



# The Adventure & Strategy Club

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## AMENDMENT AND UPDATE SERVICE

### MEMBERS' PACK No 29 - SEPTEMBER 1994

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# The Adventure & Travel Club



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## MEMBERSHIP LIST FOR THE YEAR 1954-1955

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\* MINDSCAPE will shortly be releasing TICONDEROGA - a first person naval warfare simulation from INTELLIGENT GAMES for the PC CD-ROM. The player is the captain of a Ticonderoga class cruiser in the United States fleet and must tackle enemy ships, aircraft and submarines. The game will use state of the art sprite scaling for the 3D view from the bridge, and pre-rendered graphics for the ship interiors. The game will also feature SVGA graphics, digitised sound effects and dozens of high quality animations. The CD will be packed with scenarios, graphics and sound effects. Price to follow.

SIM CITY 2000 is coming out for the Amiga at the end of October. (£34.99).

Early next year MAXIS are planning to release SIM TOWER, another simulation in the SIM CITY 2000 mould. SIM TOWER has been developed by the Japanese company OPEN BOOK and this time you have a multi-purpose skyscraper to create and build. You will have up to 99 levels to fill with a mixture of residential and commercial units, offices, shops, restaurants, bars, medical and conference centres and much more. The first releases will be on floppy disk for the PC and MAC computers with other versions following. Price to be agreed.

During November MINDSCAPE's LEGIONS will be available for the PC DOS and Windows and MAC computers. LEGIONS is a game of conquest and diplomacy in the ancient world and you are the emperor of a powerful ancient dynasty. The game features 10 challenging scenarios based on actual historical situations and up to 20 players will be able to play over a network. Prices to follow.

METAL MARINES is due to be released in December for PC Windows. This real time action strategy game is set in the far future and you are engaged in intercontinental conflict. You will command squads of mechanized fighting marines on missile strikes, commando raids and head-to-head skirmishes using aircraft guns, radar, cruise missiles, laser pods and Inter-Continental Ballistic Missiles. Price to follow.

\* THE ADVENTURE WORKSHOP now have a wide range of adventures for the Commodore 64, Amstrad and Spectrum. In particular, they can supply the full range of COMPASS adventures for Spectrum, on tape only, (£2.00 each). Compilations are also available. Send a large (A5) stamped addressed envelope to the address on page A-13 if you would like to see their full detailed catalogue, stating which computer you want the list for.

\* INTERPLAY will release FTL's DUNGEON MASTER 2 - THE LEGEND OF SKULLKEEP during November for the PC and PC CD-ROM (£39.99) and Amiga (£34.99). The game will retain the flavour of the original DUNGEON MASTER and use an enhanced game engine. The game will also have an outside world to explore and enemies will be more intelligent.

\* The 1994 Adventurer's Convention will be held again this year on Saturday 22nd October from 10am onwards, at the Royal Angus Thistle Hotel in Birmingham. Tickets cost £5 and may be bought in advance or at the door. Special rates for overnight stay at the hotel are available on request to people attending the Convention. Fringe activities usually take place on both the Friday and Saturday evenings! Interested? Like to know more? Telephone Sue Roseblade on 0480 380608.

\* US GOLD are now planning to release ACCESS's futuristic interactive movie UNDER A KILLING MOON during September for the PC CD-ROM (£59.99) There will not be a disk version due to its size. The game will take up a massive four CD's.

INHERIT THE EARTH, an adventure from New World Computing, is set in an era when eleven tribes of animals rule the world. You play Rif, a young fox who has been accused of stealing the Orb of Storms while on a trip to a local fair. The other tribes hold your girlfriend hostage and send you off to find the orb. PC (£44.99).

BETHESDA's DELTA V will be in the shops during September for the PC and PC CD-ROM. Set in a Cyberpunk world of the future you play a net runner, a mercenary who sabotages and steals secrets from other corporations. By plugging his brain into their computer systems he travels the computer networks in a trace - a ship armed to the teeth with missiles and lasers. Price to follow.

Fans of BETHESDA SOFTWARES ELDER SCROLLS are in for a treat at the end of September when part 2 in the series entitled DAGGERFALL will be released for the PC and PC CD-ROM. The price hasn't been fixed yet.

\* The latest text adventure release from DREAM WORLD ADVENTURES is A PROMOTIONAL PROSPECT by Sharon Harwood, in which you play an ambitious journalist on the local newspaper. Although you have become a popular name within your hometown you dream of exposing scandals and grabbing exclusives. Today you awake with a feeling that this is the day you will find an exclusive story that will put you on the map. To be reviewed shortly. Available for Spectrum tape or Plus D disk (£3.00), Spectrum +3 disk (£2.50 please supply own blank disk), and Amiga under emulation (£3.00).

\* DIGITAL INTEGRATION have released the following games for the PC CD-ROM on their ACTION SIXTEEN label.

PATRIOT, HARPOON and HIGH COMMAND (£17.99 each).

360 COMPILATION containing MEGAFORTRESS, DAS BOOT and ACES OF THE GREAT WAR (£24.99).

MEGA PACK which has MEGAFORTRESS (master game and version 1.1 upgrade) and OPERATION SLEDGEHAMMER (mission disk 1 and mission editor) (£17.99).

\* A very large number of Spectrum adventures are now available from ZENOBI SOFTWARE for both PC and Amiga under emulation. Additions to these lists are becoming too numerous to mention here, so it is suggested that you send a stamped addressed envelope for the appropriate list for your machine.

ZENOBI SOFTWARE have released the following games for both the Amiga and PC (£2.99) using the free Spectrum emulator included on the disk. Please add 25p postage and packing to each game ordered.

Cloud 99 and The Jade Stone	by Linda Wright
Robin of Sherlock	by Fergus McNeill
Little Wandering Guru and Nightwing	by Clive Wilson
The Civil Service and Treasure Island	by Jack Lockerby
Diarmid	by D. F. Francome

Additional releases for the PC are:

Quann Tulla	by Eight Day
Kobyashi Ag'Kwo and Demigod	by Clive Wilson
Tax Returns	by Steve Clay
Meltdown	by Laurence Creighton
Crystals of Kings	by K. R. Burnard
The Boggit	by Fergus McNeill
Silver-Wolf	by St. Brides
Perseus	by D. F. Francome

ZENOBI SOFTWARE have also released six new compilation disks. Each disk is available for PC or Amiga with a free Spectrum emulator included on the disk (£5.99 plus 25p postage and packing per disk). JENNY'S DISK is also available on Spectrum +3 disk. Many of these titles have been reviewed in past packs and should be found in your Reference Book of Adventure.

NUMERO UNO      MELTDOWN, LYCANTHROPY, JESTER QUEST and KOBYASHI AG'KWO.

NUMERO DOS      BALROG AND THE CAT, FROM OUT OF A DARK NIGHT SKY, RETARDED CREATURES & CAVERNS, AN EVERYDAY TALE OF A SEEKER OF GOLD, THE SECRET OF LITTLE HODCOME and ONE OF OUR WOMBATS IS MISSING.

NUMERO TRES      AZTEC ASSAULT, CELTIC CARNAGE, PHOENIX and VIOLATOR OF VOODOO.

BAB'S BIG 48S      GOLDEN PYRAMID, JESTER'S JAUNT, THE MISER and URBAN.

DIANE'S DISK      TWELVE DAYS OF CHRISTMAS, THE BLACK TOWER and A SERPENTINE TALE.

JENNY'S DISK      BEHOLD ATLANTIS, THE TREASURE OF SANTA MARIA, ECLIPSE and THE LOST TEMPLE.

THE BARDIC RITE is the second game by Jamie Murphy concerning the exploits of Leopold the Minstrel. Today is the day of THE BARDIC RITE at which participants have to perform an original tune on an instrument held in great esteem by the dwarven race and as usual Leopold is unprepared. To make matters worse his rival Thomas is sure to win unless Leopold can find some original music and an instrument to play before the Rite begins. Spectrum tape (£2.49), +3 disk (3.49), PC (£2.99).

BRIAN: THE NOVICE BARBARIAN by new author George Hoyle concerns the exploits of Brian Woodlouse, a young 15 year old with a grand ambition, namely to become a true barbarian just like his grandfather. One miserable week-day morning Brian starts his journey to the distant kingdom of Krud on a quest to find the Wand of Flute which has been stolen from the High Mage. Much danger lies in wait for young Brian but there are many people to help him along the way. Spectrum tape (£2.49), +3 disk (£3.49), PC and Amiga (£2.99).

\* OCEAN SOFTWARE have released the following games on their HIT SQUAD label.

<u>ULTIMA VII</u>	PC only (£16.99).
<u>POPULOUS 2</u>	Amiga and Atari ST (£14.99).
<u>MIKE DITKA FOOTBALL</u>	PC only (£12.99).
<u>EPIC</u>	PC, Amiga and Atari ST (£14.99).

Further releases due in October are:

PGA TOUR GOLF, REACH FOR THE SKIES, and SHUTTLE for PC, Amiga and Atari ST (£14.99).

\* DAZE MARKETING have released ASCON SOFTWARE's football simulation for one to four players ON THE BALL - WORLD CUP EDITION for the PC (£34.99), Amiga (£29.99) and A1200 (£32.99). You begin the game as manager of a national soccer team facing the first round of the World Cup qualifiers.

As manager you must prepare and plan, fit in friendly matches, select the right players, sort out individual fitness and training programmes, get sponsorship for training camps and take part in interviews. Each team member has his own individual personality, strengths and weaknesses. The action graphics are actual animations with TV style coverage and a running commentary of each match including action replays from different vantage points around the stadium.

ISHAR 3 - THE SEVEN GATES OF INFINITY is out now for the Amiga and Atari ST (£32.99). The PC version should be appearing in the shops any day now (£39.99).

