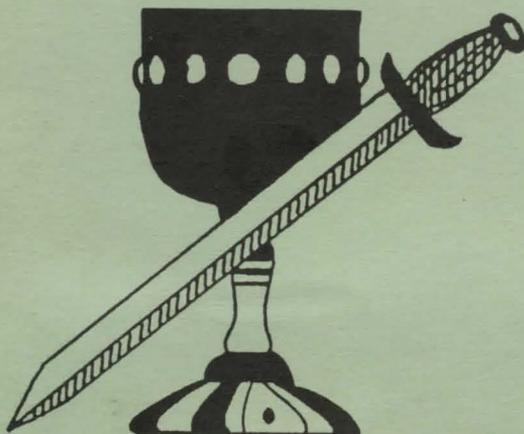


The Adventurers Club Ltd.

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Telephone: 01-794 1261



MEMBER'S DOSSIERS Nos 37 & 38 - DECEMBER 1988/JANUARY 1989

REVIEWS:

BENEATH FOLLY

DUNGEON ADVENTURE

GATEWAY TO KAROS

JACK & THE BEANSTALK

ARTICLES BY:

KEITH CAMPBELL

FISH!

INTRIGUE

THE ZACARON MYSTERY

QUEST FOR THE GOLDEN EGG-CUP

RICHARD BARTLE

MIKE GERRARD

THE UNINVITED

THE ENCHANTED COTTAGE

A HARVESTING MOON

TONY BRIDGE

HUGH WALKER

LATEST NEWS ON THE ADVENTURING SCENE

BASIC ADVENTURING

DISCOUNTED SOFTWARE

AND MUCH MORE!!!

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 in the Adventure Area (SIG) of "The Fox Den". Tel: 0689-27085 (Baud rates: V21, V22, V22-bis, V23).

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 37-38!

Following requests from several Members, we are pleased to announce that the "Golden Chalice Awards Presentation Ceremony" on Saturday 25th February has now been brought forward by two hours to cater for those guests who live out of town and wish to return home at a reasonable time. You will find full details about this important event on page 29. Do not forget that we must receive your application-form for tickets by 31.01.89 at the very latest.

This month, you are invited to vote in two important elections:

- * The Golden Chalice Awards (page 9)
- * The Election of the ACL President (page 10)

We only ask you to vote once a year, so please do not waste your right to vote and ensure that, like previous years, the turn-out is excellent. There is also a chance for you to win £100.00 in the process!

Columnists:

- * Keith Campbell (page 7) made several good friends over the years whilst running his adventure help-line.
- * Mike Gerrard (page 13) provides more useful tips and advice on how to submit your own adventures for review purposes.
- * Tony Bridge (page 17) concludes his article on the history, evolution, and importance of the packaging of adventure titles.
- * Hugh Walker (page 23) reflects on the offerings of 1988 and wonders about the falling standards in adventures.
- * Richard Bartle (page 27) explains how the introduction of on-screen graphics will affect multi-user adventures in the near future.

Reviews:

"Beneath Folly" (page 11), "The Uninvited" (page 14), "The Golden Egg-Cup" (page 15), "A Harvesting Moon" (page 16), "Intrigue" (page 18), "Fish!" (page 19), "Dungeon Adventure" (page 20), "The Zacaron Mystery" (page 22), "The Enchanted Cottage" (page 24), "Gateway to Karos" (page 26), "Jack & The Beanstalk" (page 36).

Recognising the ever-increasing influence of role-playing games among adventures, we are pleased to announce that a regular 2-page column on RPGs will appear in MDs Nos 39-40 onwards. Our pages of discounted software now also include several leading titles, such as the Microprose Ultima series, new releases from S.S.I., and all Sierra's latest titles (see page 43 for details).

Happy Adventuring!

* 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!

* STAR LETTER *

Dear ACL,
The help page in the Dossier is great, but I think other Members would also be interested in the answers, to help them along the correct path to solving the same games. Why not print the solutions to their problems in the next Dossier?

BRIAN STEPHENS, Kings Norton.

* You certainly have a point here! Pleas for help mentioned in the "Help Wanted!!!" section generally relate either to quite obscure adventures or to brand-new titles which are not yet included in our database, so the answers to these queries should be of interest to Members. OK, we'll take up your useful suggestion and, from this Dossier onwards, we shall print in the "Hints 'n' Tips" section the answers to previously published pleas for help (Ed).

Dear ACL,
As an Atari 520ST owner and one who enjoys adventuring very much, I would like to make a plea to Software Houses. My last computer was a 48K Spectrum and I enjoyed playing adventures on it very much. There are still a lot of good adventures being written for it by various software houses such as Precision Games, River Software and Tartan Software to name but a few, and now that STAC is available for the ST, I would ask them to please convert their programs to the ST. I think it would be a new opening for these software houses and I am sure that many ST owners would be grateful.

ALAN RIDEALGH, Chelmsford.

* Well, we can't speak for all the software companies, but we know for a fact that River Software are presently working with STAC (whether it will be a conversion of their old adventures, or whether they will release new titles, we do not know as yet!). One has to bear in mind, though, that learning to use a new writing utility can take a considerable amount of time. The finished product must be bug-free and, ideally, should take advantage of all the powerful facilities that STAC offers. We think your patience will soon be rewarded! (Ed).

Dear ACL,
I was most disappointed at finding you were not at the ZX Microfair on December 10th, since it's the only chance me and others like me have of meeting you and discussing your products, adventures, etc...
KEITH GREEN, Maidenhead.

We did not attend that particular Microfair because it was badly organised, and received hardly any publicity (the organisers did not bother to advertise it in the Spectrum-related magazines). You must bear in mind that, although we do like to exhibit, we must make sufficient profits during these Shows to justify the cost of hiring a stand for the day. Still, don't forget to pencil 25th February 1989 in your diary as it will be the ideal opportunity to discuss adventures, not only with us, but with all the adventure software companies! (Ed).

Dear ACL,
A moan about Keith Campbell's pages (MDs nos 35-36). O.K., I agree that MINDFIGHTER is pretty bad (my taste only), but why does Keith think that a person who started off writing parody adventures should always stick to that type of game?

ALLAN PHILLIPS, London.

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, nine Laws have been permanently inscribed on the Scroll, for posterity.

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

THE ADVENTURER'S GLOSSARY

We are presently compiling "The Adventurer's Glossary", and we need your help in compiling definitions of the most common (as well as esoteric) objects found in adventures. The glossary is intended as a humorous dictionary and wit, irony, and/or cynicism should be part of your definitions! So, if you can think of an appropriate definition for a Key, a Lamp, a Maze, a Troll, etc... please send it to us! The best definitions will be published in the Dossiers, and an ACL Voucher of £10.00 will be awarded to each Member whose definition is entered in the glossary.

Publication Date
=====

* MDs Nos 39-40:

Second Week of March 1989

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

- 1st Prize: Mr M. Balvers, Kaatsheuvel, The Netherlands....914 Credits
- 2nd Prize: Mrs A.S. Sloman, Brighton.....456 Credits
- 3rd Prize: Mr A. Mac-Gregor, Basingstoke.....425 Credits
- 4th Prize: Mr A. Davidson, Cardiff.....395 Credits
- 5th Prize: Mr P. Jones, Coventry.....379 Credits

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

Position as at 24.12.88
=====

- 1st Prize: Mrs S. Parry, London.....286 Credits
- 2nd Prize: Mrs J. Pancott, Weymouth.....247 Credits
- 3rd Prize: Mr A. Phillips, London.....160 Credits
- 4th Prize: Mrs V. Lawless, Manchester.....110 Credits
- 5th Prize: Mr P. Tsourinakis, Piraeus, Greece.....106 Credits

This competition closes on 16.06.89. (Entries received after this date will qualify for our next competition).

* IMPORTANT: The Top 5 winners will be announced in MDs Nos 43-44. 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.

Adventure Helplines, or whatever other names they may go under in different magazines, are designed to provide a service for adventure-playing readers, who are stuck in a game. Back in early 1983, when the C+VG Adventure Helpline was started, it was decided that the aim would be to send a personal reply to the writer of every letter received. Of course, I don't have an answer to every problem - but the writer still gets a reply anyway.

But there is more to Helpline mail than mere adventure problems! Quite a large proportion of letters come from overseas, and one soon realises that Adventure really is an international pastime. A few letters include lengthy discussions on differing aspects of the adventure games, and sometimes a continuing correspondence develops, diverging occasionally from adventures to other topics.

Early in 1986, two Portuguese lads, Vasco and Nuno, took time out between adventure problems to strongly recommend their village, Cascais, as an ideal holiday resort. It just so happened that we were planning to spend that evening sorting through the holiday brochures. We looked up Cascais, it sounded OK, so we booked a holiday there.

Shortly after we arrived at our hotel in Monte Estoril, a mile or so from Cascais, there was a knock on the door, and a porter appeared with a gift-wrapped bottle of Port, and a wine glass, together with a cryptic note bearing the legend: "Tourists Helpline - Dial XXXXX".

We had a lovely meal with Vasco's family on our last evening, and were so touched by the friendly hospitality we received, we invited the two lads back to stay with us during the following summer. Unfortunately Nuno was unable to come, but Vasco did, his first visit to England. Last summer we returned to the area for a week, and this time in our hotel room was a bottle of Vinho Verde, and a cartoon of two recognisable faces saying "How dare you come back!" Now, we feel our two families are friends, and look forward to seeing Vasco's parents when his mother visits England for a conference, during 1989.

A couple of years ago, my son Neil's current girlfriend, an Italian, happened to be in the house at the time I was replying to a letter from Marco Andreoli, of Turin. "What a jolly wheeze," thought I, "to write back in Italian!" So I had my reply translated into Italian, and transcribed it onto one of my reply postcards. Afterwards, I was a bit worried that I might receive a verbose return letter in Italian - but no. "Fantastic! I write to an English magazine, and not only do I receive a reply, it is written in ITALIAN! Unbelievable!" replied an amazed Marco.

From this, sprang a continued correspondence. I learned about Marco's girlfriends (quite confusing because he only seems to date girls called Paola!) and Marco learned much about the English weather! Naturally, I could not resist mentioning, a year later, that I was intending to holiday in Italy. I would be a considerable distance from Turin, but nevertheless expressed my pleasure to be visiting his country.

