obvious possibility, then, is that since men still tend to have a greater disposable income than women, perhaps it's the legendary "telephone bill syndrome", whereby people don't play because it costs too much. Again, that could account for a lot of the problem, but even so, surely it would only affect the frequency with which they played? MUD2 has several dedicated players who budget themselves based on their income. Some will stop playing once they've spent £10 in a month, and continue the next month. If schoolkids can play using their pocket money, albeit infrequently, it would seem to discount the argument that women, being generally less well off, would not play for that reason alone.

To play MUD requires a modem. You also need some terminal software. Figuring out how to use both these and your telephone to link through to MUD may be considered "technical". A well-known generalisation is that not many women know technical things about computers. Well, this is perhaps the most plausible argument so far. Girls in school are put off computers, and since there's no readable documentation on obtaining and using modems from first-principles, you have to be computer-literate to try them. Any one with a grain of intelligence can kick-start a micro and play an adventure game on it, but all this baud rate and stop bits business needs technical knowledge, access to which most women have been denied in the UK.

So maybe that is the reason? I remain unconvinced. Maybe some of the female adventure-enthusiasts out there could shed some light on the subject? In the long term, with few female players to add their ideas and vitality to MUAs, the games will inevitably suffer. Let's hope we find a remedy to this state of affairs soon.

Membership Numbers
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The first two digits of your Membership number indicate the number of the MD with which your current subscription expires. The next two digits indicate the number of the MD which started your subscription.

Owing to the very nature of my work, I am fortunate enough to 'have to' read most adventure columns in the computer magazines. This enables me, not only to find out what my fellow reviewers think of the current adventure games, but I do take genuine pleasure in reading their general comments and overall views about current trends and fashions on the adventuring scene.

I am often asked which are my favourite columnists so, in response to "popular demand", here is a short list of the magazines that I always place on the top of the pile:

* My initial interest in adventuring was aroused when I read KEITH CAMPBELL's column (one miserly page to start with!) in "Computer & Video-Games". These days, the adventure section of C+VG covers several pages with comprehensive reviews on all formats, a news section, various tips, and the occasional in-depth article if space allows it (Keith also writes the adventure column in "Commodore User"). Keith also has the uncanny knack of obtaining brand-new adventures ahead of every one else, like the recent instance when he went to Magnetic Scrolls' offices and downloaded their latest (as yet unreleased!) adventure, CORRUPTION, straight from their micro-VAX!

* I also used to be an avid follower of TONY BRIDGE's 'adventure corner' in "Popular Computing Weekly". Tony always supported the smaller software companies, never minced his words, and did more for the cause of adventuring than anyone else I know. These days, Tony writes on a free-lance basis, and you will see his adventure reviews in "Sinclair User" and, more recently, in the latest issues of both "Ace" and "The Games Machines" which include his thorough assessment of Incentive's STAC.

* MIKE GERRARD is the third pillar of the adventuring world, and you will find his extensive column in "Your Sinclair" (where he also runs a separate adventure club for subscribers), as well as in "Your Amstrad PCW". Mike does a lot of free-lance articles, so watch out for his name in the magazines. Mike is very thorough, immensely knowledgeable, and you will not go wrong by following his advice.

* KEN MATTHEWS is another name familiar to hardened adventurers, and you may recall his regular articles in "Micro Adventurer". You can now read Ken's fortnightly column in the pages of "Popular Computing Weekly" where he expertly covers most aspects of adventuring with a mixture of tips, reviews, and general articles.

There are of course many other reviewers whose columns I regularly enjoy: Space will not allow me to mention them all here in detail, but Rob Steel, Bob Chappel, Andy Moss, Bill Brock - to name but a few - always give me many hours of reading enjoyment.

Always bear in mind that an adventure reviewer is not necessarily right or wrong. He merely expresses an opinion which should form a sound basis for your own considerations and likes/dislikes.

CRASH GARRETT from Infogrames.
Available for the Atari ST and IBM PC (disk: £19.95 each).

* **SAM's Review:** Hollywood in the late 1930's. Life is starting to get a little dull for pilot Crash Garrett until, that is, one day when what seems like a routine trip plunges our hero into a dastardly Nazi plot involving abduction, murder and various other unsavoury activities. CRASH GARRETT relies almost entirely on its graphics to describe locations and what objects are around. The location graphics are competent but not up to the standard of Magnetic Scrolls' for example. Where the graphics really do work is in showing the people Crash meets throughout the game. These are well drawn being both detailed and colourful. The general look of the game is very stylish with a comic-book like presentation including simple animation and a sprinkling of sound effects. The structure of the game is much more restrictive than most. Success in the game depends more on correctly sequencing your actions than solving puzzles. The parser is about as bad as they come and you'll probably spend quite a bit of time playing 'guess the verb'. This is not as annoying as it could have been since there is very little manipulation of objects in this game. Despite its limitations CRASH GARRETT is still an enjoyable game. This is largely due to the very funny dialogue between Crash and the other characters. Both this dialogue and the description of events are written in the style of a 40's gangster movie and work very well. Although the game is slickly programmed and fun to play for a while there is really not enough content to justify its price.