Both of the games mentioned above and ROBINSON'S REQUIEM will be reviewed in Pack 30.

\* ACTIVISION have released SHANGHAI II for PC and MAC computers (£19.99) and PC for windows (£29.99). This is the Dragon's Eye version of SHANGHAI with 12 layouts, 8 tile sets and a construction kit so that you can design your own games.

\* MICROPROSE have released two award winning games in one pack for PC-CD ROM owners. THE SID MEIER STRATEGY PACK contains RAILROAD TYCOON and CIVILIZATION (£29.99).

Also in the shops now is SIM FALCON GOLD for the PC CD-ROM (£44.99). This compilation is the complete collection of FALCON 3 flight simulators ie: FALCON 3.0, MIG-29, HORNET: NAVAL STRIKE FIGHTER, OPERATION FIGHTING TIGER and ART OF THE KILL dogfighting video trainer.

COLONIZATION will be in the shops during September. The game begins in North America during the 17th century and you start as either English, Spanish, French or Dutch new settlers. You can either recreate history or generate a fictitious land to play in.

Your aim in the game is to become a self-sufficient colony capable of surviving without the help of your mother country. Initially the game will only be released on PC disk (£44.99).

October will see the release of MASTER OF MAGIC, a fantasy role-playing, strategy and exploration game that will include combat, magic and spell-casting. PC (£44.99).

There will eventually be CD versions of all MICROPROSE products although not all will be enhanced.

\* DOOM 2 - HELL ON EARTH will be released mid October for the PC (minimum 386) from ID Software. The game starts where DOOM ended after you have escaped from the Pits of Hell and returned to an Earth that has been taken over by aliens. A PC CD-ROM version may be released at the same time and will include extra levels, enhanced sound and more weaponry. Price to follow.

\* ICE will release THE VIRTUAL REALITY HEADSET at the end of September. CYBERMAXX will run on a PC or anything with a television output. On a PC it is stereoscopic as well as 3D. CYBERMAXX is run by Twin 120,000 colour LCD's and will include three games (£499).

\* KOMPART UK's BATTLE ISLE II is out now for the PC CD-ROM (£44.99).

THE SETTLERS, KOMPART's medieval resource management game is also available now for the PC (£39.99) and Amiga (£34.99).

\* ACCOLADE's VIDEO SPORTS FOOTBALL CD will be released during September for the PC. A PC CD-ROM version will be released later.

\* VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LTD will release the WESTWOOD STUDIOS game COMMAND & CONQUER in February for the PC CD-ROM. The game will use an enhanced DUNE II engine and feature fully rendered 3D graphics and a cinematic storyline.

The PC disk version of OVERLORD is in the shops now (£44.99). The action begins in April before the D-Day landings and you have two months to clear the beaches and subdue the Luftwaffe.

VIE's helicopter flight simulation KA-50 HOKUM will be in the shops at the end of October for the PC disk (£39.99).

\* ELECTRONIC ARTS have announced they are releasing THEME PARK on three more formats (£34.99). The MAC CD and Amiga A1200 versions will be released during September and the Amiga 500 version will be released in October.

The PC disk version of SYSTEM SHOCK will be released on 23rd September. A PC CD-ROM version will be released during the first week of November. Prices to follow.

ORIGIN's WING COMMANDER 3 - THE HEART OF THE TIGER is also set for a November release for the PC CD-ROM. The game is set in the year 2654 and you are Colonel Blair, a veteran pilot of the Galactic War. The confederation are considering leaving Earth but there is one last hope. The Behemoth is the weapon than could save the planet but the plans have been stolen by a spy for the Kilrathi Empire. Your job is clear, but there are other sub-plots to unravel before victory is yours. The game features nearly two hours of high resolution video footage, and features Mark Hamill, Malcolm McDowell and the voice of Tim Curry. Price to follow.

FIFA INTERNATIONAL SOCCER is out now on both PC disk and CD-ROM (enhanced formats) (£39.99). There will be an Amiga 500 version on 14th October (£29.99) and a 3DO version in November.

HARPOON 2 has been released on PC disk (£44.99).

The PC CD-ROM version of PRIVATEER is out now (£39.99). This version includes the speech accessory pack and other enhancements. In September ELECTRONIC ARTS will release a special deluxe PC-CD ROM pack of PRIVATEER, plus speech pack and STRIKE COMMANDER (£39.99).

\* D-DAY from IMPRESSIONS is in the shops now for the PC (£39.99) and Amiga (£34.99).

\* GAMETEK will release HELL - A CYBERPUNK THRILLER in November for the PC CD-ROM (£39.99). In this game, which stars Dennis Hopper, The Hand of God religious party now controls the US Government and you play a fugitive trying to avoid capture while solving a series of puzzles.

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JIMMY WHITE'S WHIRLWIND SNOOKER	Si	020/U-29
JOURNEY TO THE CENTRE OF EDDIE SMITH'S HEAD.....	Ad	005/D-26
THE KHANGRIN PLANS	Ad	020/U-27
KIDNAPPED.....	Ad	023/D-231
KINGS BOUNTY	St	017/U-20
KINGS QUEST I.....	Ad	014/U-13
KINGS QUEST II	Ad	014/U-13
KINGS QUEST III.....	Ad	014/U-13
KINGS QUEST IV	Ad	016/U-17
KINGS QUEST V.....	Ad	021/U-32
KINGS QUEST VI	Ad	020/D-181
KNIGHTMARE.....	Rp	014/D-114
KNIGHTS OF THE SKY	Si	014/D-110
KULT.....	Ad	006/D-35
THE LAMBERLEY MYSTERY	Ad	013/D-91
LANCELOT.....	Ad	001/D-5
LANDS OF LORE - THE THRONE OF CHAOS	Rp	024/D-245
LASKAR'S CRYSTALS.....	Ad	018/U-21
THE LAST DAYS OF DOOM	Ad	007/D-41
THE LAST SNOWMAN.....	Ad	022/U-33
LEATHER GODDESSES OF PHOBOS	Ad	015/D-125
LEATHER GODDESSES OF PHOBOS II.....	Ad	017/D-144
THE LEGACY	Rp	022/D-212
LEGACY OF THE ANCIENTS.....	Rp	002/D-10
LEGEND	Rp	017/D-150

THE LEGEND OF KYRANDIA	Ad	019/D-176
THE LEGEND OF KYRANDIA (CD-ROM).....	Ad.....	024/U-38
LEISURE SUIT LARRY	Ad	017/U-20
LES MANLEY IN: LOST IN LA.....	Ad.....	023/U-36
LES MANLEY IN: SEARCH FOR THE KING	Ad	025/U-40
LIFEBOAT.....	Ad.....	012/U-3
LIGHTSPEED	St	018/U-22
LOOM.....	Ad.....	011/U-2
LORDS OF CHAOS	St	012/D-80
LORDS OF CHAOS - EXPANSION KIT I.....	St.....	012/U-3
THE LOST DRAGON	Ad	012/U-4
THE LOST FILES OF SHERLOCK HOLMES.....	Ad.....	019/D-172
THE LOST TOMB OF ANANKA	Ad	021/D-202
THE LOST TREASURES OF INFOCOM.....	Ad.....	017/D-142
THE LOST TREASURES OF INFOCOM 2	Ad	022/D-216
THE LOST TWILIGHT.....	Ad.....	022/U-33
LURE OF THE TEMPTRESS	Ad	018/D-154
MAELSTROM.....	St.....	023/D-230
THE MAGIC CANDLE	Rp	012/U-6
THE MAGIC ISLE.....	Ad.....	016/D-138
THE MAGIC SHOP	Ad	013/D-98
MAGNETIC MOON.....	Ad.....	012/D-87
MANHUNTER NEW YORK	Ad	013/U-9
MAROONED.....	Ad.....	020/D-189
MARTIAN DREAMS	Rp	012/D-79
MARTIAN MEMORANDUM.....	Ad.....	017/U-20
MATCHMAKER	Ad	011/U-1
MEGAFORTRESS.....	Si.....	018/D-160
THE MENAGERIE	Ad	006/D-30
MICROFAIR MADNESS.....	Ad.....	017/U-19
MIDWINTER	St	011/D-75
MIDWINTER II.....	St.....	013/D-100
MIGHT AND MAGIC III	Rp	013/D-101
MIGHT AND MAGIC: CLOUDS OF XEEN.....	Rp.....	025/U-40
MILLENNIUM 2.2	St	020/U-29
THE MINES OF LITHIAD.....	Ad.....	017/D-143
THE MISER	Ad	007/D-43
MONKEY ISLAND II.....	Ad.....	016/D-128
MOONBASE	Si	012/U-4
MURDER - HE SAID.....	Ad.....	020/D-183
MURDERS IN VENICE	Si	006/D-36
THE MUTANT.....	Ad.....	009/D-57
THE MYTH OF MOBY	Ad	004/D-19
NAPOLEONICS.....	Si.....	025/D-260
NCAA BASKETBALL	Si	017/U-19
THE NEW ARRIVAL.....	Ad.....	016/U-18
NIPPON SAFES	Ad	025/U-39
NORTH AND SOUTH.....	St.....	004/D-20
OBITUS	Rp	016/D-134
OKLIB'S REVENGE.....	Ad.....	021/D-203
ONE OF OUR WOMBATS IS MISSING	Ad	011/D-74
ORIGINAL SCRABBLE.....	St.....	023/U-36
OPERATION STEALTH	Ad	023/U-36