August came, and having just arrived at our hotel in Viareggio, hot and sweaty, our room phone rang, to announce that there was a Mr. Andreoli in reception to see me! "Can't you ever leave your adventures behind?" shouted my wife! Marco had travelled some six hours that day, to meet me, and present me with a scroll from his local Adventure Club, The Guild Of The Rising Star! We met again last summer, when Marco and a friend visited the UK for the first time, and I was able to repay his compliment by meeting him at Gatwick, and later, introducing him to the delights of English Pubs, and my wife's cooking! Now she has met him, she reads Marco's letters with as much interest as myself.

But was the Italian coffee-maker Marco sent as a gift after his return home a hint that the English do not know how to make coffee? Hi, Marco, I'll write again soon!

Sometimes my replies land me in trouble, for I occasionally get an irresistible urge to reply in the same vein as the writer! For example, a certain Gareth Williams of Swansea had written a series of lengthy philosophical letters about adventure over a period of two or three years. Suddenly, out of the blue, came a letter without an address, but postmarked Swansea, and in a familiar gaudy coloured envelope, from a Viz character called Johnny Fartpants. Johnny, it seemed, was echoing the oft-heard complaint about the difficulty of finding shops stocking adventure games. "I was disgusted when I asked in my local shop recently for a copy of Rigel's Revenge, and was told there was not a single adventure in stock," complained Johnny, concluding: "Perhaps this was not surprising, as I was in the butchers at the time!"

I duly sent a reply postcard to Johnny Fartpants, at Gareth's address, commiserating with him about my own recent experience in not being able to get fillet steak in my local computer store recently, and having to settle for a couple of lamb chops and a pound of sausages. A few weeks later I received another of Gareth's lengthy missives, pleading with me to put my postcards inside an envelope in future, as we were both in trouble with his Mum, who had read the postcard, and didn't see the funny side!

Over the years I feel I have made some real friends through the mail, including many that I haven't actually met, like Andrew Bethell of Walsall, Kostas Pollizos from Greece, and Krzysztof Struszcak from Poland. If I ceased to write, it is the contact with other adventure players throughout the world that I would undoubtedly miss the most.

And finally, whilst expressing my greatest respect for foreign speaking people playing English language adventures, I couldn't help smiling at this 'howler' I received recently: 'Hello Sir, I am a Spanish boy (21 years old). My English is naughty, so I'm sorry about the faults I do . . . if you could send me the total solution I will be very pleasant for you.'

KEITH CAMPBELL. ACL PRESIDENT.

As is now usual at this time of the year, Members are invited to vote for our "1988 Golden Chalice Awards". These awards will be presented on Saturday 25th of February, during our official presentation ceremony to the most deserving software companies, and your votes are essential to ensure that your favourite adventures of the year obtain fame and recognition.

The "Golden Chalice Awards" are widely recognised as being the most important and the most prestigious in the adventuring world, since they are currently the only awards which derive exclusively from the votes of hundreds of dedicated adventurers. Make sure that you cast your votes as your opinion does matter.

Please contact us by letter or by telephone to let us have a list of your Top 3 adventures, in order of preference. This year, we are introducing a new award, the Golden Sword, for the best role-playing game of 1988, so please vote for this category as well.

To qualify, all adventures must have been released between November 1987 and December 1988 (both months inclusive).

In addition, if you wish to enter our yearly competition, please let us have a second list of the Top 3 adventures which, IN YOUR OPINION, will be placed 1st, 2nd, and 3rd (this may be different from your own personal selection). There is a prize of £100.00 to be divided equally among those members who correctly predict the final results.

Please note that all votes must be received by us on 10.02.89 at the very latest. The results of the Awards will be published in MDs Nos 39-40, but Members attending the presentation ceremony will naturally have the opportunity of knowing the results on the evening!

EDITORIAL COMMENTS

Can Level 9 Computing win the top-prize, yet again, with either LANCELOT or INGRID'S BACK? Or can Magnetic Scrolls reach the top-spot for the first time with one of their three releases, FISH!, JINXTER or CORRUPTION? Other contenders certainly include Infocom's BEYOND ZORK, BORDER ZONE and SHERLOCK, as well as Rainbird Software's LEGEND OF THE SWORD. Among the "big boys", let us not forget C.R.L.'s JACK THE RIPPER, WOLFMAN, FEDERATION, and LOADS OF MIDNIGHT, Infogrames' CRASH GARRET, Abstract Concepts' MINDFIGHTER, Topologika's RETURN TO DOOM, Incentive Software's KARYSSIA, Bug Byte's S.T.I., Mirrorsoft's THE BERMUDA PROJECT, Activision's POLICE QUEST, and Mastertronic's THE GOLDEN EGG-CUP.

Can a small, independent software company win one of the prizes? Tartan Software's DOUBLE AGENT (or indeed any of their recent titles), and River Software's DAVY JONES LOCKER, THE CHALLENGE, and LIFEBOAT are certainly in the running.

And what about Marlin Games' THE JADE STONE and CLOUD 99, Handasoft's THE CRYSTAL CAVERN, Terry Taylor's THE LABOURS OF HERCULES, 8th Day Software's RONNIE, THE RAVEN, SKELVULLYN TWINE and WEAVER OF HER DREAMS, S.A.E.C.'s VIRUS, and Essential Myth's DR JEKYLL AND MR HYDE?

On the R.P.G. front, we have Mirrorsoft's DUNGEON MASTER, SHADOWGATE, and THE UNINVITED, Electronic Arts' THE BARD'S TALE I,II or III, S.S.I.'s PHANTASIE III, and Microprose's ULTIMA IV and V, to name but a few titles.

This list is far from comprehensive (we apologise for any omission!), but it should give you a fair selection of titles which qualify for the awards. Ultimately, YOUR decision will decide the winners.

"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!

* MASTERS OF THE UNIVERSE - Commodore 64 version. After finding the two halves of the Runestone, you can join them and search for the two halves again (doing so will leave you with two halves of the Runestone AND also a complete Runestone). If you then join the two halves again, one of the two Runestones will magically disappear, leaving you with one Runestone and the opportunity to go and search for some more half Runestones... The same applies to the Rope and the silver Claw(s). After making the Hook, you can go and find an indefinite amount of silver Claws in some mud bank (more like a silver bank, with some mud on it), and make a kilometer-long rope with a tremendous amount of hooks attached to it. (MARCO BALVERS, Kaathsheuvel, The Netherlands).

ELECTION OF THE ACL PRESIDENT

Members are presently invited to cast their vote in the election for the post of Club President (the office is a yearly one, and this election is to fill the position for 1989). Three candidates were nominated by Club Members, and they are (in alphabetical order):

- BRIDGE, Tony
- CAMPBELL, Keith
- GERRARD, Mike

Each Member may cast ONE vote for the candidate of his/her choice. All votes must reach us by 10.02.89 at the latest. The results of the election will be announced in MDs No 39-40. Please do send us your vote, since the post of ACL President is an important one.

BENEATH FOLLY.

Available by mail-order only from The Fiend, The Fiendery, Elm Road, Faringdon, Oxfordshire, SN7 7EJ, for the Spectrum 48 and Commodore 64 (£3.99 each).

* Mr McNORRIS's Review: After giving to the world the benefit of his wisdom and views on adventuring, the Faringdon Fiend has now turned his attention to us, the adventure-playing public. I advise all the timid and faint-hearted amongst you to run for the hills, because he ain't messing about!

BENEATH FOLLY comes with an added bonus of a doom-and-destruction soundtrack on the 'B' side, very "Frankie Goes To Hollywood", and just the ticket to take your mind off the abuse that The Fiend is lashing out in the game. The plot is that you wake up in a place somewhere. And that's all. No more - it's up to you to find out what is going on. You can't see anything and you have no torch or lamp. You can't move anywhere or examine anything, and it's one of the most fiendish problems I can think of. And, of course, the answer is fiendishly simple. And all the while you try to escape from your prison, The Fiend is there, mocking and abusing you!

Once you've got started the going gets really tough. The game is based around a series of caves in which you will meet various demons who will throw riddles at you. You have to solve these problems, but not in the normal way. There is a lot of lateral thinking involved in this game and one should never overlook the obvious, even if it seems ridiculous. This adventure is NOT going to limit you to the laws of nature. Example: You do an INVENTORY and find you are carrying NOTHING. What to do? Easy, you EXAMINE NOTHING and find that NOTHING is really an object that you can manipulate! Get the picture? And say, for example, that you wanted a length of stout rope; well, all you have to do is THINK about a rope! In the right location you might well find that your wish will be fulfilled. So use a bit of imagination and you'll soon realise that anything can happen!

The game is a product of GAC and the overall presentation is a little drab. The graphics are a waste of time (the only bit of colour in the whole game is a red lightning bolt that kills you off if you bung in a naughty word!). The problems in the game and the overall concept more than make up for this, and serious adventurers should love it. Not for the young or infirm, though!

ATMOSPHERE: 15/20 - VOCABULARY: 10/20 - GRAPHICS: 5/20
PSR: 15/20.

TOP OF THE GAMES

(The best-selling adventures - November/December 1988)

- No 1 (-) INGRID'S BACK! (Level 9 Computing)
- No 2 (-) LANCELOT (Mandarin Software/Level 9 Computing)
- No 3 (1) TIME & MAGIK (Mandarin Software/Level 9 Computing)
- No 4 (4) GNOME RANGER (Level 9 Computing)
- No 5 (9) KNIGHT ORC (Rainbird Software/Level 9 Computing)

* SHADOWGATE (A selection of tips)

We should like to thank Nethanja Klein Schiphorst and Raoul Van Haver for sending us all these useful tips.