ATMOSPHERE: 14/20 - VOCABULARY: 4/20 - GRAPHICS: 12/20

PSR: 14/20.

AMERICAN SUDS from Riverdale Software.

Available for the BBC/Electron/Master (£4.00)- Special Offer: page 35.

* **THE SCRIBE's Review:** Following your success in the British soap operas you're now off to seek fame and fortune in the States - provided, of course, that you can first get across the pond to the Big Apple in one piece.

This is the second spoof adventure from Riverdale and, like its predecessor, SUDS, it's Quilled and comes in four parts, each of which can be played independently. Once you've signed your contract you get a chance to star in Dullas where you must track down your pappy, Joke Spewing, who, it's rumoured, is still alive. On then to a soap based in Denver where success in working out an excruciating pun will be rewarded with a part in a top crime series.

The adventure is peopled with characters who are usually rude and unhelpful towards you but, in good US soap tradition, a fatal move doesn't always result in your demise - you might be resurrected! The puzzles get more difficult as you go along but help can occasionally be obtained from cryptic clues in the first two parts.

If you like puns and off-beat humour (and don't mind a swipe at your favourite soap) then you should enjoy AMERICAN SUDS. Quite a laugh!

ATMOSPHERE: 15/20 - VOCABULARY: 14/20 - GRAPHICS: N/A

PSR: 15/20.

CASTLE BLACKSTAR (Part 6)

In the Temple, drop the Ming Vase, the large Diamond, the faded Masterpiece and the silver Cross for an increased score of 92/250. It is now time to tie up a few loose ends. Do you remember the message that you read on the North Ledge by the Lake? It said "When you see yourself as a friend then speak, Friend, and enter to find the shore of the Flaming Lake".

Now, where did you see yourself as a friend? (Solution: 212!). You saw two of these, so return to the first one in the North Tower. Pick up the Gold Ring, then 92-165. Nothing happened? Try 79-163! From the Secret Passage, go Down until you reach the Waterline. North will take you to a Rubble Cave with no apparent exits, whilst South leads to the western Bank of a Lake. Remember that you cannot take the Gold Ring through the Black Room, so leave it on the bank of the lake, and make your way to the second 212 (situated in the 221-125). The 212 in there is already shimmering, so simply type 8 to enter another Secret Passage. Stuck? (Hint: 115. Solution: 95-115). You can now go 144 to the Top of the Tower where you will find a treasure (223-236). Collect it, then make your way Down (twice) until you reach an Inlet. Aha! A Boat! 34 it for a taste of things to come, then SAIL BOAT.

You are now on the Lake, at the entrance of the inlet. Go North once more to reach the middle of the Lake. As the directions indicate, you may now either go East or carry on Northwards. The faint rushing sound coming from the East should give you a premonition of danger, so FREEZE your position, then go East. There is still time to go North, but carry on Eastwards... You have now reached a point of "no-return" on the Rapid River, and Down is the only option. This takes you to the Rocky Bay (which you have already visited) but, although you are still alive, you have lost your boat!

UNFREEZE your position, then go North towards the Island. Fortunately, the boat protects you from the flames, and North once more will take you onto the Island itself. By now, your boat should be full of water (as you were repeatedly told!), so 97 it. The stick of Dynamite looks very interesting, but you should bear in mind that the Island is surrounded by flames! How do you get the Dynamite through the flames? (Hint: 254. Hint: 99. Solution: 106-230).

Make your way to the Low Building (where you are hoarding all your possessions), leave the Dynamite, and go to the Temple to deposit the 223-236 for a score of 115/250.

Return to the Island on the Lake, and do not forget to 97 the Boat. From the Island, travel NorthEast twice until you reach an Oily Cave. This location is very important since, not only do you find a Staff, but the flotsam provides an endless supply of oil for your Lamp.

Return to the Island, then go NorthWest. From this new location, two directions are possible: North (three times) will take you to the Cove (which you have already visited); West (twice) will take you to the western bank of the lake where you left the Gold Ring. Go and pick up the Ring, then go to the Cove.

Do you recall that, when you entered the mining area, a dwarf spotted you and ran away carrying with him a mysterious object? Well, you now have the Ring, and as you already found, it renders you invisible...

To Be Continued in MDs Nos 33-34.