THE PATRICIAN	St	024/D-242
PCW.....	Ad.....	023/U-35
PERSONAL NIGHTMARE	Ad	003/D-13
PHOENIX.....	Ad.....	014/D-104
PLANETFALL	Ad	012/D-85
PLANET'S EDGE.....	Rp.....	017/D-147
POLICE QUEST II	Ad	022/U-34
POOL OF RADIANCE.....	Rp.....	013/U-10
POPULOUS	St	009/D-58
POPULOUS II.....	St.....	015/D-120
PRISON BLUES	Ad	020/U-27
PROJECT NOVA.....	Ad.....	021/D-197
PROJECT X - THE MICROMAN	Ad	014/U-12
PROPHECY OF THE SHADOW.....	Rp.....	019/D-169
THE QUEST FOR THE TIME-BIRD	Ad	004/D-15
RAILROAD TYCOON.....	Si.....	014/D-106
THE RAVEN	Ad	002/D-9
REACH FOR THE STARS.....	St.....	013/D-93
THE REALM	Ad	007/D-44
REALM OF DARKNESS.....	Ad.....	013/U-7
RETURN OF THE PHANTOM	Ad	023/D-232
RETURN OF THE WITCH LORD.....	Rp.....	024/U-37
RETURN TO ZORK	Ad	025/D-248/9
RINGWORLD: REVENGE OF THE PATRIARCH.....	Ad.....	024/D-244
RISE OF THE DRAGON	Ad	019/U-24
RISK.....	St.....	007/D-38
RJ'S ULTIMATUM	Ad	024/D-237
ROBIN HOOD.....	Ad.....	014/D-107
RUN, BRONWYN, RUN!	Ad	017/D-146
THE SAVAGE EMPIRE.....	Rp.....	011/U-2
THE SECRET OF MONKEY ISLAND	Ad	012/D-86
THE SECRET OF THE SILVER BLADES.....	Rp.....	014/U-14
SETTLEMENT XIII	Ad	025/D-258
THE SEVENTH GUEST.....	Ad.....	023/D-222
SHADOWCASTER	Rp	025/D-250
SHADOW OF THE COMET.....	Ad.....	022/D-209
SHADOWLANDS	Rp	020/D-186
THE SHARD OF INOVAR.....	Ad.....	004/D-16
SILENT SERVICE II	Si	013/D-102
SILVERWOLF.....	Ad.....	015/D-117
SIM ANT	Si	017/D-145
SIM CITY.....	Si.....	005/D-21
SIM CITY FOR WINDOWS	Si	019/U-25
SIM EARTH.....	Si.....	014/U-14
SIM LIFE	Si	020/U-28
SIMON THE SORCERER.....	Ad.....	025/D-251
SINBAD AND THE GOLDEN SHIP	Ad	012/U-3
SKELVULLYN TWINE.....	Ad.....	003/D-14
SORCERER	Ad	019/D-167
SPACE QUEST I.....	Ad.....	022/U-34
SPACE QUEST II	Ad	022/U-34
SPACE QUEST III.....	Ad.....	015/U-16
SPACE QUEST IV	Ad	020/D-192

SPACE QUEST V	Ad	021/D-199
THE SPECTRE OF CASTLE CORIS.....	Ad	016/D-132
SPELLJAMMER	Rp	020/D-190
THE SPIRO LEGACY.....	Ad	014/D-105
SPYSNATCHER	Ad	025/D-254
STAR FLIGHT.....	St	005/D-24
STARTREK 25TH ANNIVERSARY	Ad	020/U-29
STARSHIP QUEST.....	Ad	016/U-17
STREET PATROLLER - THE REMIX	Ad	006/D-31
STRIKE COMMANDER.....	Si	023/D-220
STRONGHOLD	St	024/D-233
STUNT ISLAND.....	Si	021/U-31
THE SUMMONING	Rp	020/D-180
SUPREMACY.....	St	020/U-28
SYNDICATE	St	023/D-227
TAX RETURNS.....	Ad	022/D-218
THE TAXMAN COMETH	Ad	021/U-31
TEARS OF THE MOON.....	Ad	017/D-140
THEME PARK U.K.	Ad	025/D-253
THE TEST.....	Ad	022/D-207
THE THIEF'S TALE	Ad	021/U-31
TIMES OF LORE.....	Rp	009/D-55
TIMEQUEST	Ad	014/D-108
TOTAL REALITY DELUSION.....	Ad	020/U-27
TREASURE ISLAND	Ad	012/D-84
TREASURES OF THE SAVAGE FRONTIER.....	Rp	019/D-178
T'WAS A TIME OF DREAD	Ad	015/D-126
TWICE SHY.....	Ad	004/D-18
ULTIMA VI	Rp	007/D-37
ULTIMA VII.....	Rp	018/D-151
ULTIMA UNDERWORLD	Rp	016/D-133
ULTIMA UNDERWORLD II.....	Rp	021/D-195
THE UNBORN ONE	Ad	022/D-211
VEIL OF DARKNESS.....	Ad	022/D-205
VENOM	Ad	005/D-28
VIOLATOR OF VOODOO.....	Ad	016/D-129
WAR IN MIDDLE EARTH	Rp	006/D-33
WAR IN THE GULF.....	St	023/D-223
WASTELAND	Rp	007/D-39
WAXWORKS.....	Ad	022/D-208
THE WEAVER OF HER DREAMS	Ad	005/D-27
THE WESTBURY MYSTERY.....	Ad	023/D-226
WHERE IN THE WORLD IS CARMEN SANDIEGO	Ad	016/U-18
THE WHITE FEATHER CLOAK.....	Ad	014/D-109
WISHBRINGER	Ad	011/D-70
THE WIZARD'S SKULL.....	Ad	018/D-156
WIZARDRY VI	Rp	011/D-77
WONDERLAND.....	Ad	009/D-53
WORLDS OF LEGEND - SON OF THE EMPIRE	Rp	024/U-38
WORLD TENNIS CHAMPIONSHIPS.....	Si	018/U-22
X-WING	Si	022/D-217
YES CHANCELLOR!.....	Si	010/D-64
ZAK McKRACKEN AND THE ALIEN MINDBENDERS	Ad	023/D-224



## THEME PARK

FROM : Bullfrog/Electronic Arts  
CATEGORY: Simulation  
VERSION : PC disk, PC CD-ROM, MAC Disk, 3DO  
FORMAT : Disk, CD-ROM  
PRICE : £34.99 all formats  
REVIEWER: Debbie Lawford on PC disk

Move over Disneyland, Debbieland is here. THEME PARK is a wonderful simulation where you get to design the biggest, richest, most mind-blowing park that you can. After loading you are asked to name your park and pick the difficulty level. In Sandbox level everything is done for you except building the rides, but the speed at which new rides and shops are made available is a bit too slow. I would recommend Sim Level where you research your own rides, shops etc. so you can get to the better rides quickly but still don't have to worry about stocking your shops or dealing with the staff wage negotiations, which is what you have to do in the full level. Choose the easiest level of play which determines how much money you begin with (why make things hard for yourself) but choose to have a few opponents to keep you on your toes.

At first when you buy your land Great Britain is the only option available to you but as you progress in the game and sell off your park for a huge sum of money other countries will become available. An advisor at the start of the game will help you with the park's layout and advise on ticket and shop prices. Early research will get those new rides and shops coming in - later on you can research your staff to make them work faster and get some new facilities - your customers like the park to look pretty. Lay down a path, an entrance and an exit, put in a ride with an ice cream parlour next to it and an entertainer near the entrance to keep the customers happy while waiting in queues - he also hands out umbrellas when it rains - well this is England. Open the doors to the public and away you go. You'll soon have to employ some mechanics as the rides break down quite frequently and will blow up (while the people are still on the ride) if not attended to. While this is fun to watch it's not in your parks best interests to kill the customers. Also you will need some handymen to clean up the litter (and yes, I'm afraid, sick) that your customers leave all over the ground. Hopefully soon you will have the biggest rollercoaster in the world and an even larger bank balance enabling you to go on to bigger and better things.

THEME PARK is a wonderful game and I just can't do it justice in 400 words. It's like SIM CITY 2000 but fun. I don't hesitate in recommending it to anyone with a minor head for business and a major sense of humour.

ATMOSPHERE : 18/20  
PLAYABILITY : 17/20  
PSR : 19/20

STRATEGY : 18/20  
REALISM : 17/20  
STAR RATING : \*\*\*

## DRAGONSPHERE

FROM : MicroProse  
CATEGORY: Adventure  
VERSION : PC  
FORMAT : CD-ROM  
PRICE : £39.99  
REVIEWER: Iain Mackenzie

DRAGONSPHERE is the third in the series of games from MicroProse using their MADS system after REX NEBULAR and RETURN OF THE PHANTOM. I believe that this is the last of these that MicroProse will be releasing. Let's hope that the rumour about them selling the MADS system is true, because it would be shame if such a good interface were lost forever.

I delayed buying this game because it looked like another 'forests and fairies' type of traditional adventure, and to be quite frank, I have had enough of these to last a lifetime recently! Nevertheless, during a lean period for good games, I took the plunge and hesitantly parted with my cash. I was glad that I did, as DRAGONSPHERE turned out to be an enjoyable little romp.

Although traditional in some respects - particularly with the 'rid the land of the evil power and win the hand of the lady' standard plot - MicroProse's adventure was quite unusual. For a start there is quite a good sense of humour throughout and a very unusual twist to the plot about halfway through. (No, I'm not going to spoil it by telling you!)

Also, the MADS point and click interface has been further improved by the inclusion of allowing the player to retry an action if something goes wrong, rather than having to reload a save game. Sierra have also incorporated this feature (eg. LEISURE SUIT LARRY 6) and this has got to be a good thing for reducing the blood pressure of adventurers everywhere!

As is usual now, there is full speech throughout but, although not bad, the quality of the acting and the audio could have been improved. It really is a bit scratchy and amateurish, but nevertheless worthwhile, and so much better than reading those screenfuls of text.