In the hallway with the 2 candles and the book on the shelf is a secret passage to a tunnel. You must operate one of the 121 to find it. The wraith will die when you 45 it with the 225 that produces the greenish 155 (in the alcove of the 2nd hallway). Wear the 248 later to get in the room behind the mirror (do not forget to 60 the mirror first). The 180 gem placed in the hole in the room with the pedestal lets a 237 appear. Use this 237 to freeze the lake. You can get a key over there to open the door behind the mirror. The 179 gem is placed in the hole in the cave behind the chamber with the rope (speak to rope "135" and it will rise; you can then climb to the mirror room) a stone wall will lift and you get some advice and a scroll which you can operate on yourself to get 208 for a while. To pass the fire in the bridge room, wear the 248 and operate the 237 on the flames. You get back the ice-sphere from the lake by 142 the 270 with a lit torch. The 178 gem is placed in the hole in the library and removes a bookcase, which then enables you to go to the study. The troll can be killed with the 102, the cyclops with the 181 and the 169. Operate the well and open the bucket to find a gauntlet. Wear this to take the 90 from the 258. Open the desk to find a key and a scroll. Operate the 195 on the 91 to find another key and a bottle. With these two keys you can open two doors in the large hall. Operate the 226 on the hellhound, the 264 (found on the 126) on the wyvern, the 177-200 on the girl (werewolf). To pass the sphinx, listen to his riddle. Answers can be: 147, 110, 252, 160, 81, or 241. Open the 126 to get the rod. 45 the 217 in the banquet hall to find another key. Drag the rod to the appropriate 213-136 to obtain the wand. Operate the wand on the 115 to obtain the staff.

* VILLAGE OF THE LOST SOULS (To get you started)

We should like to thank Lorna Paterson for sending us these moves.

At the start, collect the chalice from the 204 at the 245-77, go to the church and put the 164 in the 232 to obtain the holy water. Go to the burning hut and 30 the 188 at it. Collect the arrow from the 221 and the longbow from the 95 at the guard post. Use these two items to 22 the bird who keeps stealing your possessions. If you do lose something to the bird, you will find it, and the 255 for the 151, at the 261 which is 12 from the 130-112 in the 124. To get the key from the crack under the church bench, 39 the 72 with the 243. Unlock the chest on the 85 of the 171, then open it to find the tobacco. Put the tobacco in the pipe, wave 65, light pipe, smoke the pipe to make the bees sleepy and 46 the 118 to get the wax (wearing the 105 and the 202). 33 the chain at the crypt using the 98, go down to the crypt, and 51 the 184 to get rid of the vampire. Harness the oxen using the 255 and the 229. Light the forge with the 65, connect the 81 to the forge, then 36 the plough using the appropriate items.

SUBMITTING ADVENTURES (Part 2)

(By Mike Gerrard)

If the screen layout has mistakes in it, so that you get full-stops on their own at the start of a new line, or the last letter of a word in the same place, then you'll get your game straight back. Likewise if I start to find bugs very early on, I'll waste no more time trying to get into the adventure. It's not my job to debug your adventures. And I don't think it's being unfair of me not to persevere and check through the game when I can see from the start that it's not very well done. It's unfair on all the other games queuing up to be looked at if I waste time on a poor game when there could be an excellent one hidden in the pile.

If you still want to send your game in despite all this, then send it in a jiffy bag. This might seem like common sense, but I receive lots of tapes in ordinary envelopes that have split in the post... so I assume some of the tapes sent that way never even arrive. Also include return postage, if you want my verdict on your game or if you want to get the tape back again. That doesn't have to be another jiffy bag, but include a sticky label with your address and the stamps on it. And do enclose a covering letter and make sure your name and address are in it. I've received one or two tapes which have said nothing more than "All details in program", so if the program refuses to load I've got no return address or anything, and the tape just has to be ditched. To guard against loading errors, also record the program a few times at different volume settings.

Don't expect a reply straight away, and maybe not even a reply at all if you haven't included return postage. For some reason people hardly ever think fit to enclose return postage or an address label when sending a review copy in, but then write in again a few weeks later asking why they haven't heard from you.

Don't think nasty things about me if I don't have the time to give you a four-page appraisal of your adventure. There just isn't time. It could take at least half a day to get into an adventure fully enough to appraise it, and then to write a letter about it - so multiply that by the twenty or so adventures I receive every month and then maybe you'll understand why it just can't be done. Well, not unless there really are going to be blank pages in the magazine.

Don't expect a review to appear in the next issue, either, because of the production delays I've already mentioned. I'm writing this in mid-April, and the May issue is of course already in the shops, the June issue is just about finished and work has started on the July issue already.

Another of my pet-hates is when readers write in and ask for the names and addresses of all the adventure companies that they might submit their adventure to. First of all you should be quite capable of finding those out for yourself, but also in no matter what field you're writing, whether it's adventure games, magazine articles, books or whatever, there's something known as researching your market. In other words, you find out the kind of thing that different people publish, and submit your work accordingly. Just as you wouldn't send an article about bee-keeping to "Computer & Video Games", there's not much point in sending a Quill'd adventure to Level 9 or Magnetic Scrolls and expecting them to publish it. This means that you ought to lash out a little money in buying sample adventures from all the software houses you think it might be worth submitting to, and looking at them to see what they're like, and whether your game's the type of thing they publish. You've got to speculate in order to accumulate.

These are just a few basic guidelines, but I can finish with two more definite comments. DON'T send me yet another spoof of "The Hobbit", and DON'T send me an adventure set in your school or featuring you and your friends. I get one of those every week, and they're usually so bad they make me want to go AAARRGGGHHH!!!

THE UNINVITED.

Available from Mirrorsoft for the Atari ST (disk - £24.99), and the Apple MacIntosh and Amiga (disk - £26.95 each).

* SAM's Review: You come to with your head on the steering wheel and petrol leaking from your car. Just managing to scramble free before the inevitable explosion, you look around to realise you're stranded and that the only place for miles is a strangely oppressive Gothic mansion. What's more your brother who was driving with you seems to have vanished. Gingerly you approach the forbidding driveway to the house...

UNINVITED is a graphic adventure from the authors of DEJA VU and SHADOWGATE. Like the other two games there is no parser, instead all actions (except for talking) are carried out using a mouse. UNINVITED also sports digitised sound effects and animations.

This is easily the most atmospheric game of this type that I've played. The graphics are used to maximum effect and the sound effects also add considerably to the spookiness of your surroundings. There's a satisfyingly large area to explore with a lot to investigate in almost every location. UNINVITED doesn't skimp on puzzles either, there are enough to keep you interested for some time and a few are surprisingly sophisticated given the limitations introduced by replacing the parser with mouse and icons.

In my view this is an excellently implemented, well thought-out and enjoyable game.

ATMOSPHERE: 16/20 - VOCABULARY: N/A - GRAPHICS: 17/20

PSR: 17/20.

* GETTING STARTED: If you're having trouble with the mysterious lady on the ground floor, take a look in the 210 157-75.

THE QUEST FOR THE GOLDEN EGG-CUP.

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

* PANDORA's Review: Having been killed on the M5, you discover yourself in a golden temple before an unlikely-looking God. He promises you reincarnation if you can find his stolen golden egg-cup.

Well-programmed by Smart Egg Software (who else!), this is a light-hearted spoof adventure containing all the basic ingredients for a few hours of enjoyment. During your quest you will meet several strangely familiar characters, plus a God who keeps popping in to pass witty remarks. He takes a dim view of swearing, by the way!

There are nearly seventy locations including a 'reasonable' maze (i.e. you can solve it without dropping things or over-taxing the brain). The graphics are unsophisticated and add little to the atmosphere. They cannot be switched off, but they don't slow the game down, so are only a minor irritation.

Don't expect this game to be lengthy or difficult, it has to be approached with tongue firmly in cheek. Its main strength is its wealth of amusing irrelevancies.

ATMOSPHERE: 15/20 - VOCABULARY: 15/20 - GRAPHICS: 8/20

PSR: 13/20.

A Mini-Solution by The Inn-Keeper

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!

* CAN'T GET THROUGH THE HOLE IN THE TILEROOM WHEN CARRYING ITEMS? hcum oot gnirrac era uoY (42 in 198 what you 55 you will 29).

* CAN'T FIND THE GOLDEN EGG? !tseisae eht s'eno sihT (20-192 in 219).

* GONE DOWN THE BEANSTALK BUT CAN'T GET BACK TO THE TILEROOM? tsrif tol a enod evah ot deen uoY (You must have 68 the three 83 somewhere AND 254 the 234).

* HOW DO YOU GET PAST THE GUARD? doof naidnI sekil eH (48 him the 167-267).

* HOW DO YOU ARREST THE KILLER OF SHERLOCK? etagitsevni & etagorretnI (Get the 239 from the 62).

* CAN'T FIND A WAY OUT OF THE MAZE? ecalp gnitser lausunu na dniF (58 on a 176-149-206 at a 132 for 107).

* HOW TO CATCH THE FLUTTERING BIRD IN THE MAZE? emag sdooW & rehtworC eht rebmemeR (You need the 250 from 88-236).

* THORON KEEPS NICKING THINGS AND CANNOT FIND THEM AGAIN? emoh sih ni era yehT (From the maze dead-end where the trapdoor is, go 145, 144, then 137).

.../...

- * CAN'T FIND THE SILVER EGG? ylreporp emag eht tuo deppam tn'evah uoY (It is where 87-193 is, in a 162).
- * CAN'T GET ACROSS THE RIVER ON THE FERRY? yaw eno eerf ylno era spirt yrref sa yenom citsalp emos deen uoY (66 the 186 at 206-79 location).
- * CAN'T GET THE WAND FROM WONGO THE WITCH? cte cte daot fo gel, twen fo eyE (48-6 the 173 that the 122 dropped).
- * DANDALF NICKS THE WAND? stnemelpmi sdraziw yrrac ot uoy hcaet lliw thaT (Always 25 the 158 when not 93).
- * CAN'T GET OVER THE CREVICE? niaga 'sdoow & rehtworC fo noisrev rehtona s'tI (34-158 at 215 then 25 it).
- * CAN'T OPEN THE GATES OF THE TEMPLE? reniatnoc evisnepxe na ni kool ot deen uoY (53-114-223 in the 190 near the 260).
- * HOW TO GET RID OF THE GUARDIAN? ?eh t'nsi ,ecnasiun gnirettulf a siE (46-250 and 153-17-70).
- * WHERE DO YOU FIND THE EGG-CUP? sevlesmeht pleh ohw esoht spleh doG. flesruoy siht fo emos oD !no emoc hO
- * HOW DO YOU FIND THE FINAL TREASURE? !ti gnidloh ylbaborp er'uoY (60 the 234 with the 84 to get the diamond).
- * CAN'T FIND THE BRONZE EGG? rood nedoow a kaerb ot deen uoY (25 as many of the 74-211 as you can 10 the 257 of the 171).