You obviously tried to MOVE MENHIR, LIFT MENHIR, PUSH MENHIR, all to no avail. There is a secret passageway behind it, however, so how do you get rid of it? (Hint: Remember what the 119 did to you? Hint: 205! Solution: Use the 203-133 on it). You can now go SouthWest, and collect the 253 (Score: 380/400).

Return to the Menhir Room, then go South to a Stairway, then Down to reach some oddly angled rooms. These form a maze, which is rather tricky to solve. The main feature in these rooms is some diamond-shaped etchings, made of a glassy substance. Whilst you cannot BREAK these diamonds, you will notice that they may glow progressively brighter if you travel in certain directions...

In fact, the degree of brightness of the diamonds is the clue to solving this puzzle, as the maze cannot be mapped using "conventional" methods. So, in which directions should you travel? (Hint: 161. Hint: 269 of the 121. Hint: 131-267-149! Hint: 127. Solution: The room where you found the 161 represents the 111. You must then travel in such directions as to trace a 228 as you walk. Thus, from the 111, travel 139, 137, 143, then 141. The increasingly brighter diamonds indicate that you are following the correct pattern).

Well, this was a fairly unfair puzzle to British players, but you are now rewarded with a secret passage leading Down...

Your Sword glows brightly blue, so danger there is! How do you deal with Cerberus? (Hint: 108 it. Solution: 57-253 on it).

Go East into the Crypt Anteroom, then South into the Crypt. Your score is now an impressive 398/400, but where do you go next?! (Hint: When you stopped the Carousel, an exit to the West was revealed. The object that you found in that room gives you a subtle clue... Hint: 129. Solution: Carry the 241, 232-9-1-123!, then 140!).

Congratulations, you have completed ZORK II (Score: 400/400)!

PASSENGERS ON THE WIND II from Infogrames.

Available for the Commodore 64 and Amstrad CPCs (tape: £9.95 - disk: £14.95), and for the Atari ST and IBM PC (disk: £19.95).

* LAMPLIGHTER's Review: If you have played PASSENGERS I, then you'll know what to expect - if you haven't, be thankful and be warned! PASSENGERS is the computerisation of an award-winning French cartoon strip for adults. Its creator collaborated on both graphics and text, in order that "the spirit and wording of the story were scrupulously respected". I can only presume they have been lost in the translation! The format is icon-driven multiple choice, and the plot is set around 1780, in Darkest Africa. You must guide the characters through their adventures by squinting at illegible red text on black background, and using a cursor that skips like a jackrabbit and is almost impossible to target on the minute zones.

Little more than patience is required to finish the game, but mine quickly ran out. Nice graphics don't compensate for frustrating and illogical game-play, odd dialogue and tedious characters. The French can keep this one. Come back Tintin, all is forgiven!

ATMOSPHERE: 6/20 - VOCABULARY: 6/20 - GRAPHICS: 12/20
PSR: 8/20.

* ERRATUM: TIME AND MAGIK includes Level 9's RED MOON, and not EMERALD ISLE as we erroneously published in MDs Nos 29-30. Thus, the TIME AND MAGIK trilogy features Level 9's LORDS OF TIME, RED MOON, and THE PRICE OF MAGIK. We apologise for this error.

TIME AND MAGIK is now available for the Spectrum +3 (disk: £14.95).

The BBC version of TIME AND MAGIK will be released in June 1988 (tape and disk: £14.95 each). This version will run on a BBC Model B with at least 48K memory, and on the BBC Master (disk only - 80 track).

* Rainbird Software have released LEGEND OF THE SWORD for the Atari ST (disk: £24.95). The evil wizard Suzar has plunged the kingdom of Anar into a state of turmoil and fear. The High Council has entrusted you and five other loyal men to seek a mystical sword and shield whose magical aura can assist you in defeating Suzar. LEGEND OF THE SWORD is billed as a classic adventure combined with elements of role-playing games. The adventure features over 300 illustrations, icon-driven facilities for movements and commonly used commands, RAM Save/Load, OOPS/UNDO commands, intelligent characters with whom you must interact, and an on-screen scrolling map which expands as you progress into the game.

Magnetic Scrolls' next adventure will be CORRUPTION, to be released during the Summer of 1988. CORRUPTION is described as an adventure for "hardened" adventurers, and takes place in the 20th century world of high finance, where the player has to pit his/her wits against shady drug barons and ruthless criminals.

Rainbird Software have now released the Amstrad PCW version of JINXTER (disk: £24.95). The Amstrad CPC version (disk: £19.95) and the Atari XL/XE version (disk: £19.95) are to be released during June 1988.

* Firebird have released the Amstrad CPC version of DARK SCEPTRE (disk: £14.95 - tape: £8.95).

* Mirrorsoft have released the Atari ST version of SHADOWGATE (disk: £24.99).