The main criticism I would have is the same as I had about RETURN OF THE PHANTOM, it is far too short. Although a lot more challenging than the previous effort, an experienced adventurer could probably finish the game in a few days. Nevertheless, while it lasts, DRAGONSPHERE is well worth spending time with.

ATMOSPHERE : 15/20  
VOCABULARY : N/A  
PSR : 15/20

GRAPHICS : 15/20  
PUZZLES : 16/20  
STAR RATING : \*\*

## THE TWELVE DAYS OF CHRISTMAS

FROM : Diane Rice/Zenobi Software  
CATEGORY: Adventure  
VERSION : Spectrum 48, Commodore Amiga, PC  
FORMAT : Tape or Disk  
PRICE : £2.99 (Spectrum tape, Amiga and PC), £3.99 (+3 disk)  
Both the Amiga and PC versions come with a free Spectrum emulator.  
REVIEWER: Simon Hurrell on Amiga

"On the first day of Christmas my true love sent to me - a partridge in a pear tree. On the second day of Christmas...." Come on, join in now, you all know this one - "My true love sent to me - two turtle doves and a..." Oh well, never mind, you get the gist. I just thought that a nice little sing song would be a good way to introduce Diane Rice's newest offering based around that festive favourite THE TWELVE DAYS OF CHRISTMAS.

Your task is to search out the various gifts, in whatever form they may take - some obvious, others rather more obscure - and present them to your true love who spends the whole game luxuriating on a chaise-longue offering no help of encouragement whatsoever, mind you who can blame her, what would you do with six geese a-laying?

As this is a Quilled adventure with basically the standard two word verb/noun input it does look incredibly dated though don't let that put you off because where this game wins is in the fact that it's great fun to play. There is a verb list available to save endless hours of "guess the word" and the tongue in cheek humour, present throughout the game, totally distracts from the banality of the task in hand, or should I say originality because when you're working out how to escape from a locked office with time fast running out, carefully manipulating the objects you've acquired you forget you're there for nicking a frozen chicken in the first place, or in accordance with EEC directive: Colly Birds. You find that our feathered friends have been replaced by - well find out for yourselves but the point I'm trying to make is - it's fun and in being fun the author can get away with a heck of a lot - and does!

THE TWELVE DAYS OF CHRISTMAS is a well thought out, amusing adventure which nevertheless requires a fair bit of lateral thinking to solve some of the trickier puzzles and a sense of humour to cope with some of the others. Thoroughly recommended!

ATMOSPHERE : 17/20  
VOCABULARY : 15/20  
PSR : 17/20

GRAPHICS : N/A  
PUZZLES : 17/20  
STAR RATING : \*\*

## AL-QADIM - THE GENIE'S CURSE

FROM : SSI/US Gold  
CATEGORY : Role-playing Game  
VERSION : PC, PC CD-ROM  
FORMAT : Disk  
PRICE : £35.99  
REVIEWER : Hazel Miller on PC

AL-QADIM is a single player role-playing game with an Arabian nights setting. You play a young corsair - the eldest son of a very powerful family - who has just returned to his home in Zaratan after graduating from corsair school. Soon his beloved Kara and her father the Caliph will be arriving for a pre-wedding visit and the future looks good for the young corsair. Unfortunately nothing lasts and when the ship carrying your future bride is attacked your family Genie is accused and the finger is pointed at your family as the only Genie's masters. Your family are arrested and you are banished from Zaratan to begin a quest to bring honour back to the family name and solve the problem of the Disobedient Genie.

Although the Advanced Dungeons and Dragons 2nd edition rules apply, this game bears very little resemblance to any that I have played before. It looks like an arcade adventure but along the way you can buy or find magic shards of the Moonstone. Each shard holds a certain number of charges of one spell that can be used until the shard is exhausted. There are eight different spell shards to collect. The game plays more like an adventure than a role-playing game as there is very little fighting and you can hold conversations with almost everyone you meet. Dialogue is handled by a list of possible answers which you can choose from. The graphics may not be state-of-the-art but are very attractive nonetheless, and suitable mood music runs through the game. Your corsair is armed with a fairly effective sling and a scimitar which with practice can do a very spectacular 360 degree turn that will wipe out practically anything.

The Arabian nights is a perfect setting for a role-playing game as it has magic, mystery, adventure, romance and the inevitable bad guys. I wonder why so few games have used it before. The designers, Cyberlore Studios, intended the gameworld to be "a carefully structured society where honour is more important than muscle" and they have succeeded. AL-QADIM is very fast moving with lots of islands to explore and simple quests to perform although none are very difficult. I never ran out of shards or money and apart from those at the start of the game, fighting was quite easy. It has a strong whodunit storyline that makes you want to get to the end which unfortunately I did in a few evenings. Even so I loved every minute and will certainly buy any other games in the series.

ATMOSPHERE : 17/20  
PLAYABILITY : 18/20  
PSR : 17/20

STRATEGY : 17/20  
PUZZLES : 16/20  
STAR RATING : \*\*

## OUTPOST

FROM : Sierra  
CATEGORY: Strategy  
VERSION : PC (Windows 3.1 or higher required)  
FORMAT : CD-ROM  
PRICE : £49.99  
REVIEWER: Geoff Hyman

The basic premise and scenario of OUTPOST is extremely plausible. A massive comet is about to collide with Earth, leading to a possible destruction of life. Humanity prepares for this by launching probes to other stars and seeks out possible habitable planets. A group of colonists is dispatched to the best prospect and your task is to get a viable settlement up and running on your chosen planet. The first step is to send down a Seed Factory. This is a small self-contained facility that provides power, robots, atmosphere and a home to the first human settlers. You need to bulldoze more land, mine for materials and dig out caverns for underground housing, laboratories and factories. Just to add a bit of spice, a rebel colony has broken away and if they do too well all your population might desert to the rebels!

Once you have built laboratories you can start to get into some serious scientific research. Each lab can study a different topic, such as Aerospace, Artificial Intelligence, Communications and Quantum Chemistry. Hazardous topics such as Genetics must be studied in Hot Labs on the planets surface. Eventually the planet can be terraformed and given a breathable atmosphere. On the other hand, you could also develop a space program and finish the game by launching a fresh band of colonists.

The pre-release demos of this game led many people to expect a lot more than the game delivered when it finally arrived. The excellent high quality animations are all there, but don't form an integral part of the game. Many facilities mentioned in the manual have also not been included in the original release or in the free upgrade that Sierra will supply. These include Monorails, Trade and Macromanagement using AI. These will be available in future upgrades. Another feature that does not seem to be quite up to the mark is the use of the windows interface. Too often it at best spoils the appearance and credibility of the scenario, at worst is less than 100 percent reliable. From a company like Sierra, who generally produce such high quality games this is a disappointment. However Sierra has an offer that lets you swap OUTPOST for another of Sierra's games, so it might still be worth the risk. I have personally not taken up this offer and hope that the future upgrades will justify my perseverance.

**ATMOSPHERE** : 15/20  
**STRATEGY** : 12/20  
**PSR** : 13/20

**PLAYABILITY** : 15/20  
**PUZZLES** : n/a  
**STAR RATING** : \*

## MAN ABOUT THE HOUSE

FROM : Gareth Pitchford/Zenobi Software  
CATEGORY: Adventure  
VERSION : Spectrum 48, Commodore Amiga, PC  
FORMAT : Tape or disk  
PRICE : £2.49 (Spectrum tape or Plus D disk), £3.49 (Spectrum +3 disk), £2.99 (Amiga, PC). Both Amiga and PC versions come with free Spectrum emulator).  
REVIEWER: Sue Roseblade on PC

MAN ABOUT THE HOUSE is the third in a series of adventures starring the somewhat pathetic wimp Ernie Spludge. The previous game was entitled GET ME TO THE CHURCH ON TIME and involved Ernie's marriage to the long-suffering Rosie. Time has passed and, surprising as it may seem, Rosie is now in the hospital producing the first Spludge offspring.

Your task, as Ernie, is to clean and tidy the house and carry out several other little tasks that Rosie has entrusted to you - all before you have to rush to collect your family from the hospital. This may seem quite simple at first, especially as a friend soon turns up to help with the hoovering. However, you then find that the car has broken down, the dog has gone missing and you have an urgent package to deliver to a town some miles away.

Obviously the adventure is played against the clock and your main problem seems to be in getting things into the right sequence. The puzzles in themselves are not difficult at all and the use of the telephone (within the game!) helps a great deal.

Although Gareth usually writes in an entertaining and devious way, this particular game never had me anywhere near the edge of my seat. There was nothing wrong with the structure of the game - plenty of locations to explore, good descriptions and messages, straightforward puzzles and an adequate vocabulary. I suspect that the reason why it did not appeal is because the subject matter was just too mundane and the plot failed to enthrall. Thinking about it you can probably understand why!

MAN ABOUT THE HOUSE is neat, lighthearted and amusing. However, I had to force myself to persevere with the game for the short time it took me to complete it.

The next game in the series will be CHILD'S PLAY, which speaks for itself. I might recommend buying all four games as a set, if they eventually become available in a compilation. Meanwhile though, as a game on its own, not recommended unless this sort of sit-com subject-matter appeals to you!

ATMOSPHERE : 12/20  
VOCABULARY : 14/20  
PSR : 10/20

GRAPHICS : N/A  
PUZZLES : 13/20  
STAR RATING : ?