A HARVESTING MOON.

Available from Eighth Day Software for the Spectrum 48 (£3.99).

* THE GRAND ELF's Review: A HARVESTING MOON is dubbed "An Occult Fantasy" by authors 8th Day. This company have been around for a number of years now, and most of you will probably have seen some of their other titles, like CUDDLES, FAERIE and H.R.H. The story starts out frustratingly, though progress is made quite quickly once the initial discoveries are made. Similarly, the story seems a little stale to start with, but once you're over the major hurdle near the opening location, you'll find a lot of locations to explore. The few pictures are slow, though well-drawn, but the presentation is let down by sloppy spelling and grammar ("A tent flap leads thankfully out" - and just what does "blowly" mean?). The booklet which accompanies the story helps to set the scene, though it ends with a badly-written, muddle-headed load of juvenile wallop about Religion and its effect upon the world. I've always liked 8th Day adventures, and though this isn't one of the great ones, there's a nice sense of increasing evil as you move inexorably from the mundane start and up (and sometime down!) to the final showdown with evil. It is rather dated, being very obviously Quill'd rather than PAW'd - you still have to think in two-word sentences - and some of the programming is a little shaky, but the price isn't bad, and you'll get a few evenings entertainment from the adventure.

ATMOSPHERE: 14/20 - VOCABULARY: 10/20 - GRAPHICS: 12/20

PSR: 13/20.

* GETTING STARTED: Distract the warden with the 196-100 and go 12 the grass mound. Go 13 the 128.

* TONY BRIDGE'S PAGES. (Part 2).

Nowadays Style often takes the place of Content, and while I am much in favour of Style, it shouldn't, of course, be the sole reason for an adventure's existence. Although there wasn't an awful lot of Style to be found in British software at this time, Content was there in spades. Level 9 had more than most - they were very well programmed (fast...), witty and sometimes excruciatingly difficult. Unlike Artic and most of the others, they are still around and the Content of their adventures, as you know, is still as strong as it was. As senior members of the software scene, they can be forgiven for wavering occasionally.

The release of "The Quill" had a number of interesting effects on adventures - the obvious one is that it freed the authors from all the slog of programming. But the authors could now think more about packaging; most of the 4,362 Quill'd adventures I've seen over the years have come in the usual old cassette case, with the most daring innovation being a printout from a ZX Printer. Occasionally, however, authors have taken a lesson from Infocom who were including all sorts of stuff with their adventures from the very beginning. One of the first Quill'd adventures sent to me at Popular was called Nosferatu - from Graham Shaw of Omni Software, it was the usual story of vampires, but it was distinguished by arriving wrapped in a little cardboard coffin, and the tape was accompanied by several little bits of paper in the form of torn theatre tickets, bits of letters and so on. I still don't know if this was just for my benefit, or if lucky purchasers received all this as well, but it was an impressive effort. Not only that, but the adventure itself was a cracker - the opening was particularly good, with your character trapped in a plummeting plane, with several red herrings and one or two necessary items to collect and a certain number of moves to gather them before The Premature End.

There haven't been too many like that. About the same time, the Adventure Corner received a letter concerning a problem in an adventure called The Pawn. I hadn't heard of it (then!) and duly and innocently made public the plea for help. This resulted in my first exposure to the wrath of Anita Sinclair, who offered me the interesting choice between keeping shtum until the game was officially launched or a change of gender. It seemed that one of the playtesters had been incredibly naive - actually, I'm not sure to this day if this was not the first fumbling attempt at media hype! But when the game finally appeared on the QL, it was with the minimum of packaging and I wasn't particularly impressed. In fact, a far better adventure for the QL was Zkul from Talent Systems, who have gone on to write more serious stuff, which is a pity.

But, as we all know, Magnetic Scrolls have gone from those humble beginnings to the position they hold now of premier British Adventure House. This can be attributed almost solely to the fact that they, above all others, have learnt the lesson of the Americans - presentation is the major factor,

.../...

and I don't think that Rainbird's involvement with MS is a coincidence in this regard. Of course, no amount of flashy packaging can make a best-seller of a dud game and Magnetic Scrolls' games are certainly well-written and mostly very entertaining to play.

It's good to see other UK companies taking an interest in presenting adventures properly. Activision in particular should be congratulated for investing in local talent and Abstract Concepts' Mindfighter, though Knightmare, their other current foray into adventures, must rate as a disaster in all areas, including packaging... The packaging for Mindfighter is lavish and well-done - and heavy, too, as it includes not only a large poster and comprehensive Play Guide, but the 150-page paperback upon which the adventure is based. The related facts that the book is a nasty piece of ill-considered juvenilia and that the adventure itself must necessarily reflect this, should in no way discourage Activision or indeed Abstract Concepts from trying again (though not, I hope, with another of Ms Popkess' books).

Commercially, adventures are in the same boat as arcade games and software in general - it is presentation more than any other factor that grabs the attention of the buyer. Good adventures will always sell, but now the gloss on the box is almost as important as the game inside.

INTRIGUE.

Available from Mirrorsoft for the Commodore 64 (disk - £12.99).

* THE LAMPLIGHTER's Review: This 1986 game is set in Washington D.C., where you, as a private eye, have to unravel a mystery of missing scientists and killer viruses.

INTRIGUE is an illustrated text-game, played by selecting with a joystick from the choices shown on the lower screen. Options allow for multiple players, also male or female characterisation. The game's "little black book" contains much useful, even essential, information - but no loading instructions. Nor does the program offer a "quit" command. Graphics are adequate, but dated and some text is an illegible red on black, otherwise INTRIGUE proves to be a well-designed game. Multiple-choice is a very limiting format, but an excellent atmosphere of, er... intrigue, is generated through use of subtle options when interviewing suspects. A smile or nod at the appropriate time can win over a reluctant witness! The game also offers you the services of the Bell Telephone Company - ignore the errata and use the original numbers to phone the office for updating, or to send flowers to unhelpful witnesses.

INTRIGUE is showing its age slightly, but is an enjoyable if not challenging game.

ATMOSPHERE: 12/20 - VOCABULARY: N/A - GRAPHICS: 8/20
PSR: 12/20.

* GETTING STARTED: 37 the 246-182.

FISH!

Available from Rainbird Software/Magnetic Scrolls for the Atari ST, Amiga, and PC (disk - £24.99 each).

* SAM's Review: Trouble is afoot in the sub-aqua metropolis of Fishworld, the oceans are beginning to evaporate threatening life as they know it. Fortunately, brilliant scientist Dr. Roach has devised a plan which will restore the seas to their former glory. Unfortunately, fiendish-interdimensional anarchists "The Seven Deadly Fins" are intent on sabotaging Dr. Roach's plan and to that end have already stolen a vital focus wheel, dismantled it, and scattered the pieces in various locations throughout the universe. You, a daring inter-dimensional secret agent, are Fishworld's last hope. Your mission (should you choose to accept it) is to firstly locate the missing components of the focus wheel and secondly, by taking over Dr. Roach's body, complete his plan hence foiling the Fins' dastardly sabotage bid and saving the inhabitants of Fishworld.

The adventure divides into roughly two parts. Part one consists of three mini-scenarios, the object of each being to locate and procure a piece of the missing focus wheel. Part two takes place in Fishworld with you, as Dr. Roach, anxiously finding the parts for constructing a device which will reverse the evaporation of the oceans. To make things harder one of Dr. Roach's research team is in fact controlled by the Fins and it's up to you to find out which!

That then is the plot, but what of the technical aspects of the game? As ever the graphics are high quality but they pale in comparison to the prose which is extremely well written and really hilarious in places. The puzzles are nicely thought out and although in the main they are much easier than is usual for Magnetic Scrolls, there are a couple of real stinkers to please any hard-core adventurers that might find FISH! a little too player-friendly.

There is very little to be said against FISH!, except that the inclusion of a RAM save feature would have been useful.

For my money FISH! is the best thing Magnetic Scrolls have produced, let's hope they can keep it up.

ATMOSPHERE: 18/20 - VOCABULARY: 17/20 - GRAPHICS: 19/20

PSR: 18/20.

REVIEW MARKS

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* ATMOSPHERE: This reflects the attention to details, the quality of the text, etc...

* VOCABULARY: This relates to user-friendliness (or not) of the parser, the number of words recognised by the program, the way input-commands have to be entered, etc...

* GRAPHICS: They are marked for their visual appeal, and also whether they add anything to the adventure itself.

CASTLE BLACKSTAR (Part 9)

To negotiate successfully these rooms, you must travel in specific directions. The correct directions are indicated by two items, the 230 and the 165. The 120 of the 165 in fact represents a 67, and the 227 shown (244) indicates the first direction (145). Then, the 230 indicates the next directions as you must travel along the 108 lines of the 174. Thus, the correct sequence of moves is: 145, 137, 146, 145 and 143.

As a voice from nowhere shouts "You have solved the puzzle of the star", you are magically teleported to a Laboratory where you will find a 80. What to do with the 80? (40 your position then 30-80). Hmm... Nothing much seems to have happened! Still, 41 your position and go East through the only exit in this room. You have reached a Warm Room and you are told that the heat seems to be coming from a room to the East... Seems familiar? Go East to investigate! Oh no! The Dragon! How to deal with the Dragon? (Hint: Well, you might try 56-199. No luck? Hint: 80. Solution: 30-80 then 56-199 - You need the 96 as a weapon). Well done!

There are two points of interest concerning the Dragon:

- 1) You can kill it from the Eastern side but, if you do so, it will block your way and you will not be able to get past it.
- 2) The 96 is the correct weapon to use (as indicated when you originally examined it, remember?). But, if you happen to be carrying the 214 as well, the program will use that weapon instead and you will not succeed - an irritating bug.

It is now time to return to the Temple to cleanse your remaining treasures. From where the dead Dragon is, go East, East, NorthWest, West, then SAIL BOAT to return to the Cove. In the Temple, drop the Ring, Clock, Gem, and Knife for a respectable score of 231/250.