Mirrorsoft will release both the Amiga version of DUNGEON MASTER (disk: £24.99) and the Atari ST version of THE UNINVITED (disk: £24.99) at the beginning of June 1988.

* Atlantis Software have withdrawn all adventure titles from their software catalogue (we have purchased all Atlantis' stock of adventures, so please order early if you wish to obtain their adventures since, once they have gone, they will not be reduplicated - see page 40 for details).

* Delta 4 Software are working on a sequel to BORED OF THE RINGS. Named B.B.B. BORED OF THE RINGS (THE REMIX), this PAWEd adventure should be released during Summer 1988.

* The release of Abstract Concepts' MINDFIGHTER (to be published through Activision) is now scheduled for June 1988. Anna Popkess is currently working on her second adventure, GOODNIGHT CRUEL WORLD, also to be released under the Abstract Concepts label through Activision.

* Topologika have released RETURN TO DOOM for the BBC B/Master, Spectrum +3, Amstrad CPCs/PCWs, and IBM PCs (disk only - £12.95 each). Written by Peter Killworth, this adventure is the sequel to COUNTDOWN TO DOOM and is rated as being of advanced difficulty.

* Eighth Day Software have released SKELVULLYN TWINE for the Spectrum 48 (£5.50). This is a 3-part text-only fantasy adventure, which is designed to be like an interactive novel.

* Electronic Arts will release BARD'S TALE III - THIEF OF FATE during June 1988 (Commodore 64 - disk: £14.95. Other versions to follow). BARD'S TALE III will contain over 100 magic spells and more than 500 monsters, and will take place through 84 dungeon levels and 7 different dimensions.

* Spectrum Adventurer have released VIRUS for the Spectrum 48 (£2.99). In this text-only adventure, the player has to assist Time Lord Doctor Goo in defeating the evil Mr X who is planning to infect Spectrum adventures with a deadly virus. A prize of a Spectrum +3 Computer (or £200 in cash) will be awarded to the first player to send a map of the adventure by 21.11.88 (details of the competition are included with the game).

* Visual Dimensions, 59 Nunnery Lane, York, YO2 1AH, have released three adventures for the Spectrum 48: THE CALLING (£1.99 - enhanced Spectrum 128 version on side B of the tape), REALITY HACKER (£2.99), and HOLIDAY TO REMEMBER (2.99). Club Members can purchase REALITY HACKER and THE CALLING at the special price of £4.99 for both adventures.

* Marlin Games, 19 Briar Close, Nailsea, Bristol, BS19 1QG, have released CLOUD 99, a light-hearted adventure for the Spectrum 48 (£2.95 - enhanced Spectrum 128 version on side B of the tape).

* BBC and Electron owners will be interested to hear about THE ELK ADVENTURE CLUB, 2 The Beeches, Tilbury, Essex, RM18 8ED. For a yearly subscription of £9.95, you will receive a bi-monthly newsletter and a free adventure. Membership of the Club also entitles you to other privileges which are comprehensively listed in an advertising leaflet available from the above-mentioned address.

* Mastertronic will shortly release QUEST FOR THE HOLY EGGCUP for the Spectrum 48, Commodore 64, and Amstrad CPCs (£1.99 each) (written by Smart Egg Software, of RIGEL'S REVENGE fame).

* Incentive Software have released STAC, a graphic adventure creator for the Atari ST (disk: £39.95). Special features include a character font editor, a LINK facility to create adventures of unlimited size, over 120 different conditional actions, RAM Save/Load and OOPS abilities, hundred of flags and counters, 40 & 80 column text, and many more features (a full review of STAC will appear in MDs Nos 33-34).

The STAC package includes the STAC utility, a quick-start file, a small demonstration adventure, a variety of character sets, "Shymer" - a full 150K graphic adventure, a slideshow of sample adventure screens, and a comprehensive 70-page manual.

In conjunction with STAC, Incentive Software have also released a STAC DEMO (disk: £1.99) which includes the "Shymer" adventure, a STAC slideshow demo, and a Neo compress utility (please refer to page 46 for an exclusive offer from Incentive Software to ACL Members).

* C.R.L have just released ROD PIKE'S HORROR COMPILATION for the Spectrum 48, Commodore 64, and Amstrad CPCs (£24.95 each). This compilation includes DRACULA, FRANKENSTEIN, and WOLFMAN.

C.R.L's WOLFMAN is now available for the Spectrum 48 (tape: £8.95 - disk: £14.95), and for the Amstrad CPCs (tape: £9.95 - disk: £14.95).

C.R.L now have a bug-free Spectrum version of JACK THE RIPPER. Members can exchange their faulty copy directly from C.R.L, or through ACL.

BORED OF THE RINGS is now available on disk for the Commodore 64 (£14.95).