## HIGH COMMAND

From : 360 Pacific/Digital Integration Action 16 label  
Category : War Simulation  
Version : PC (minimum requirement: 386, 3MB, SVGA)  
Format : CD-ROM  
Price : £17.99  
Reviewer : Graham Perry

High Command has been around on disk for about 18 months and the recently released budget CD-Rom version represents excellent value for what is a very polished and detailed wargame, originally produced by 360 Pacific whose pedigree includes the HARPOON and V FOR VICTORY series. The game, which looks and feels like a traditional boardgame in the tradition of Avalon Hill's THE THIRD REICH, represents the theatre of war in Europe, 1939-45, from military, economic and political perspectives. It is in controlling these interdependent factors in your role as leader of either the Axis or Allied power blocs that provides you with the greatest challenge.

The clarity of display and attention to detail is outstanding (the game requires a VESA driver to run). The main map screen is hex based (72 x 68), scrolls smoothly and stretches from the Atlantic to the Urals and from Finland to the Sahara with 40 countries represented overall. Non-European protagonists are also involved and the effects of the Pacific War have a knock-on effect in Europe.

A variety of set-up options is available, including a choice of scenarios, random or historical aspects, setting of difficulty levels and attitude (e.g. cautious, reckless), weather and combat odds. Combat includes deployment of air, ground and naval forces and integrated, combination attacks increase your chances of success. Production of military forces depends upon the balanced handling of your economy and investing in technology can pay dividends in the longer term. Political choices include sabotage, intelligence gathering, and encouraging coups. Overall it is in your choice of managing the host of resources available that the appeal of High Command lies, though it is time-consuming. Fortunately you can allocate any of the main areas of decision-making to the computer if you prefer to concentrate on specific objectives, or get to understand the game's complexities gradually.

The game comes with a very detailed but necessary 200 page manual. Overall, HIGH COMMAND achieves what it sets out to do - to provide a realistic, flexible and complex wargame from the perspective of the Supreme Commander.

**ATMOSPHERE** : 16/20  
**PLAYABILITY** : 17/20  
**PSR** : 18/20

**STRATEGY** : 19/20  
**REALISM** : 19/20  
**STAR RATING** : \*\*

**WING COMMANDER 2: VENGEANCE OF THE KILRATHI - DELUXE EDITION**

FROM : Origin/Electronic Arts  
CATEGORY: Simulation  
VERSION : PC CD-ROM (386+, 486 recommended)  
FORMAT : CD-ROM  
PRICE : £49.99  
REVIEWER: Stuart Whyte

WING COMMANDER 2 follows on from the storyline of WING COMMANDER. You, the hero, have been banished to a backwater area of the galaxy following the destruction of your ship at the end of WING COMMANDER by the cat-like Kilrathi (the bad guys who are slowly but surely destroying the human race). The Commander series of games are infamous for three reasons: heavy use of processor power (you'll need a fast PC to play this), amazing graphics (which still look good after three years) and a storyline that develops cinematically as you play. WING COMMANDER 2 CD includes the original game, the now mandatory Origin Speech pack, plus the two add-on mission 'Special Operations' packs - adding up to a massive 87 missions.

The game structure typically comprises watch non-interactive cinematic plot, fly 3D mission, watch plot again but far from being boring, before you know it you'll be dragged into the atmosphere of the game and be swearing at the Kilrathi when your wingwoman bites the bullet. The 3D is very impressive but the plot is the feature that keeps you playing - you're sucked into the atmosphere and you'll want to know what happens next. Each mission is different - ranging from scouting an area to defending your mother ship and you get to fly with different wingmen each with different personalities (my favourite is Doomsday - he is a manic depressive and perpetually wimpers while flying). You also get to fly different ships ranging from the weak but fast Ferret, right through to the flying tank-like Morningstar (complete with built in nuclear missiles). Some of the missions are near impossible to win but don't worry - the game is set up so that you won't necessarily lose the game if you lose one mission. However losing a few missions in a row could be the end of the human race.

The CD-ROM edition has two advantages over its floppy cousin - it's cheaper and you don't need to install it onto a hard drive (the floppy version takes up over 35 meg). The game runs fine on a 150K/s CD-ROM - there's the occasional slowdown but nothing to worry about. Overall an excellent arcade blast oozing atmosphere, obviously heavily influenced by films such as Star Wars and Battle Star Galactica. WING COMMANDER 2 is well worth buying. Watch out for WING COMMANDER 3 in November - the graphics will be vastly improved and the cinematic sequences have been filmed with real actors, one is none other than Luke Skywalker himself, Mark Hamill.

<b>ATMOSPHERE</b>	<b>: 17/20</b>	<b>STRATEGY</b>	<b>: N/A</b>
<b>PLAYABILITY</b>	<b>: 15/20</b>	<b>GRAPHICS</b>	<b>: 15/20</b>
<b>PSR</b>	<b>: 16/20</b>	<b>STAR RATING</b>	<b>: **</b>

LEISURE SUIT LARRY 6 - SHAPE UP OR SLIP OUT

FROM : Sierre On-Line  
CATEGORY: Adventure  
VERSION : PC and CD-ROM  
FORMAT : Disk  
PRICE : £39.99  
REVIEWER: Iain Mackenzie on CD-ROM

At last, Larry speaks! Yes, in this latest Larry romp we actually get to hear our favourite lounge lizard - in the CD-ROM version only, of course - and the news is that he actually sounds convincingly sleazy. Just when you thought that Larry Laffer should have hung up his (fake) gold medallion for ever after a couple of pretty boring episodes, up pops Al Lowe and Sierra to give us what I think is the best game in the series.

It isn't worth describing the plot, as if you have played any of the Larry games you will know that depth of storyline is hardly the strength of Larry's exploits, but suffice it to say that there are several new challenges for our hero to overcome in his quest for the lovely Chamara. The puzzles are a lot more challenging than the very disappointing LEISURE SUIT LARRY 5 and are pitched at about the right level - I had to revert to the Sierra BBS three times.

The CD-ROM version is a huge improvement over the disk version, mainly because of the enhanced SVGA graphics, the superb CD lounge lizard music and, most importantly, the speech throughout the game.

The quality of Sierra's presentation recently, viz. POLICE QUEST 4 and GABRIEL KNIGHT has been excellent, and this game continues the trend, particularly as the interface just gets better and better. Here, one of the most annoying aspects of adventuring has disappeared - that is reloading each time you die. Sierra have at last given the player the option to retry an action - even when Larry wears his cheap synthetic suit in the sauna!

I (and everyone else I know) thoroughly enjoyed LEISURE SUIT LARRY 6. It made me laugh a lot, and there are not many titles that I can say that about - in fact SAM AND MAX, DAY OF THE TENTACLE, and MONKEY ISLAND are the only ones I can think of.

It has been a pretty dire summer for good games, but Larry certainly brightened things up. Well done Sierra, and I defy anyone not to chuckle at Larry's attempts to fix the Cellulite Draining Machine.

ATMOSPHERE : 17/20  
VOCABULARY : N/A  
PSR : 17/20

GRAPHICS : 18/20  
PUZZLES : 16/20  
STAR RATING : \*\*

## STARLORD

FROM : Maelstrom/MicroProse  
CATEGORY : Strategy  
VERSION : PC, PC CD-ROM (minimum requirement: 386, 2MB, VGA)  
FORMAT : Disk  
PRICE : £44.99  
REVIEWER : Graham Perry

STARLORD follows in a long line of complex and impressive strategy games designed by Mike Singleton. The aim is to play one of a host of planetary leaders, to enhance your standing through conquest, trade and resource management until you ultimately achieve Emperor status and inherit the Throne Star. The universe of STARLORD consists of a feudal system, whereby "traditional family values" allow you to recruit vassals or relatives to assist in sorties on rival warlords. Conversely, you are morally duty bound to help your own liege lord in his hour of need, unless you sense that he is about to lose (i.e. a choice of dishonour or defeat!).

You can select from 3 scenarios, elect to play either a single starlord or a dynasty, and set your start-up rank. Several games with similar settings and objectives have appeared recently (MASTER OF ORION, REUNION, OUTPOST), so what special features single out STARLORD? One aspect of note is the wealth of up-to-date information available, providing data on the relative military and economic strengths, weaknesses and current locations of your rivals. Access to information is crucial since you must decide who to ally with, conquer, trade with and avoid, - things tend to get very complicated as the game progresses.

Selection of base stars to occupy can depend on a variety of strategic, political but also economic factors since lower status stars double as production bases, manufacturing starships, mercenaries, weapons, fuel, food, minerals etc. You can then trade with galactic or local entrepreneurs and family members to establish a balanced economy with which to achieve your political ambitions.

The combat screens allow you to select from 'instant result' and 'full combat' and it is with this latter option that I have a problem. The arcade sequences are confusing, too frantic and annoyingly difficult. Fortunately they are only options and can be ignored without affecting outcomes of battles.

Overall, Starlord has depth and atmosphere. Its rather static structure betrays its play-by-mail origins but the range of strategic options provides an absorbing and long term challenge.

ATMOSPHERE : 17/20  
PLAYABILITY : 16/20  
PSR : 16/20

STRATEGY : 18/20  
PUZZLES : N/A  
STAR RATING : \*

## THE CIVIL SERVICE

FROM : Jack Lockerby/Zenobi Software  
CATEGORY: Adventure  
VERSION : Spectrum 48, Commodore Amiga, PC  
FORMAT : Tape or disk  
PRICE : £2.49 (Spectrum tape or Plus D disk), £3.49 (Spectrum +3 disk), £2.99 (Amiga, PC). Both Amiga and PC versions come with free Spectrum emulator).  
REVIEWER: Sue Roseblade on PC

The government have decided to privatise the Civil Service and sweeping changes have resulted from this. One of these changes is that all prospective new employees must undergo an entrance exam which resembles a survival exercise. The task set for you is to locate six hidden jewels, put them in your trusty holdall and make your way out of the village with them. A team of invigilators are to be found lurking at various points in the game and you must solve the puzzles set by them as you go along.