Return to the Warm Room West from the dead Dragon, and go Down the Pit in the middle. Did your Lamp go out? This is because it is a 205 pit! There is 76 coming from somewhere... (Solution: 47 the 172 at the entrance of the 64 which is in the 137 corner of the Yard). Proceed North to reach a complex of Limestone Caves. These caves form a maze that you may wish to try and map. The correct route through them is: 143 then 13. Well done! You have found the Orb at last!

As you pick up the Orb, you hear a sudden, ominous, crashing, roaring sound from above. You must hurry! Go West, South, West then Up to return to the Warm Room. What is your best escape route? As you will discover if you try it, the level of the waters of the Lake has risen, preventing any escape using the boat. So, where is the exit? (Hint: Return to the 127 and go 13 the 166 passage that you previously discovered). Go West to reach the Dead End with the bricked-up wall. So, what is next? (Hint: The solution is an 113 one!)

To Be Concluded in MDs Nos 39-40.

DUNGEON ADVENTURE.

Available on the JEWELS OF DARKNESS trilogy from Rainbird Software/Level 9 Computing for a variety of micros (see page 39 for details of price and availability).

* KEEPER OF THE SCROLL's Review: Having successfully defeated the Demon Lord in ADVENTURE QUEST, you prepare yourself for a well-deserved rest when a thought suddenly strikes you: The Demon Lord must have been extremely rich and, if you were to ride swiftly back to the Black Tower, you'd have a good chance to loot it before anyone had the same idea! You thus set off on your journey when, about a mile from the Tower itself, a sleep spell is cast at you from afar. You awake, dazed and disorientated, on the mud-bank of a wide river. Towering above you looms the entrance to the Dungeons of the Demon Lord. Dare you enter?

Dare! Dare! For within the Dungeons, you will find a truly magnificent adventure, a classic masterpiece which should adorn the shelves of every adventurer's home. True, the atmosphere is not overwhelming (although definitely much more than adequate), and the graphics are decidedly on the "blobbish" side (WORDS will switch them off). But what raises this adventure to the heights of a classic game is the sheer number and quality of the puzzles (mostly very tough) that you will have to solve if you wish to finish the adventure. DUNGEON ADVENTURE represents Peter Austin at his puzzle-designing best, in terms of logic and ingenuity. You will often be frustrated, but you'll never say afterwards "This puzzle was unfair".

The variety of objects and characters that you will meet is astounding: Vampire, ghosts, giants, trolls, dragon, orcs, siren, zombie, thief (to name but a very few!) intermingle with magic wands, gold, gems, treasure, etc... You'll find the lot! The Dungeon is truly extensive (massive springs to mind), but your progress is greatly facilitated by a cleverly-devised system of coloured altars and collars which teleport you within the corridors.

DUNGEON ADVENTURE is an old adventure (1983) which has withstood the test of time (and, in my opinion, will carry on doing so). Since it was completely re-written on Level 9's new system, GET/DROP all, EXAMINE ALL BUT <object> and multiple commands make it very easy to play. High level commands on most versions (RAM save/load, OOPS - to erase a 'wrong' move) also will help you negotiate the tricky parts of the game. A definite must in your collection which will help you to understand how Level 9 set the standard of adventuring in the U.K.

ATMOSPHERE: 14/20 - VOCABULARY: 16/20 - GRAPHICS: 12/20
PSR: 18/20.

* A serialised solution to DUNGEON ADVENTURE will start with MDs Nos 39-40.

ROLE-PLAYING GAMES
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A regular 2-page column about RPGs will now appear in every Dossier, starting with MDs Nos 39-40.

HELP WANTED!!!

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!

* **URGENT:** We require solutions (or comprehensive playing tips) on VENOM and DEJA VU for the ACL database. Any help will be gratefully received.

* Brian Stephens has visited the Cave in TREASURE ISLAND, and he has found the Tree and the Cannon Ball. What is the next step?

* Miss A.J. Leigh has reached the end-game of OXBRIDGE but cannot get past the blue metal Doorway.

* Billy Dickson is playing DEJA VU and cannot get into "Ace" Harding's office after shooting the man through the glass door. Is there a key somewhere? Also, how does one enter Dr. Brady's office?

THE ZACARON MYSTERY.

Available from Players for the Spectrum 48 (£1.99).

* **THE JABBERWOCK's Review:** This adventure has a pseudo science-fiction theme, which means very little in effect, as half of it is set in a medieval environment. But, onto the prologue. It is the year three thousand and odd, and energy reserves are perilously low. Your mission Jim (should you decide to accept it) is to find and bring back two Zacaron crystals, mysterious sources of alien power, which will solve Earth's energy problems. The crystals are located on two different planets (hence the two parts of the adventure). I am not sure about the moral implications of this - if the crystals are so awesomely valuable, is it right for us greedy Earthlings to take them at all? But I digress, on with the review.

The adventure plays in two parts. On completion of the first part, you are given a password which allows you to begin playing the second. As each adventure is a reasonable enough size, you are getting two adventures for the price of one, or indeed two adventures at half the price, depending on how you look at it. The adventures play well, and the puzzles are of an average complexity. What marred them was the lack of finish put into the product. The games were either put together in a rush, or no one bothered to check through them for internal consistency. For example: you are told at one point that you see a village in the distance. When you reach it, it has been miraculously transformed into a city. At another location, a passage clearly described in the room location simply does not exist. Some of the directions seemed hopelessly mixed up too, which means heavy rubber territory on the map. None of these flaws made the game difficult to play, as the sequence of locations is quite straightforward, but I found this lack of attention to detail annoying, and for this reason the PSR is lower than the games should merit.

ATMOSPHERE: 10/20 - VOCABULARY: 10/20 - GRAPHICS: N/A
PSR: 8/20.

* HUGH T. WALKER'S PAGES.

Now that the deadline for this article is but a dim memory and it is time to put print-head to paper, and as it is many months since I wrote the last one, I must be bursting with things to say (are we near the bottom of the page yet?)

Hmmm! One of the cruellest things that can happen to those who have the temerity to cast their opinions before public gaze is to chance upon some of their past scribblings. Anyway, at about this time last year, I said that 1987 had not been a good year for 8-bit adventures; that I had bought an ST but would not abandon the Spectrum and that I looked forward to better things in 1988 from the burgeoning home-produced adventure market...

... 1988 was not a good year for 8-bit adven.... (Have I an overwhelming feeling of deja vu?) The only thing that has changed is that the aforementioned burgeonings appear to have unburgeon... with the remarkable exception of Linda Wright, the others seem to have taken an even more extended summer break than The Mullah!

This is not to say that 1988 did not see any home-produced adventures. Indeed, this is the year in which the "popular computer magazines" deigned to give so much review-space to home-produced games. This grand gesture loses some of its apparent magnanimity when you consider how else they could have filled their pages!

If I overlook the existence of most of these kitchen-garden adventures, it is because they offend my ideals of what an adventure should be. I have been "at it" for a long time now and I can assure those who have just arrived on the adventure scene that it was not always so. Unbelievably, the first game which I bought (Pharaoh's Tomb) begins to look ALMOST GOOD in comparison with the dross with which we are expected to enthuse these days.

One that I will not ignore is "Jekyll & Hyde" on the 128K Spectrum. This game was reviewed with acclaim for its logical puzzles. As an example, I present the Tea episode: It seems that to pour boiling water on the tea and then to drink the consequent decoction causes game-terminating nightmares, whereas EATING the invigorating tea leaves results in dreamless repose.

Of course, you cry! It's obvious ... EAT TEA LEAVES ... so very logical ... (huh?).

Oh dear! I do hope that I haven't spoilt it for anyone; well, at least no more than The Essential Myth have already.

Another game worthy of mention is "Out of a Dark Sky" by John Wilson. This came as a welcome surprise as I have long wished that he could accept that there is more to adventures than spoofs of Fergus' spoofs of Helbourne Mouse's "spoofs" of Tolkien. I am bored to death with the po-faced so-called humour of his Fuddo & Slam games but when I loaded my (borrowed) copy of Dark Sky, I was IMPRESSED!!! It had me rushing home to load my Spectrum, just like the old days. The atmosphere is excellent and quickly generated.

All that is missing is the other half of the game! It ends just as it has "got going". Perhaps John got fed up - it really is a shame as "Dark Sky" promised so much.

On the reverse of the tape is a one-location-mini which is really funny and displays John's undoubted talent so much that I prefer it to Dark Sky. My plea is that John Wilson should kick the Fuddo-habit and give us more of what he has now shown he can do.

You may be wondering what happened to the promised "Dark Blades" review. Well, after the postal strike, I finally received my first move in October, at a time when Real Life was encroaching somewhat obtrusively and I was unable to return my commands before the deadline. As a result, the computer took over. The next move revealed that I had been granted a useful command which the manual suggests my type of party cannot use. As I was about to descend upon some poor-unsuspecting-enemy-type-bystander, I decided to press on with this and either win the combat or write the shortest ACL-review ever. ACL-members will be delighted to hear that WE won but, as OUR party was left in somewhat ambiguous circumstances and I had no clue where to go or what to do, I deliberately failed to return my next move, in order to find out what the computer thought I should do... More later...?

I spent the Summer play-testing. One game managed to go to market with MORE bugs than my final test displayed, which isn't quite how it's done... is it? Another game has not (yet) seen the light of the day, and that is how I hope it remains - good is not the word!!!

My true love, however, is Ingrid! Her latest exploits were a real pleasure. "Ingrid's Back!" (somewhat under-rated in the last ACL Dossier!) gets my vote for Game Of The Year. Buy it and make your Spectrum ecstatically happy! Grateful thanks to all at Level 9 for ending '88 on a high note.

THE ENCHANTED COTTAGE.

Available from River Software, together with JACK AND THE BEANSTALK, for the Spectrum 48 (£2.50).

* PANDORA's Review: Having spent five years as a trainee Sorcerer, this is your last chance to qualify for a position in the Civil Service. Armed only with a book of basic magic, you are to be put into the Enchanted Cottage for a spell (yuk!) and your task is simply to escape.

It's hard to say anything about River adventures that hasn't already been said. It's a case of ...well, they've done it again! The underlying sense of humour, the well-devised puzzles, the extensive use of the EXAMINE command, the helpful clues within the text - all the ingredients of a good adventure at a budget price.

When you consider the fact that you'll be getting two entertaining adventures for the price, you can't really afford to miss the chance.