C.R.L will release PYRAMID OF THE SUN in June 1988 for the Spectrum 48, Commodore 64, and Amstrad CPCs (prices to be announced) (PYRAMID OF THE SUN is the sequel to CASTLE BLACKSTAR).

* Riverdale Software, 95 Printon Avenue, Manchester, M9 3JW, tel: 061-795 4549, have released AMERICAN SUDS for the BBC/Electron/Master (£4.00). AMERICAN SUDS is a 4-part adventure in which you play the part of a would-be soap opera star, and must work your way up through the American soaps to obtain the star role in your own soap series (AMERICAN SUDS is the sequel to SUDS (available for the BBC/Electron - £4.00)). Riverdale Software have kindly offered a £1.00 discount (per adventure) to every ACL Member ordering directly from them (please quote your membership number when ordering).

Both AMERICAN SUDS and SUDS are to be converted for the Spectrum 48 during May 1988 (price to be announced).

* Infocom have released the Atari ST and Amiga versions of SHERLOCK (disk: £24.99 each), and the Amiga version of BEYOND ZORK (disk: £24.99).

BACK ISSUES OF MEMBER'S DOSSIERS

We believe that your Member's Dossiers (MDs) will build up to form an invaluable work of reference, which you will be able to consult time after time. Since MD No 1 was published in April 1985, many topics have been covered:

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- THE SEEKER.....: Ken Morgan.
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Publication Dates
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* MDs Nos 33-34: Second week of July 1988

DISCOUNTED SOFTWARE

We are pleased to offer you a comprehensive selection of adventure titles. Please note, however, that discounts are not available on budget software.

Title/Software Company	Computer	RRP	Our Price
* DELTA 4/C.R.L			
- The Boggit	SP48,C64,AM	7.95	7.15
- The Boggit	SP48d	14.95	13.45
- Robin of Sherlock	SP48	5.00	4.50
- Robin of Sherlock	AM	7.95	7.15
- Bored of the Rings	SP48	5.00	4.50
- Bored of the Rings	C64	7.95	7.15
- Bored of the Rings	C64d	14.95	13.45
- Quest/ Holy Joystick	SP48	3.95	3.55
- Return of the Joystick	SP48	4.95	4.45
* C.R.L			
- Rod Pike's Horror Compilation (Dracula, Frankenstein & Wolfman)	SP48,C64,AM	24.95	22.45
- Wolfman	SP48	8.95	8.05
- Wolfman	C64,AM	9.95	8.95
- Wolfman	SP128d,C64d,AMd	14.95	13.45
- Jack the Ripper	SP48	8.95	8.05
- Jack the Ripper	SP128d,C64d	14.95	13.45
- Jack the Ripper	C64	9.95	8.95
- Book of the Dead	SP48,AM	8.95	8.05
- Book of the Dead	SP128d,AMd	14.95	13.45
- Dracula	SP48,C64,AM	9.95	8.95
- Dracula	SP128d	14.95	13.45
- Frankenstein	SP48,C64,AM	8.95	8.05
- Frankenstein	C64d,AMd	14.95	13.45
- Federation	SP48	8.95	8.05
- Federation	C64,AM	9.95	8.95
- Federation	C64d,AMd	14.95	13.45
- Loads of Midnight	SP48	9.95	8.95
- Murder off Miami	SP48,C64,AM	7.95	7.15
- Buggy	SP48,C64,AM	7.95	7.15
- The Very Big Cave Adventure	SP48,C64,AM	7.95	7.15
- The Very Big Cave Adventure	PCWd	14.95	13.45
- The Very Big Cave Adventure	C64d	12.95	11.65
- Castle Blackstar	PCWd	14.95	13.45
- The Pilgrim	C64	7.95	7.15
- The Causes of Chaos	C64	8.95	8.05
* PRECISION GAMES			
- The Extricator	SP48	2.99	2.69
- The Extricator	C64	3.99	3.59
- The Energem Enigma	SP48	4.99	4.49
- The Energem Enigma	C64	5.99	5.39

Title/Software Company	Computer	RRP	Our Price
* ADVENTURES/US GOLD			
- Seas of Blood	SP48,C64,AM	9.95	8.95
- Spider-Man	SP48,C64,C16,BBC,EL,AT	2.99	2.69
- The Hulk	SP48,C64,C16,BBC,EL,AT	2.99	2.69

- Scott Adams' Scoops (Vol No 1) (includes Pirate Island, Voodoo Castle, Strange Odyssey & Buckaroo Bonzai)	SP48,BBC,EL C64,C16,AT	9.99 9.99	8.99 8.99
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- 3- Secret Mission
- 4- Voodoo Castle
- 5- The Count
- 6- Strange Odyssey
- 7- Mysterious Fun House
- 8- Pyramid of Doom
- 9- Ghost Town
- 10- Savage Island (Part 1)
- 11- Savage Island (Part 2)
- 12- Golden Voyage
- 13- The Sorcerer of Claymorgue Castle
- 14- Return to Pirate Island