Upon encountering an invigilator you must simply SAY HELLO and he will tell you what he requires. The tasks set vary - some are well-loved oldies in the adventure world and some are refreshingly new. Many are of the numerical or logic-puzzle type commonly found in IQ tests. These are combined with the more usual adventure problems of finding objects and applying them appropriately.

The degree of difficulty of puzzle varies but almost everyone will be able to get a fair way into the game without getting completely stuck. However, you will need to be excessively clever to be able to do the whole thing without any help at all! (That means I couldn't!)

I suppose I did come across one or two slightly unlikely little things - such as lizards that were in the habit, apparently, of hiding large objects in the cracks in a rock. On the whole though the adventure is most logical and user friendly, only one or two inputs were a bit unwieldy but gave no real problems.

This type of adventure gives a feeling of immense satisfaction if you're the type of person who likes to solve riddles or find the next number in a sequence. You can really get your teeth into it and see that you're getting somewhere by the effort of brainpower rather than leg-work alone.

The scenario is similar to that of Ken Bond's adventure THE TEST although the problems are less physical and more cerebral in this case. However, I'm glad to report that I enjoyed it just as much.

ATMOSPHERE : 14/20  
VOCABULARY : 14/20  
PSR : 17/20

GRAPHICS : N/A  
PUZZLES : 17/20  
STAR RATING : \*\*

## 1942: PACIFIC AIR WAR

FROM : MicroProse  
CATEGORY: Simulation  
VERSION : PC  
FORMAT : Disk  
PRICE : £44.99  
REVIEWER: Iain Mackenzie

There has been a lot of debate about flight simulators in the last 6 months, particularly those set during World War II. The general opinion seems to be that this game is the World War II simulation to have. I haven't seen the full version of VIE's OVERLORD, but certainly 1942 - PACIFIC AIR WAR is in a different class to Origin's awful PACIFIC STRIKE.

MicroProse have really come back to full strength with their recent simulation offerings after a disappointingly dull patch. The graphical standard in 1942 PACIFIC AIR WAR really is much more impressive than the cluttered, messy and ever so slow recent effort from Origin. Here we have Gourad shading and texturing at their best and, what's more, you don't need a Cray supercomputer to run the game! It's true that a faster processor helps a lot, but even with some the detail levels turned down the game still looks good.

Upon loading, the player (or should I say, pilot?) is faced with a choice of starting a pilot career, taking part in training or historical missions, with either the American or Japanese side in the war. From there, it is on to the familiar briefing room and subsequently the choice of difficulty level for the mission ahead. Personally, I usually set crashes to be non-fatal, as one of the few frustrating aspects is the difficulty in achieving a good landing. After you have spent a long time in a successful mission, the last thing you want to do is crash into your own carrier on the return flight!

As is now the norm for simulators since STRIKE COMMANDER, the game has a virtual cockpit view which is invaluable during combat phases as you can swivel round and view the action wherever it is happening. There is also a padlock view which locks onto the nearest enemy plane - a godsend when there is a lot of action going on. This feature, incidentally, is not documented in the manual, and is activated by pressing 'J' when in virtual pilot mode.

The most disappointing aspect is the sound. There is no digital sound - although MicroProse are planning an update - which makes weapons and crashes sound rather weak. Otherwise, this is a very polished, engrossing flight simulator with, most importantly, an excellent flight model.

ATMOSPHERE : 18/20  
PLAYABILITY : 17/20  
PSR : 17/20

STRATEGY : 18/20  
REALISM : 18/20  
STAR RATING : \*\*

## CD-ROM GAMES

(By Wayne Roberts of CHEET SHEETS)

I have had a great response to my past brief guides to CD-ROM's, so I have decided to write yet another.

If you have read my past articles you will know that the information I give is short and sweet, showing what differences there are between the disk and CD versions. The cost of a CD game is normally a fraction more than that of the disk version. Is this extra £5-£10 worth it? Read on and find out.

### DOOM

Price t.b.a. ID Software

Don't bother buying this as a stand-alone CD. It only contains Version 1.2 of the game, nothing else. You don't even get the full blown game, just the first episode (Shareware version). You'll be better off paying out a fiver to get a back issue of a magazine like PC HOME that contains the same version on one of their Cover CD's. It is a waste of money buying it separately!

### LANDS OF LORE

£44.99 Virgin

Upon playing the disk version of the game I was impressed by the great introduction and style of gameplay. Guess what Virgin have done to the CD version? They've enhanced the introduction even more with full digitised speech by one of the Star Trek characters and a few other famous voices. Other additions to the CD version is the fully spoken quest and a short digitized story. If you haven't got the disk version and want a good role-playing game with nice gameplay, graphics and sound, this one is for you.

### SPACE HULK

£39.99 Electronic Arts

What a great gory game. Well you can now buy it on CD, but there is not much difference on the CD over the disk version. A few extra animation sequences, enhanced sound with digitized dialogue throughout and an extra nine missions. If you haven't seen the original disk version, then this might be a worthy purchase, but if you have a fast machine don't bother as you won't stand a chance against the enemy.

I have a 386 running at 30Mhz, and it is just the right speed - anything faster is a nightmare, take it from me! There has been a long gap between the two versions, so it may seem a bit dated. Try it out first!

### SUMMER/WINTER CHALLENGE

£39.99 Accolade

When these games were released a few years ago they were probably the best in their class. Since then not much has been released in this area of key tapping sports games. Fair enough, these are good games, but this CD is simply the two games chucked onto CD with no enhancements (well I couldn't see any). It might be cheaper to buy the games on disk either as budget products or even second-hand. This CD is only worth the purchase if you are a keen sporting fan.

## CD ONLY GAMES

### CENTRAL INTELLIGENCE

£39.99 Ocean Software

I haven't personally seen this game in action, but from looking at other reviews and articles on it, I've put together my short judgement. It's a strategic spying game with some nicely drawn graphics and video quality pictures.

The gameplay is slightly different to that of other strategy games in this area, with no one way to play the game. As I can't place my judgement on it, I would recommend you play it first, but if you like strategy games then this is probably your only choice at the moment.

### PLUMBERS DON'T WEAR TIES

£29.99 Unica

Well what can I say? It's a video love story put onto your PC screen. You would be better off spending a couple of quid on those girlie photo-story magazines! All you seem to do is watch a few video clips and make a few decisions that will decide the outcome of the next clip. Once you have decided correctly on all counts you are not going to bother playing this again! Don't waste £30 on this CD.

Discussed in my article in issue 27 was the term "Shovelware". You know, the disk version of the game chucked onto CD with very little or no enhancements at all, but with an extra charge of £5.00 or more. Well here are a few more that I have come across recently.

### DARK SUN - SHATTERED LANDS

£45.99 US Gold

Well this isn't exactly 100% shovelware as you get a DEMO of other CD products from US GOLD, probably the same ones as found on almost every FREEBIE magazine CD. Even though the game comes on CD you will still have to install it to your hard drive, so you are probably better off buying the disk version and saving yourself a fiver!

### DUNGEON HACK

£25.75 US Gold

It's a shame this has been copied straight to CD with no enhancements as this is one role-playing game that I actually sat down and played with enjoyment. Anyhow US GOLD have chucked it on CD with you still needing to install it to the hard drive. Disappointing, think what could have been done with the extra CD space. Anyhow a game to buy on CD only if you haven't got the disk version and can get it for a cheaper price on CD than on disk.

### SPELLCASTING PARTY PACK

Price t.b.a. Accolade

Well you may not call this shovelware but don't expect any enhancements in the games as they are simply the disk versions plonked onto CD. If you like the Spellcasting series but have one or even none and would like to get all three then this would be a good pack to get hold of. Three games on one CD - Spellcasting 101, 201 and 301.

**QUESTBUSTERS: KEYS TO THE KINGDOM**

**AUTHOR : Shay Addams**  
**PUBLISHER: Clue Books Express**  
**PRICE : £14.95**  
**ISBN : 0-9638187-1-6**  
**REVIEWER : Geoff Hyman**

Another book in the QuestBusters series, this covers 24 games and runs to about 150 pages. Complete solutions to the following games are included:

**BLOODNET**  
**COMPANIONS OF XANTH**

**CURSE OF ENCHANTIA**  
**DARK SUN: SHATTERED LANDS**

**DRACULA UNLEASHED**  
**DRAGONSPHERE**

**ETERNAM**  
**GABRIEL KNIGHT**

**THE HAND OF FATE**  
**INNOCENT UNTIL CAUGHT**

**KRONOLOG: THE NAZI PARADOX**  
**LANDS OF LORE**

**THE LEGACY: REALMS OF TERROR**  
**LEISURE SUIT LARRY VI**

**LOST IN TIME**  
**POLICE QUEST IV: OPEN SEASON**

**QUEST FOR GLORY IV**  
**RETURN TO ZORK**

**SAM AND MAX**  
**THE 7TH GUEST**

**SHADOWCASTER**  
**SIMON THE SORCERER**

**STAR TREK: JUDGEMENT RITES**  
**WARRIORS OF LEGEND**

UNCLASSIFIED - COPY TO THE DIRECTOR

DATE: 10/15/82

TO: DIRECTOR, FBI

FROM: SAC, NEW YORK

RE: MURKIN

NY 100-100000

Reference is made to New York airtel dated 10/15/82 and New York letter to Bureau dated 10/15/82. The following information was obtained from a review of the files of the New York Office:

On 10/15/82

the New York Office

was advised by

the New York Office

that the New York Office

is currently

conducting an

ongoing investigation

of the New York Office

and the New York Office

is currently

conducting an

ongoing investigation

of the New York Office

and the New York Office

is currently

conducting an

ongoing investigation

of the New York Office

and the New York Office

is currently

conducting an

ongoing investigation

of the New York Office

LEISURE SUIT LARRY III

Sierra

FULL SOLUTION

Just one reminder:- you can not play the game without the manual.