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

MAZES for Beginners by Neil Shipman (Part 2)

If you get killed then start again and follow exactly the same procedure up to your point of departure! Now going West from 2 takes you to the axe (1) and South from 1 takes you back to the entrance to the maze (Ent). West from 1 takes you to the bottle (2) then North or East from 2 takes you to 3. West from 3 takes you to a new location so write 4 under W, drop the shovel and write Shovel against number 4. North from 4 takes you back to the matches (3) and, as you've just determined, going West from 3 takes you to 4. East from 4 takes you to the axe (1) so now return East, East, West to 4. South from 4 takes you out of the maze so write Out under S. Although you've found your way out you should complete the table by going West from 4. Let's assume you can still see the shovel (4) - but you could easily have gone on to further maze locations and perhaps another exit! From table 3 you can now see that one way through the maze is East, East, West, South from the first location.

Although this might seem tedious - and when you've got 8 compass directions plus Up and Down in a maze with 10 locations it is! - you can at least be certain that you've mapped the maze in its entirety and haven't missed anything. If dropped objects disappear you should be able to identify locations some other way. For example, waving a rod or drawing with a piece of chalk might give a different response in different locations. And, of course, are all the location descriptions really identical? A maze of "small, dark, twisting tunnels" is not the same as a maze of "small, dark, twisty tunnels" or "small, twisting, dark tunnels". Slight changes in wording or even a single letter or punctuation mark may be enough to uniquely identify a location - so read descriptions very carefully.

Finally, in some adventures the mazes are configured differently every time you run the program - so it's safest to start mapping from a saved position just outside a maze. You'll undoubtedly still come across some that you can't solve but, if you go about things in a methodical way, you should now be able to tackle most mazes with confidence.

Table 3

LOCATION	N	E	S	W
1 Axe	1	2	Ent	2
2 Bottle	3	3	X	1
3 Matches	2	3	2	4
4 Shovel	3	1	Out	4

* This article was originally published in issue No 5 of the Elk Adventure Club Newsletter, and was reprinted in this Dossier with the kind permission of the Elk Adventure Club.

BUY. SELL. SWAP.

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).

* John Manuel, 18 Oakmont Drive, Cowplain, Portsmouth, PO8 8TH, would like to sell: ZORK 3, SUSPENDED, ENCHANTER, and JEWELS OF DARKNESS for the ATARI 800XL (all titles on disks at £8.00 each). Also, BUREAUCRACY, SPELLBREAKER, and NORD & BERT (£8.00 each), and LEGEND OF THE SWORD (£10.00) - all titles on disks for the AMIGA.

* Brian Pell, 4 Tudor Way, Wellingborough, Northants, NN8 3YB, tel: 0933-676992, would like to sell:
- For the SPECTRUM +3: JINXTER (disk: £5.00).
- For the SPECTRUM 128: THE PAWN (£5.00) and THE RAVEN (£1.00).
- For the SPECTRUM 48: MURDER OFF MIAMI and THE BIG SLEAZE (£2.00 each). Also, CLOUD 99, DOUBLE AGENT, SPIDERMAN, CUSTERD'S QUEST, EARTHSHOCK, THE EXTRICATOR, THE ENERGEM ENIGMA, RIGEL'S REVENGE, and IMAGINATION (all at £1.00 each).

GATEWAY TO KAROS.
Available from Acornsoft for the BBC B (£9.95).

THE MAGICIAN's Review: As a local historian, you naturally work in the great library of Karoway Manor. There, between the pages of an ancient book, you find a seemingly much older sheet of paper. This paper tells you of a stone gateway to the Mythical land of Karos which only opens at midnight on the summer solstice. Were it not for the majestic arch on the manor lawn, and the fact that it was now dusk on Midsummer's Day, you would never have ventured near the Gateway Of Karos. However, in the light of current events, you set out to find the Talisman of Khoronz. For some reason, even that rustic antiquity is no guarantee of safety.

However enticing the ancient book in the library may have been, I'm afraid it doesn't come out in the game. A poor adventure with NO 'Examine' command, GATEWAY TO KAROS makes you wish that it hadn't been Midsummer's Day and that you had stayed in the library - or better still, not even got up that day. As I have said, this is an absolutely awful game with no presentation or incentive to explore!

ATMOSPHERE: 6/20 - VOCABULARY: 7/20 - GRAPHICS: N/A
PSR: 3/20.

* GETTING STARTED: Go 144 to obtain the 117 and avoid the forest to begin with. Proceed in a 139 direction to get some items from a 104.

This issue, I thought I'd talk a bit about something we can expect to see pervading the Multi-User Adventure (MUA) field over the next few years, computer graphics. I had been saving this particular subject up for when I couldn't think of anything else to talk about, but I found to my surprise that some of the more futuristic aspects are a little closer than I anticipated, and I may be overtaken by events if I hold back much longer!

Some of the more fundamental changes I expect to see soon in MUAs are due to a ripple effect from normal, single-user adventures. In particular, due to the recent breakthrough of graphics in SUAs, pretty pictures are sure to be playing more of a role in the MUAs of the future. The technology of having graphics for MUAs has been around for ages, but hasn't been implemented mainly because of the wide variety of computers used by the players.

Basically, in a graphics MUA the players run special comms software which is written to marry up with a particular class of MUAs (eg. all the ones written by the same company). In the course of play, the MUA sends down the phone line the normal text you get from other players, plus special control codes which the receiving software converts into graphics. It doesn't send down the pictures directly, it uses more like "draw a tree here, a house here, and a player here". Alternatively, if the comms software is specific to a particular MUA only, then the control codes could translate into "draw background picture 219, with a player here".

There is a third alternative, and this is to send down the phone line a description of what is there, and let the software itself work out how to draw it. This means the game has to have a very ordered topography, eg. a network of squares, so the terminal software can interpret it in a quick and algorithmic fashion. The same thing was tried in SUAs some time back with "Valhalla", but more recently the "Dungeon Master" phenomenon has taken the idea a whole lot further. From rather simple internal representations for rooms, sophisticated graphical output can be generated. All the receiving software needs to know is that there is a wall to the left, an opening to the right, a passage leading off to darkness in front, with a mummy standing 3 squares down, and it can knock up a picture for that on-the-fly. Most impressive!

Now I was expecting to see the first MUAs of this sort emerging from the USA some time this year. My reasons for this are that there already is a similar sort of thing for flight simulators, and that one of their existing multi-user role-playing games, "Island of Kesmai", bears a very striking resemblance to a multi-player "Dungeon Master" without the fancy pictures. Both the multi-user flight simulator and IOK are produced by the same company, so you can assume they'll be modifying their existing terminal software for IOK to draw nifty pictures.

However, the UK has beaten them to it! Reports are out that a game
.../...

called "Bloodstone" will be launched on Prestel shortly. Its initial specifications (given in Popular Computing Weekly) are impressive, with 2,500 mobiles, up to 112 simultaneous users, and 4,500,000 locations. How big the game "feels" to the players is yet to be seen, though - if there are that many locations, then even with 112 players you'd have to search through around 40,000 of them before you meet anyone else! Clearly, players must be able to interact across several locations, and the granularity of this gives a rough idea of the "room" size in the game.

One problem you get in making graphical versions of MUAs is how to draw players. It's clear that players MUST be drawn, but they need to be made to look different from one another, at least close-up. The way to implement this is to supply with the game an "identikit" program. The players sit down and create a face for their persona by putting together different features of their choosing. Even by having just 3 basic face shapes, 3 eye colours, 3 mouth shapes, 3 nose shapes, 4 skin tones, 4 hair colour, 4 hair lengths and 3 degrees of waviness, you end up with 15552 permutations. That's just with a small number of features - I'm sure there are more than 3 basic nose shapes, and I didn't even mention beards & moustaches!

With an identikit, drawing people becomes easier. The basic shape of the body we can assume is defined by sex and clothing. The face is now reduced to a number which encodes the identikit picture. The computer running the game need only tell the local program to draw a woman in a long green gown with a face that looks like 3/2/2/1/4/2/3/1/ and the graphics module can do the rest.

Putting graphics into existing MUAs is not so simple, though. The problem is, their rooms are very different from one another. Some have exceedingly complicated descriptions employing components not used elsewhere. It's alright drawing forests and seas, but ruins, underground lakes, dwarf-sized treasure chambers, rings of stones - most are only in the game once. The "Dungeon Master" style of graphics won't work for such environments, and the "build a picture from these components" approach only succeeds for some of the more common types of room. The only real solution is to have a picture for all the unique rooms, which is OK except since MUAs typically have several hundred rooms, most of them wouldn't have a picture at all or you'd need a dozen discs to store the images! And what about games like GODS and MUD, where the top level players can create their OWN rooms, on-line?

To have a MUA which deals properly with graphics, it has to be written specifically with that in mind. You also need to write the appropriate comms software for each of the machines you expect your players to have - and most modem-users do NOT opt for the same class of micro at the moment. However, if graphics succeed in getting MUAs into computer magazines on a regular basis, and attract people to these games who would otherwise ignore them, then it can't be a bad thing.

I just wish I could draw, that's all!

I have been very busy these last few weeks, mainly because of the organising of the Golden Chalice Awards Presentation Ceremony on SATURDAY 25TH FEBRUARY 1989. I am really hoping for this evening to be the adventuring event of the Year, and since I have never organised anything on such a scale, I am greatly indebted to all the friends and adventuring colleagues who have given me invaluable help, suggestions and advice in the past two months.

You will already know (Editorial) that I have brought forward the event by a couple of hours, to enable those people coming from afar to return home at a reasonable time. The revised timetable is as follows:

16:00 - Start of the event
18:00 - Start of the actual presentation ceremony
21:00 - End of the evening

Many Members have asked me more or less the same questions about the venue, so I'll take this opportunity to try and answer them!

WHO WILL BE THERE? The common factor among all the persons attending will be a keen interest in adventuring. Three main categories of people will be represented:

* SOFTWARE COMPANIES. Most, if not all, the adventuring software companies will be attending. Not only the "national" software companies such as Level 9 Computing, Magnetic Scrolls, Mirrorsoft, Electronic Arts, or Activision (to name but a few!), but also the "independent" ones such as Tartan Software, Delta 4 and River Software. So here is your chance to talk to Peter Austin and Jack Lockerby under one roof!