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Nos 1 to 13:	BBC,EL	7.95	7.15
Nos 1 to 4:	AT	7.95	7.15
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Nos 1 to 4 & Nos 10 & 13:	C64	9.95	8.95
Nos 2,3,4 & 13:	C64d	13.95	12.55
Nos 10 & 13:	C16	7.95	7.15
Nos 1 to 4 & Nos 7 to 13:	DR	7.95	7.15
Nos 2 to 6 & No 13:	ATd	17.95	16.15

Mysterious Adventures:

- Nos 1 to 10:	SP48,AT,DR,BBC,EL	7.95	7.15
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| (2) Adventure Quest | (8) Red Moon |
| (3) Dungeon Adventure | (9) The Worm in Paradise |
| (4) Lords of Time | (10) The Price of Magik |
| (5) Snowball | (11) Gnome Ranger |
| (6) Return to Eden | (12) Erik the Viking |

Nos 1 to 11: AM,AT(48K. #64K needed for Nos 9, 10 & 11), MSX(64K)

Nos 2 to 10: BBC

Nos 1 to 12: SP48,C64

No 11: C64d,AT(64K)d,AGd,PCd,STd,AMd,PCwd,APd,MACd

	RRP	Our Price
- Adventures Nos 1 to 12 (except Nos 7 & 8)	9.95	8.95
- Adventures Nos 7 & 8	6.95	6.25
- Disk versions (C64d,AMd,ATd)	9.95	8.95
- Disk versions (other micros)	14.95	13.45

*** RAINBIRD SOFTWARE**

- Jewels of Darkness (Colossal Adventure, Adventure Quest & Dungeon Adventure)

SP48,C64	14.95	13.45
AM,AT800,MSX	14.95	13.45
C64d,AT800d	14.95	13.45
APd,AMd,PCwd,STd	19.95	17.95
AGd,MACd,PCd	19.95	17.95
- Silicon Dreams (Snowball, Return to Eden & The Worm in Paradise)

SP48,C64	14.95	13.45
AM,AT800,MSX	14.95	13.45
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APd,AMd,PCwd,STd	19.95	17.95
AGd,MACd,PCd	19.95	17.95
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MACd,APd,PCd,STd,AGd,AMd,PCwd	19.95	17.95
SP48,C64,C64d,AM,AT,ATd,MSX	14.95	13.45
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SP128	14.95	13.45
SP128d	15.95	14.35
C64d,AMd,APd,ATd	19.95	17.95
PCd,STd,AGd,MACd,PCwd	24.95	22.45
- Guild of Thieves

SP128d	15.95	14.35
C64d,AMd,ATd,APd	19.95	17.95
PCd,STd,AGd,MACd,PCwd	24.95	22.45
- Jinxter

SP128d	15.95	14.35
C64d,APd	19.95	17.95
PCd,STd,AGd,PCwd	24.95	22.45
MACd	34.95	31.45
- Legend of the Sword

STd	24.95	22.45
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(Please refer to page 45 for details about TIME AND MAGIK)

#42				
Title/Software Company	Computer	RRP	Our Price	
* INFOCOM				
INVISICLUES: - Double Pack:	Bureaucracy/Hollywood Hijinx Stationfall/The Lurking Horror Plundered Hearts/Beyond Zork			
- Single Pack:	ANY other title			
- Double Pack		8.99	8.09	
- Single Pack		6.99	6.29	
* BUG-BYTE				
- S.T.I.	SP48	2.99	2.69	
- Souls of Darkon	SP48,C64,AM	2.99	2.69	
- Cloak of Death	AT	2.99	2.69	
- Quest for Eternity	AT	2.99	2.69	
- Journey to the Centre of the Earth	MSX	2.99	2.69	
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- Egyptian Adventure	BBCd/MAd	14.95	13.45	
- The Odyssey	C64	9.95	8.95	
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- Island Adventure	C64	7.95	7.15	
- Mountain Palace Adventure	C64,AM	7.95	7.15	
- Time Search	C64,AM	7.95	7.15	
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- The Adventurer's Notebook	(Book)	3.95	3.55	
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Tape 2: Witch Hunt & The Cup				
Tape 3: The Hammer of Grimmold & Mutant				
Tape 4: Realm of Darkness & Matchmaker				
Tape 5: The Jade Necklace & Lifeboat				
# Commodore 64 (2 titles per tape - 3 titles per disk):				
Tape 1: The Hammer of Grimmold & Lifeboat				
Tape 2: Realm of Darkness & Mutant				
Tape 3: The Jade Necklace & Matchmaker				
Tape 4: Witch Hunt & The Cup				
Disk 1: The Hammer of Grimmold, Mutant & Matchmaker				
Disk 2: Lifeboat, The Jade Necklace & The Challenge				
Disk 3: Realm of Darkness, Witch Hunt & The Cup				
(ANY ONE TAPE):	SP48,C64	2.50	2.50	
(ANY ONE DISK):	C64d	6.00	5.40	
* OCEAN SOFTWARE				
- Hunchback	C64,AM	8.95	8.05	
- Hunchback	SP48	7.95	7.15	
- Never Ending Story	SP48,C64,AM	9.95	8.95	