You find yourself on Vista Point on the slopes of the island's volcano. Walk over to the lawn with the bronze plaque on it. LOOK BRONZE PLAQUE. Walk to the left binocular and USE BINOCULAR. Watch the girl.

Now go E. In this picture there are several exits. Two to the west and two to the east. The two to the west are: home and the park with the TV. The two on the east are : Vista Point and another piece of jungle. These exits are located between bushes. Go west to your home. If you think Kalalau is glad to see you, forget it!

After this rather unpleasant story go E, E ( not to vista point but the exit below it). You now change into your leisure suit. This screen also has several exits. Two to the west: the one you just came from and one to Fat City Spa. Then three to the east: the bottom one leads to the casino, the middle one leads to Chip'n'dales nightclub, and one in the top hand right corner, going up to the legal offices of Dewey, Cheatem and Howe (this one is a little bit hard to find, but it is there).

Go back W and stand between the two rocks on the right side of the screen. GET WOOD. Go W up to the mailbox in front of your house. OPEN MAILBOX, GET MAIL.

Now go E, E, E up to the picture with the fountain (casino). Go into your office of NATIVE Inc. Enter the office. After being used as a bowling ball, go E and S onto the beach.

Walk over to the girl lying there. Watch when she buys a souvenir from the peddler. LOOK GIRL. TALK TAWNI (x3). GIVE CARD TO TAWNI. She gives you what a man of leisure deserves. LOOK KNIFE. Go E and walk up to the casino steps. SHARPEN KNIFE ON STEPS.

Now go E behind the steps (top righthand corner of the screen). Walk to the sink left of the Cabana. LOOK SINK, GET SOAP, DRINK WATER. Walk to the bin on the right of the Cabana. SEARCH BIN (no points).

Go W and enter the casino. Go N and then W. As you walk past the mirrors LOOK MIRROR. Walk over to the man TALK MAN, ASK TICKET. The man says that the ticket is in the box that came with your disks. GIVE TICKET. Now you have to enter a number from the manual. The man says that there are no seats available, but all he wants is money.

Leave the Casino and go W (top of screen). Go E (top of screen). You are now at Chip'n'dales. Walk over to the grass CUT GRASS WITH KNIFE.

Now go back to the Cabana east of the casino and enter the left Cabana. CUT WOOD, LOOK WOOD, WEAVE SKIRT, WEAR SKIRT. Go back to Tawni on the beach and SELL the WOOD CARVING. After you have the money go back to the Cabana and wear your suit again.

Now go back to the man and show him your ticket. Give the man the money you've just earned. Watch the show.

After the show, wait until Cherri Tart comes out of the backstage dressing room. Walk up to her and LOOK GIRL. TALK GIRL (x2). TELL ABOUT LAND.

Go to the beach and GET TOWEL. SPREAD TOWEL. When you have a nice sun tan STAND. Don't stay in the sun too long, you know it's dangerous. Now leave the beach and go to the offices of Dewey, Cheatem and Howe.

Enter the office and walk over to the assistant. TALK ROGER. ASK DEED. Walk to the couch and SIT. ASK LAND. STAND and leave the office. Leave building and come back in again. Walk over to Roger and ASK DEED.

Now go back to the casino and KNOCK on the backstage door .... When you are on the stage DANCE. After you leave the stage in your new dance costume, walk E and LOOK MIRROR.

Leave the casino and go back to Dewey, Cheatem and Howe. Walk over to Roger and ASK ABOUT DIVORCE. GIVE BILL. GET DIVORCE. Outside, READ DIVORCE.

Go back to the backstage door of the casino. OPEN DOOR. Walk to your suit and WEAR SUIT. Leave the backstage area. Go E into the bar. SIT on the stool next to Patti. LOOK PATTI. TALK PATTI x2. ASK DATE. GIVE DECREE TO PATTI. ASK DATE. STAND.

Leave the bar and go to the Fat City Spa health centre. Go to the door on the left and USE CARD. Now you have to find your locker. TURN CARD. Suzi has written her locker number on the back of the card. Also write down the three places on the back of your card.

The locker is on the far left side, just under the top of the screen. Type LOOK LOCKER NUMBER and walk past the lockers until you have the right locker. Now to open the locker you have to enter three combinations. Just look up the page numbers of the three places at the back of Suzi's card.

Now OPEN LOCKER and enter the three combinations. WEAR SWEATS. CLOSE LOCKER. You have to close the locker or all your stuff will be stolen.

Now walk through the door on the right and work out on all four machines. After you have done this you finally will know what pulsating pectorals are.

Leave the gym and go back to your locker. OPEN LOCKER and enter the combination. WEAR TOWEL. CLOSE LOCKER. Walk through the door on the left. Walk to the top of the screen. TURN FAUCET ON. Under the water, WASH using the soap. TURN FAUCET OFF.

Leave the shower and USE TOWEL. Go to your locker and open it. GET SPRAY. WEAR SUIT. CLOSE LOCKER and leave the locker room.

Walk to the door on the top of the screen. USE CARD. Walk up to the stage and LOOK GIRL. TALK GIRL x3. ASK VIDEO. HELP VIDEO. After she's shown you her gratitude, leave and go to Chip'n'dales.

In the rock to the left there is an opening. Enter it and walk to the flowers on the right side of the cave. GET FLOWERS. MAKE LEI. Now go back to Patti in the bar. SIT, LOOK PATTI. ASK DATE. GIVE LEI. ASK DATE. Now she wants some wine.

LEAVE the bar and go to Chip'n'dales. Go E. You are now at the comedy hut. Enter it and walk to the table with the free chair. SIT. GET WINE. Now wait around for a while until Paul turns into a duck. STAND. Leave the comedy hut and go back to the casino.

Enter the casino and go E. Walk up to the elevator. PRESS BUTTON. PRESS NINE. Enter Patti's room. Walk over to the bed UNDRRESS. Now you're in for a long show so wait and enjoy it while you can.

\*\*\*

You are now playing the role of PASSIONATE PATTI IN PURSUIT OF THE PULSATING PECTORALS.

Walk to the bottle of wine on the table. GET BOTTLE. Walk behind the dressing screen. WEAR BRA, WEAR PANTIES, WEAR PANTYHOSE, WEAR DRESS. Now leave the room and go to the piano in the bar.

When you enter the bar LOOK BOARD, GET MARKER. Walk over to the piano and GET JAR. Leave the bar and LOOK MIRROR. Go to the sink left from the Cabanas. FILL BOTTLE. Now go to Chip'n'dales.

Walk to the man in front of the door. TALK MAN, GIVE MONEY. Walk over to the empty chair and SIT. When Dale throws his pants at you type THROW PANTIES AT DALE. After Dale has finished his show STAND and wait until he walks through the audience. Walk up to him and TALK DALE. Walk to the chair again and SIT. LOOK DALE. ASK LARRY. TALK DALE. Dale gives you a big hint here.

Just look up the song in your book and replace the first letter of each word beginning with N, E, S, W with North, East, South, West. You now have the right way through the jungle. Leave and go E and enter the jungle (top right hand corner).

The correct route is: N, N, N, E, E, N, W, N, E, N, N, N, W, W,  
DRINK WATER, W, W, N, N, W.

(When you begin to crawl on all fours, just DRINK WATER). When  
you've made it walk up to the stream and DRINK WATER.

Now go N and walk up to the rock near the cliff. REMOVE PANTYHOSE.  
TIE PANTYHOSE TO ROCK. Walk to the bottom of the screen and PICK  
LEAVES. MAKE ROPE. Now climb the tree on the left and GET COCONUTS.  
CLIMB DOWN.

Walk to the edge of the cliff. THROW ROPE, TIE ROPE TO TREE, MAKE  
BELT and CLIMB ROPE.

Now walk up to the path North West. REMOVE BRA. PUT COCONUTS IN  
BRA. Now walk N. You will be attacked by a native feral pig. This  
takes some practice, but as the pig attacks you type THROW BRA AT  
PIG or SWING BRA.

Walk N and enter the water. LOOK RIVER. There's a log in the water.  
LOOK LOG. Walk over to it and PUSH LOG. RIDE LOG. Now you are in  
for some real action.

The best way to make it through this scene is to SAVE when you have  
safely past a rock or a tree. Don't hit the cursor keys too much,  
it will do you no good. Try to stay in the middle of the river.

Now you are kidnapped by a bunch of Amazonian girls and thrown into  
a cage, but you are not alone - look who is here with you! Larry.  
Now let's escape. USE MARKER.

Now go N, E until you float in the air on the Space Quest set. Use  
the arrow keys to move to the machine on the right. You must be  
upside down to UNPLUG MACHINE.

Walk E to the King's Quest IV screen and watch the end sequence.

This is an edited version of a solution originally published in an  
early issue of CHEET SHEETS (PC disk magazine).

Editor: Wayne Roberts  
By-The-Way  
Chilsworthy  
Gunnislake  
Cornwall  
PL18 9PB

AL QADIM-THE GENIE'S CURSE

SSI/US Gold

Speak to everyone you can and complete all the quests for the maximum experience points. Keep healing and invulnerability potions with you at all times.

The story begins in your home town Zaratan. Explore everywhere and say hello to your friends. When you are asked to collect berries to heal the sick girl go to the oasis west of town, pick the purple berries and speak to the mermaid. On your return don't mention you have seen her. When you hear about a shipwreck go to the north/west shore and work your way south/east until you find the Caliph standing near a palm tree and escort him back to Zaratan. After your family are arrested you must leave on a quest to clear their names and find your true love Kara. Once you go through the gates you will not be allowed back into town so buy some potions on your way out. Return to the oasis, stand near the purple berry bush and click all over the water until the mermaid appears. She will tell you to go to the south/western corner of the island and say JORGIZRA JETZONA to summon a giant turtle. Ride on his back and he will take you to Dead Man's Reef.