* JOURNALISTS/ADVENTURE REVIEWERS. Most of the adventuring journalistic fraternity will be represented, whether they contribute to the ACL Dossiers or not. Do not miss this opportunity to meet Keith Campbell, Mike Gerrard, Tony Bridge, Richard Bartle, Ken Matthews, and to exchange ideas and suggestions with them!

* ACL MEMBERS. Here again, the evening will be an ideal opportunity to meet other fellow adventurers, and to gossip about the latest adventures.

WHAT IS THE ADVENTURERS CLUB COUNCIL? A few months ago, I decided to invite five fellow adventurers to form the Adventurers Club Council (ACC). The ACC is an informal body whose purpose is to decide on three special awards to be presented during the evening. It consists of Keith Campbell, Mike Gerrard, Tony Bridge, Hugh Walker, Dave Barker and myself. Each member of the ACC votes in the following categories:

- NATIONAL SOFTWARE COMPANY OF 1988
- MAIL-ORDER SOFTWARE COMPANY OF 1988
- FELLOWSHIP OF THE ADVENTURERS CLUB

You may notice that we decided to split the original SOFTWARE COMPANY OF 1988 award into two categories, as it seemed only fair to reward both a national software company and an independent one.

The Fellowship will be presented to the adventure personality who, in his or her lifetime, has contributed the most to the cause of adventuring through dedication, love, or hard work!

Incidentally, each Member of the ACC votes on his own, without prior discussions with other Members of the ACC.

WHO WILL PRESENT THE AWARDS? Several adventure personalities will present a total of 8 awards. I have already been assured that there will not be any lengthy speeches!

SHOULD I BRING MY BETTER HALF? The answer to this one is a definite YES! In fact, judging from the initial response, most guests will be accompanied by their partner or will bring friends. This is very much intended to be a "social" evening and I consequently decided against fixed seating arrangements. There will be a bar at one end of the room, with a few coffee-tables and chairs scattered throughout the suite. The idea is to create an informal atmosphere to enable people to mingle in small groups, and I am sure that this will guarantee that the evening will not be boring for non-playing guests. In fact, we just might convert to the cause of adventuring a few of them during the evening.

WHAT WILL IT COST ME? Each ticket costs £15.00, and this includes a welcoming drink and access to a de-luxe buffet which is indeed mouth-watering! An exclusive, full-bar will also be set up in the room, and prices of drinks are quite reasonable (e.g. a glass of George Duboeuf wine costs £1.25). As you already know, the ceremony is a non-profit making event, so let us hope that we can gather as much money as possible for the Great Ormond Street Hospital's Wishing Well appeal.

KEITH CAMPBELL AND MIKE GERRARD DON'T SEEM TO AGREE ABOUT WHAT TO WEAR ON SUCH OCCASIONS. WHAT SHOULD I DO? I guess the answer to that one is "casual but smart" or whatever you feel most comfortable in. Still, let us keep the event not too formal, so please absolutely no tuxedos or evening dresses!

WHAT NEXT? The actual presentation of the Awards (the highlight of the evening) will probably finish by 19:00. You may then wish to leave if your return journey is a long one, or you may want to linger until 21:00 to have a word with the winners of the awards! Who knows, an impromptu supper could be organised after the event, by taking over the cafeteria of the hotel!?

At the end of the day, though, this event is organised for you! Your suggestions and ideas are very welcome, so please do contact me if you have any comments... I look forward to meeting you on the 25th, and please do not forget to vote whether you attend the ceremony or not!

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N.B.: A revised Index for Volume 2 will be sent, free of charge, with every order for ring-binder Volume No 2.

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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ACL REVIEWING TEAM

(In this issue)

- THE GRAND ELF.....: Tony Bridge.
- THE INN-KEEPER.....: Allan Phillips.
- THE JABBERWOCK.....: Lindsey le Doux Paton.
- THE KEEPER OF THE SCROLL: ACL Editorial Team.
- THE LAMPLIGHTER.....: Barbara Clarke.
- MR MCNORRIS.....: Simon Husbands.
- PANDORA.....: Susan Roseblade.
- SAM.....: Gavin McGarvie.

The Club is a full-time business, and we are open during week-days from 9:30 to 17:30. Although we are unable to entertain adventure queries outside the regular help-line hours (as we only boot up our computerised database during the stipulated hours), Members are more than welcome to contact us during the day to discuss general queries, to place telephone-orders, or even to have a general chat about adventuring! You will NEVER disturb us, so please feel free to contact us. This is only part of the services that we offer to Members!

* Microprose have released Origin's ULTIMA V - WARRIORS OF DESTINY for the Commodore 64 and Apple II (disk - £24.95 each), and for the Amiga (£29.95) - versions for the Atari ST and PC are scheduled for release in March 1989 (price to be announced). In this latest episode of the ULTIMA saga, Lord British, benevolent ruler of Britannia, is missing, lost whilst on a patriotic expedition. In his absence, Blackthorn has taken charge. Once a virtuous man, he has now been corrupted by his power and transformed into a self-righteous tyrant. You must enter Britannia by the Moon Gate, fight the Oppression and drive back the Shadowlords. ULTIMA V features 8 dungeons, 48 spells, interactive conversations with over 200 characters, more than 30 towns to explore (some with as many as 5 levels), 10 available party members (up to 6 in your party at a time), and an enhanced combat system.

Microprose have also released Origin's TIME OF LORE for a variety of computers (see page 43 for details of price and availability). This role-playing game is set in the kingdom of Alboreth, a troubled land which has just seen the mysterious disappearance of its King and his young son. The game features interactive characters, and 13,000 screen locations.

* Mirrorsoft have now released the Amiga version of DUNGEON MASTER (£24.99). WARNING: This version will only run on the Amiga 1000 (1 mega-byte of RAM.).

* Topologika have announced a general price increase on their five adventure titles (see page 45 for details).

* C.R.L. are presently working on the conversions of WOLFMAN, DRACULA and FRANKENSTEIN for the Atari ST and Amiga (prices to be announced).

C.R.L. will soon release THE ADVENTURE CREATOR SYSTEM for the PC (price to be announced). This adventure-writing utility has over 50 commands/functions, and its own graphic editor. 24,000 bytes are available for each graphic database (per picture), and over 32,000 bytes are allocated against the condensed text database.

* Tartan Software have announced that the competition to find the shortest solution to their adventure, DOUBLE AGENT has now been won. The winner and recipient of the £50.00 prize is Lorna Paterson of Tillicoultry in Scotland, who also happens to be an ACL Member!

* Alpine Software, P.O. Box 25, Portadown, Craigavon, BT63 5UT, tel: 0762-42510, have released PLAGUE PLANET for the Archimedes (disk - £11.95), and BBC B/B+ and Master (disk - £10.95 each). This science-fiction adventure has 250+ locations, and the equivalent of over 80K of compressed text. Alpine Software are also noted for their Adventure Language Programming System, an adventure-writing utility available for the Archimedes, BBC B, BBC B+, Master, and Electron.

* Activision have released Sierra's three latest titles:

- MANHUNTER for the Atari ST (£29.99) and the PC (£34.99) - Amiga version to follow in June 1989 (price to be announced). The adventure evolves around the life of a detective in New York City, two years after alien invasion and consequent world takeover. Contracted by the newly founded alien dictatorship, the detective's goal is to track the activities of the humans, monitor their movements and report subversive activities. MANHUNTER allows the player to choose allegiance between good and evil as the story progresses, and gives opportunities to make critical decisions and moral choices throughout the game, which will affect the development of the player's character.

- KING'S QUEST IV for the PC (£29.99) - Versions for the Amiga and Atari ST to follow (£29.99 each). Travel with Rosella, the beautiful princess and heroine of this latest episode of the KING'S QUEST saga. This is the first 3-D animated adventure to use Sierra's new, improved graphics system.

- LEISURE SUIT LARRY II for the PC and Atari ST (£29.99) - Amiga version to follow in June 1989 (£29.99). Billed as an "outrageous parody and tummy-tickling tongue-in-cheek adventure", this sequel is subtitled "Looking For Love (In Several Wrong Places)"!

* U.S. GOLD/S.S.I. have released HEROES OF THE LANCE and POOLS OF RADIANCE, the first two titles under their "Advanced Dungeons & Dragons" system (please refer to page 43 for details of prices and availability).

- HEROES OF THE LANCE is more arcade-adventure than R.P.G., and recreates the epic battle between good and evil in the world of Krynn. The player controls eight companions, each with different attributes and skills, and must ultimately defeat Khisanth, an ancient black Dragon...

- POOLS OF RADIANCE is a true R.P.G. in which the player must identify (and ultimately defeat) the source of the evil force which is plaguing Phlan, the fabled city in the Forgotten Realms. The player controls a party of six warriors, and the usual R.P.G. attributes (computer controlled NPCs, tactical combat display, personalised weapons selection, etc...) are all present.

* Electronic Arts have released the PC version of THE BARD'S TALE II (£24.95).

* QUEST FOR CLUES (distributed by Microprose) is a 188-page book featuring (coded) solutions and maps to 55 American adventures. Several Infocom adventures are included (SPELLBREAKER, BUREAUCRACY, THE LURKING HORROR among many others), together with SHADOWGATE, BARD'S TALE I and II, KING'S QUEST, the PHANTASIE TRILOGY, ULTIMA IV, BRIMSTONE, NINE PRINCES IN AMBER, BORROWED TIME, MIGHT AND MAGIC, and many more! (£12.95).

USEFUL ADDRESSES

This list of useful addresses of Software Companies publishing adventure games is by no means comprehensive, but it does cover a fair representation. We hope that you find it helpful.