				#43
Title/Software Company	Computer	RRP	Our Price	
* FIREBIRD				
- Dark Sceptre	SP48	7.95	7.15	
- Dark Sceptre	AM	8.95	8.05	
- Dark Sceptre	AMd	14.95	13.45	
* SENTIENT SOFTWARE				
- Scoop!	SP48,C64	2.99	2.70	
* ARTIC COMPUTING				
- Planet of Death (C64), Ship of Doom (SP48), Espionage Island (C64). (ANY ONE TITLE):		1.99	1.99	
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SP48,C64,AM:	a) Heroes of Karn		b) Jewels of Babylon	
SP48,AM:	a) Warlord		b) Forest at World's End	
	c) Message from Andromeda			
C64:	a) Empire of Karn		b) Crystal of Karus	
AM:	a) The Experience			
SP48:	a) Shrewsbury Key		b) Zacaron Mystery	
	c) The Serf's Tale		d) Matt Lucas	
	e) Journey to the Centre of Eddie Smith's Head			
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* MELBOURNE HOUSE				
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- The Hobbit	SP48,C64,AM,BBC,MSX	9.95	8.95	
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- The Hobbit	PCd,APd	29.95	26.95	
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- Witch Hunt	AMd,PCWd	19.95	17.95	
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- The Mystery of the Lost Sheep	C64,BBC	4.00	3.60	
* WALRUS COMPUTING				
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#44

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- The Quill	BBC/EL	16.95	15.25
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SP48:	a) Holy Grail	b) Journey's End
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C64:	a) Treasure Island	

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*** HANDASOFT**

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#45

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- ST Adventure Creator (STAC)	STd	39.95	35.95
- STAC DEMO	STd	1.99	1.99
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- The Ket Trilogy	C64	7.95	7.15
- The Ket Trilogy	BBCd(40-track)	11.95	10.75
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- Nova/Haunted House	AM	7.95	7.15
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- Karyssia	SP48	7.95	7.15
- Graphic Adventure Creator	AMd	27.95	25.15
- " " " "	SP48,C64,AM,BBC	22.95	20.65

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	STd,AGd,PCd,MACd	19.95	17.95

*** TOPOLOGIKA**

- | | |
|----------------------|------------------------|
| 1) Countdown to Doom | 2) Philosopher's Quest |
| 3) Acheton | 4) Kingdom of Hamil |
| 5) Return to Doom | |

Nos 1 to 4:	AMd,PCWd,PCd,BBCd,MAd,SP128d	9.95	8.95
No 5:	AMd,PCWd,PCd,BBCd,MAd,SP128d	12.95	11.65

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- Deja Vu	STd	24.95	22.45
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- Deja Vu	AGd	29.95	26.95
- The Uninvited	MACd,AGd	26.95	24.25

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 AP (Apple II series) * AT (All Atari except Atari ST) *
 * BBC (BBC Model B) * C16 (Commodore 16) * C64 (Commodore 64) *
 * C128 (Commodore 128) * CP/M (CP/M operating system)
 * DR (Dragon 32/64) * EL (Electron) * MA (BBC Master series) *
 * MAC (Apple MacIntosh) * MSX (MSX Micros) * PC (IBM PCs or
 compatibles) * PCW (Amstrad PCW series) * QL (Sinclair QL) *
 * SP48 (Spectrum 48) * SP128 (Spectrum 128) * ST (Atari ST series) *

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SPECIAL OFFER ON INCENTIVE SOFTWARE'S "STAC"!
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Purchasing STAC DEMO from us (£1.99 - see page 45) will enable you to sample the facilities offered by STAC by playing "Shymer", an adventure entirely written using STAC. The demo disk also includes a selection of graphic screens and a sample of character sets which can be designed using STAC.

If you then decide to buy STAC itself, then please return to us the STAC DEMO disk, and DEDUCT its price from your order of STAC! (i.e. £35.95 (our price for STAC) less £1.99 = £33.96).

please use in conjunction with the hints given in this Dossier.

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|-------------|---------------|------------------|
| 1) The | 46) Wear | 91) Tank |
| 2) A | 47) Look | 92) Say |
| 3) To | 48) Find | 93) Two |
| 4) Of | 49) Use | 94) Jellyfish |
| 5) On | 50) Follow | 95) Push |
| 6) Behind | 51) Destroy | 96) Sound |
| 7) Your | 52) Wait | 97) Empty |
| 8) In | 53) Light | 98) Sea |
| 9) Off | 54) Spray | 99) Bottle |
| 10) It | 55) Remove | 100) Stolen |
| 11) Him | 56) Read | 101) Quarters |
| 12) Then | 57) Put | 102) Tag |
| 13) Away | 58) Close | 103) Rusty |
| 14) Again | 59) Open | 104) Wind-Bag |
| 15) At | 60) Pull | 105) Happens |
| 16) Through | 61) Hide | 106) Pour |
| 17) Under | 62) Throw | 107) Arrow |
| 18) By | 63) Search | 108) Tame |
| 19) Towards | 64) Unscrew | 109) Detector |
| 20) Until | 65) Leave | 110) Noblesse |
| 21) Quickly | 66) Oil | 111) Home Base |
| 22) Now | 67) Blast | 112) Identcard |
| 23) Later | 68) Move | 113) Ignore |
| 24) Them | 69) Board | 114) Crime |
| 25) Hers | 70) Shake | 115) Roof |
| 26) This | 71) Ride | 116) Forcibly |
| 27) You | 72) Introduce | 117) Carefully |
| 28) That | 73) Spin | 118) No |
| 29) From | 74) Try | 119) Wizard |
| 30) Get | 75) Fire | 120) Time |
| 31) Give | 76) Hear | 121) Diamonds |
| 32) Drop | 77) Climb | 122) Pilot |
| 33) Turn | 78) Start | 123) Lamp |
| 34) Examine | 79) Enter | 124) Crossing |
| 35) Jump | 80) Cat | 125) Bedroom |
| 36) Take | 81) Flip | 126) Screwdriver |
| 37) Dig | 82) Fire | 127) Baseball |
| 38) Bend | 83) Break | 128) Switch |
| 39) Crawl | 84) Game | 129) Darkness |
| 40) Sit | 85) Pass | 130) Alone |
| 41) Go | 86) 1 | 131) American |
| 42) Feel | 87) 2 | 132) Documents |
| 43) Insert | 88) 3 | 133) Spell |
| 44) Bolt | 89) 4 | 134) Suit |
| 45) Press | 90) Bone | 135) Light |

Please use in conjunction with the hints given in this Dossier.

136) North	181) Dial	226) Gap
137) NorthEast	182) Pyxis	227) Nodule
138) East	183) Hatch	228) Diamond
139) SouthEast	184) Acorn	229) Marching
140) South	185) Twice	230) Liquid
141) SouthWest	186) Vulture	231) Fish
142) West	187) Monster	232) Switch
143) NorthWest	188) Packet	233) Lever
144) Up	189) Wire	234) Smell
145) Down	190) Badge	235) Door
146) Tablet	191) Drey	236) Vane
147) Net	192) Item	237) One
148) Execute	193) Confuse	238) Sea
149) Game	194) Can	239) Moon
150) Qnuts	195) Told	240) Button
151) Seat	196) Headphones	241) Wand
152) Pill	197) Skimmer	242) Dribble
153) Fur	198) Milk	243) Barrier
154) Yagmok	199) Eastwards	244) Dam
155) Hamster	200) Yes	245) Patch
156) Red	201) Cross	246) Protect
157) Plasma	202) Bar	247) Rigellian
158) Blood	203) Float	248) Hoop
159) Fountain	204) Soldier	249) Impact
160) Traces	205) Spells	250) Goes
161) Club	206) Bench	251) Wind
162) Minefield	207) Trident	252) Grille
163) Mirror	208) Knot	253) Collar
164) Times	209) Memory	254) Protection
165) Friend	210) Eyes	255) Rubble
166) Column	211) Uniform	256) Skeleton
167) Manual	212) Mirror	257) Oblige
168) Junction	213) Chair	258) Flower
169) Hatch	214) Stool	259) Flare
170) Rope	215) Feet	260) Cord
171) Pill	216) Keg	261) Spear
172) Soldiers	217) Dexta	262) Axe
173) Fuse	218) Plug	263) Bomb
174) Gun	219) Bad	264) Ring
175) Breath	220) Raft	265) Topaz
176) Marching	221) Duke's	266) Moves
177) Ruby	222) Goggles	267) National
178) Weeds	223) Golden	268) Not
179) Eraser	224) Flint	269) Shape
180) Green	225) Lens	270) Tracks