- * ABSTRACT CONCEPTS: Room 101, The Shieling, New Road, Swanmore, Hants, SO3 2PE. Tel: 04893-5800.
- * ACTIVISION (UK) LTD: Blake House, Manor Farm Road, Reading, Berkshire, RG2 0JN. Tel: 0734-311666.
- * ADVENTURESOF (UK) LTD: P.O. Box 786, Sutton Coldfield, West Midlands, B75 7SL. Tel: 021-352 0847.
- * ATLANTIS SOFTWARE LTD: 28 Station Road, London, SE25 5AG. Tel: 01-771 8642.
- * CENTRAL COMPUTING: 61 Beech Road, Gillway, Tamworth, Staffs, B79 8QQ.
- * CLASSIC QUESTS: Winchester House, Canning Road, Wealdstone, Middlesex, HA3 7SJ. Tel: 01-861 1166.
- * C.R.L.: C.R.L. House, 9 King's Yard, Carpenter's Road, London, E15 2HD. Tel: 01-533 2918.
- * D. & H. GAMES: 19 Melne Road, Stevenage, Herts, SG2 8LL. Tel: 0438-728042.
- * DELTA 4 SOFTWARE: Room 101, The Shieling, New Road, Swanmore, Hants, SO3 2PE. Tel: 04893-5800.
- * DUCKWORTH PUBLISHERS: The Old Piano Factory, 43 Gloucester Crescent, London, NW1 7DY. Tel: 01-485 3484.
- * EIGHTH DAY SOFTWARE: 18 Flaxhill, Moreton, Wirral, Merseyside, L46 7UH. Tel: 051-677 1581.
- * ELECTRONIC ARTS: Langley Business Centre, 11-49 Station Road, Langley, Near Slough, Berkshire, SL3 8YN. Tel: 0753-49442.
- * THE ESSENTIAL MYTH: 54 Church Street, Tewkesbury, Glos, GL20 5RZ.
- * GILSOFT INTERNATIONAL LTD: 2 Park Crescent, Barry, South Glamorgan, CF6 8HD. Tel: 0446-732765.
- * HANDASOFT: 25 Ingleton Road, Off Penny Lane, Mossley Hill, Liverpool, L18 1HJ.
- * INCENTIVE SOFTWARE LTD: Zephyr One, Calleva Park, Aldermaston, Berkshire, RG7 4QW. Tel: 07356-77288.
- * INFOCOM: 125 Cambridge Park Drive One, Cambridge, MA 02140, U.S.A.
- * INFOGRAMS: Mitre House, Abbey Road, Enfield, Middlesex, EN1 2RQ. Tel: 01-364 0123.
- * INTERCEPTOR SOFTWARE: Mercury House, Calleva Park, Aldermaston, Berkshire, RG7 4QW. Tel: 07356-71145.
- * LEVEL 9 COMPUTING: P.O. Box 39, Weston-super-Mare, Avon, BS24 9UR.
- * MAGNETIC SCROLLS: 1 Chapel Court, London SE1 1HH. Tel: 01-403 4325.
- * MANDARIN SOFTWARE: Europa House, Adlington Park, Adlington, Macclesfield, SK10 4NP. Tel: 0625-878888.
- * MARLIN GAMES: 19 Briar Close, Nailsea, Bristol, BS19 1QG.
- * MASTERTRONIC LTD: 2/4 Vernon Yard, Portobello Road, London, W11 2DX. Tel: 01-727 8070.

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- * MELBOURNE HOUSE: 2/4 Vernon Yard, Portobello Road, London, W11 2DX.
Tel: 01-727 8070.
- * MICROPROSE: 2 Market Place, Tetbury, Gloucestershire, GL8 8DA.
Tel: 0666-54326.
- * MIRRORSOFT: Athene House, 66-73 Shoe Lane, London, EC4P 4AB.
Tel: 01-377 4645.
- * PLAYERS SOFTWARE: Mercury House, Calleva Park, Aldermaston,
Berkshire, RG7 4QW. Tel: 07356-77421.
- * PRECISION GAMES: The Eighteam, 33 Holst Close, Stanford-Le-Hope,
Essex, SS17 8RB.
- * RAINBIRD SOFTWARE: 74 New Oxford Street, London, WC1A 1PS.
Tel: 01-631 5373.
- * RIVER SOFTWARE: 44 Hyde Place, Aylesham, Canterbury, Kent,
CT3 3AL. Tel: 0304-840319.
- * S.C.R. ADVENTURES: 5 Christchurch Road, Surbiton, Surrey, KT5 8JJ.
- * SOFTEK INTERNATIONAL LTD: 36/38 Southampton Street, Covent Garden,
London, WC2E 7HE. Tel: 01-831 1801.
- * SPECTRUM ADVENTURER: S.A.E.C., 4 Kilmartin Lane, Carluke,
Lanarkshire, ML8 5RT.
- * TARTAN SOFTWARE: 61 Bailie Norrie Crescent, Montrose, Angus,
Scotland, DD10 9DT. Tel: 0674-74259.
- * TOPOLOGIKA: P.O Box 39, Stilton, Peterborough, PE7 3RL.
Tel: 0733-244682.
- * TYNESoft COMPUTER SOFTWARE: Addison Industrial Estate, Blaydon upon
Tyne, Tyne & Wear, NE21 4TE. Tel: 091-414 4611.
- * U.S. GOLD: Units 2/3, Holford Way, Holford, Birmingham, B6 7AX.
Tel: 021-356 3388.

JACK AND THE BEANSTALK.
 Available from River Software, together with THE ENCHANTED COTTAGE,
 for the Spectrum 48 (£2.50).

* PANDORA's Review: Playing the part of Jack in this famous fairy tale, you set off to steal a golden egg from the giant's castle and bring it home to your poor mother. True to tradition, she never leaves the kitchen, so I can only assume that she keeps her computer next to the fridge!

The plot stays close to the familiar story with a few entertaining additions to keep you guessing. As with all the River Adventures that I have seen, the standard is high and the game is extremely playable. It is fairly straightforward, as many useful clues and hints are built into the text. It is possible to finish the game with less than 85% if you fail to find the axe and cut down the beanstalk in time to kill the giant. In fact, finding the axe proved to be the most taxing problem for me!

Not really challenging for the more experienced adventurer, but certainly excellent value for money with a second more difficult game on the back.

ATMOSPHERE: 14/20 - VOCABULARY: 14/20 - GRAPHICS: N/A
 PSR: 13/20.

- * GETTING STARTED: Find the 119 and give it to 152.

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4) ENCHANTER.....	[0]	[0]	[0]	[0]	[0]	[0]
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6) SPELLBREAKER.....	[0]	[0]	[3]	[0]	[0]	[2]
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- 1) A 46) Open 91) Globe
2) The 47) Close 92) Pirate
3) Our 48) Give 93) Needed
4) We 49) Steal 94) Altar
5) His 50) Drink 95) Sentry
6) Her 51) Eat 96) Knife
7) Your 52) Run 97) Pen
8) They 53) Find 98) Pliers
9) Them 54) Hide 99) Battery
10) Inside 55) Think 100) Skin
11) Out 56) Kill 101) Leopard
12) Up 57) Attack 102) Spear
13) Down 58) Sit 103) Ring
14) Never 59) Stand 104) Cottage
15) Always 60) Break 105) Gloves
16) Yet 61) Carry 106) Paper
17) Will 62) Guard 107) Transport
18) Neither 63) Marble 108) Thicker
19) Either 64) Tunnel 109) Jug
20) Examine 65) Staff 110) Horseshoe
21) Look 66) Search 111) Magnet
22) Shoot 67) Compass 112) Platform
23) Get 68) Deposited 113) Explosive
24) Take 69) Pedestal 114) Harrod's
25) Drop 70) Attack 115) Snakes
26) Remove 71) Iron 116) Shield
27) Insert 72) Rod 117) Dagger
28) Bail 73) Church 118) Hive
29) Need 74) Useless 119) Hanky
30) Throw 75) Closet 120) Dial
31) Cast 76) Draught 121) Stones
32) Pierce 77) Bank 122) Guard
33) Cut 78) Gold 123) Tapestry
34) Wave 79) Transport 124) Church Spire
35) Chop 80) Vial 125) Acorn
36) Repair 81) Bellows 126) Starmap
37) Read 82) Anvil 127) Throne
38) Hit 83) Eggs 128) Wishing Well
39) Rub 84) Hammer 129) Goat
40) Freeze 85) Branch 130) Bell
41) Unfreeze 86) Nest 131) Priest
42) Put 87) Harvey 132) Dead-End
43) Push 88) Wongo's 133) Chasm
44) Pull 89) Ship 134) Toy
45) Burn 90) Flute 135) Epor

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

136) Holder	181) Sling	226) Holy Water
137) NorthEast	182) Thoroughly	227) Time
138) SouthEast	183) Pebble	228) Monkey
139) SouthWest	184) Garlic	229) Reins
140) NorthWest	185) Onion	230) Drawing
141) Sparrow	186) Straw	231) Curtain
142) Melting	187) Sky	232) Font
143) North	188) Water	233) Raven
144) East	189) Wine	234) Egg-Cup
145) South	190) Maze	235) Bread
146) West	191) Robot	236) Home
147) Broom	192) Cabinet	237) Ice-Sphere
148) Ruby	193) Lodder	238) Bear
149) Cushioned	194) Gun	239) Alibi
150) Handle	195) Scroll	240) Clerk
151) Oxen	196) Banana	241) Skull
152) Mother	197) Stone	242) Bones
153) Bird	198) Hole	243) Fleece
154) Father	199) Dragon	244) Half-Past-Six
155) Smoke	200) Arrow	245) River
156) Giant	201) Bow	246) Newspaper
157) Storage	202) Veil	247) Letter
158) Wand	203) Boots	248) Cloak
159) Cloak	204) Nettles	249) Seeds
160) Map	205) Windy	250) Bird-Cage
161) Pin	206) Seat	251) Vanity
162) Tower	207) Back	252) Mirror
163) Stamp	208) Invisible	253) Oracle
164) Chalice	209) Tray	254) Obtained
165) Clock	210) Upstairs	255) Yoke
166) Secret	211) Items	256) Crow
167) Magic	212) Salver	257) Hollow
168) Cauldron	213) Mounted	258) Fountain
169) Sword	214) Sword	259) Gauntlet
170) Blade	215) Crevice	260) Dwarf's Home
171) Tree	216) Band	261) Crow's Nest
172) Trapdoor	217) Carpet	262) Pillow
173) Bottle	218) Genie	263) Urn
174) Triangle	219) Office	264) Shooting Star
175) Square	220) Desk	265) Meteor
176) Pink	221) Farmhouse	266) Wax
177) Silver	222) Cheddar	267) Beans
178) Red	223) Bag	268) Fiercely
179) Blue	224) Cat	269) Amount
180) White	225) Torch	270) Ice