Once you arrive search the island for gold - there are small piles everywhere. Open the chests to get the two keys which will open doors on the wreck. Search the wreck then go below decks and through the northern wall. Go up to the disk and break it with your scimitar to free the ship's genie master. This place will heal your wounds whenever you come here. When you return to the wreck it will be in pristine condition floating on the high seas with a genie at your command. Tell him to sail to Bandar Al-Sa'adat. Always save the game before you sail as until you are stronger you may meet a pirate ship you can't beat.

Once you have arrived go to the palace prison and see your father, mother and sister. Your sister will make your sling more powerful. Walk around the market area and speak to everyone, noting what each shop sells. Have a gamble and change some money into gems then return to your ship and sail for Zaratan.

Go to the tower north/east of the town where Farid Al'Mutan lives. Gain admittance by saying AZULLAH BATAN. There is a test of many puzzles here but none will give you problems. When you have finished the whole area don't leave straight away. Find the living quarters and meet Farid Al'Mutan and the mermaid. Here you will get information about the Isle of Shibaz where there is a great library tended by a hermit, and get an enchanted mirror which will pacify him. The mermaid will ask you to bring her a gilded dove which can be obtained from the Super Natural Emporium in Bandar Al-Sa'adat. This is an easy quest and while you are there pick up some healing potions.

Sail to the island of Shibaz, search everywhere and break everything. You may have to return through the rooms to find

things that were not visible before. Somewhere you will meet the hermit Rashadin flying on his magic carpet. Something will trigger the stairs to appear in the room with hieroglyphics so keep checking. You will find a scroll which says once you have read all the runes the way into the library can be reached. Go down.

This is a fairly simple area with levers that move bridges and flying carpet ports which can be used later. Any area you cannot get to now can be visited later when you have a magic carpet. Once you are through you come to the area of scrolls. Open them and read them all. Eventually you will reach the pirates and their treasure. Kill them and take what you can then go north. Put the mirror inside the chest and Rashadin will find it and begin talking to himself. He will mention JAZAIR JIZA, the Genie Isle where Mirza Gubishbuskin can be found. Fly the magic carpet to the entry stairs remembering to look for the chest you couldn't reach while on foot.

Return to the ship and sail to JAZAIR JIZA. Find a way between the sand arms that block your way. The Efreeti you meet will ask you to do some simple quests before she will let you meet Mirza Gubishbuskin. Buy the intelligent serpent from Reptilian Desires, the hottest coal in the world from the Heating Emporium and the veil woven by Idrid in the Shop of Wonders - all can be found in Bandar-Al Sa'adat. For the bottle of eternal emptiness return to Bandar-Al Sa'adat and speak to the wise man in The Travellers Rest. He will tell you to go to the Isle of Senat.

Sail to the isle and protect yourself from fire before collecting the bottle and lots of treasure. It is a small island and the treasure is very easy to find. Return to the Efreeti and make her look into the bottle. She will get sucked into it and the bottle will seal behind her. Now your path is clear.

In front of you is a black and white chessboard. As you tread on certain tiles they will change colour. There are four sets of tiles (one for each genie) and by picking out the path of each colour you will be transported to that particular genie. All the paths begin one tile in from the edge. Leave the red path until last. When you visit the other three genies you will get two quests - to find a jewel and reunite Shahar Izad with her voice. The jewel, which will complete the second quest can be obtained from the Djinn sisters if you can convince them you are a brave man. Give up the jewel and you can then return Shahar Izad to her master and reunite her with her voice. Your reward is a potion that will keep you alive in the next section.

Back at the chessboard pick out the red squares and you will be transported to Mirza Gubishbuskin's domain. To speak to him you have to walk up the chessboard while a game is in progress. Drink the potion and you will be protect from the fires that engulf the board as you walk north. Mirza Gubishbuskin will speak to you when you reach the top and tell you your father was one of the men responsible for the disobedient genie.

GENERAL HINTS (Atari ST version)

Don't search rooms or pick up clues when anybody else is about. Shut cupboards, drawers etc behind you after searching, it seems to help in keeping you out of trouble.

Don't disturb people by questioning them in the middle of the night!

Don't carry many things about with you. It's usually sufficient to take them, examine or read them and then put them back ... unless you need to show them to someone.

Sleeping and eating will replenish your energies and make you less vulnerable. A list of meal times can be seen on the kitchen wall. Meals are served in the saloon.

To pause the game, click on SAVE and the game will freeze while it waits for a change of disk. Then simply CANCEL to return to the game when you're ready.

STARTER GUIDE (Atari ST version)

Go to Maguy's saloon (the old colonial trading post). Find Maguy and ask her about her movements and what she noticed on the night of the 30th and early the following morning. She will also tell you about Marie's habits if you ask. Memorise her answers.

Go to Maguy's room (ground floor, right hand door), while she is not there. Push the picture to find a hiding place. Search this to find the key to Lucy's room.

Go to Lucy's room (first floor, far left). Look at the bed, near the pillow, and notice a black hair.

Go to Marie's room (first floor, third from left). Look at the aquarium. Take the stone and notice a piece of glass. Search under the chest and notice more glass from the broken window. Turn the aquarium to reveal a hiding place. Search this and notice a locked jewel box with an inscription. Read the letter and the sheet of paper. Take these with you. Look at the bedside table, notice the empty ashtray and the cup of tea. Smell the tea (it smells of camphor, a sedative). Also notice that the bed has not been slept in.

Go to the kitchen and search the cupboards to find a bottle of camphor. Read the list on the wall, it will tell you when meals are served. Notice, also, the calendar - you will need it later.

When you come across Maguy again, show her the list from Marie's room to find out what it is.

Return to Maguy's room. Turn the bedside lamp and it will open. Inside you will find a key. Raise the rug and a trapdoor will be revealed. The key will open it.

Go into the passageway beneath. In the Pirate's cave, read the inscription, which matches that on the jewel case. "Jemelos y indivisibles" which means "Twins and inseparable". Look at the symbols on either side of the pirates. They are mirror images and are meant to give a number pattern.

Go to the pier and enter Bruce's cabin on The Bamboo (the white ship on the left, upper cabin). Open the desk and search to find some binoculars, which you will need. While you are there, read the ship's log.

Now go to the pond and observe that it is tidal. Low tide is at 4pm and 4am, so go there at the right time and, using the binoculars, read the inscription on the base of the statue. You are supposed to be able to put this together with the symbols from the pirates cave to make a message!

Visit Juste's house at some point and search under the cupboard to find a photo of him with a blonde woman. Show this photo to people and they will tell you that the woman is Lucy.

Search the other cabins when you can. Bob's cabin is opposite your own. Search the shelves and find two letters from the Lady In Black. Read his log, in the drawer. In Roy's cabin, below Bruce's on The Bamboo, find a bracelet beside the shaving brush. Search thoroughly and you will also notice a diamond. In Chris's cabin, next to Roy's, open the box on the top shelf. Take the photo and read the sheet of paper. Chris is a secret agent, sent to find a missing woman agent.

Go into the hold of The Bamboo and find a bullet next to the net. If you show this to Bruce, he will tell you that it's a machine gun bullet.

Look on the pier, sometime in the night, and you will find a key has been dropped. This is the key to Juste's house.

At 7am the next morning you will be informed that Juste has been murdered. Go to the pier and have a look at the body.

Ask Sue what she noticed between 6 and 7pm on the 31st. She will say she saw Juste fishing something out of the water. Memorise.

Go to Juste's house and search the stove. You will find a half burnt blonde wig. Look carefully on the floor and find a diamond (like the one in Roy's cabin and the other one in Roy's ear!) Notice the open window.

Lucy was the missing agent. She wore a blonde wig but was really dark-haired. The bracelet found in Roy's cabin is the one she was wearing in the photo. Juste was murdered because of what he knew. So far so good .... but what of the disappearance of Marie ...?

SEPTEMBER 1994

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**THANKS:**

Our thanks to Sue Medley who sent us a walkthrough solution to MAUPITI ISLAND. Thanks also to Barbara Gibb of Adventure Probe for giving us the solutions to many Zenobi adventures. Also we should like to thank everyone who contributed to the Hints 'n' Tips for this issue.

**UPDATED PAGES:**

In pack 26 we printed a half-height reviews index for sections D and U in order to keep re-printed pages to a minimum. Unfortunately this made the index very difficult to read so we have decided to print a full height index covering packs 1 - 25 in this issue. This index will not be repeated and in pack 30 we will start a second index beginning from pack 26. Members will then be able to split the reviews between two binders if so desired.

The new schedule for regularly re-printed pages will be as follows:

Pack 30 D-2/2a... Index for game reviews Sections D and U.  
Pack 31 A-13/14.. Useful addresses.  
Pack 32 P-1/1a... Index to guides, solutions and maps.

Other pages in Section A, and some Softography pages will be updated when information changes are necessary.

**SOLUTIONS GUIDES AND HELP:**

We are never sure if we print the guides and help you would like to see in the packs. If there are any games, new or old that you would like to see solutions for please write or telephone the office and we will do our best to print the help you require. We can also print level codes and cheats if that is what you would like, just let us know.

**BACK NUMBERS:**

Members Dossiers 1 - 13 are out of stock until further notice. The back numbers pages will be updated shortly.

**LETTERS:**

Our members are very happy people! Well, you must be as once again we have no letter pages. Members who telephone the office often mention they would like to see more letters but we cannot print what we do not get. PLEASE write soon.

BUY - SELL - SWAP:

**FOR SALE:** - I would like to sell the disk versions of Sim Life £15.00, Arena, Hexx and The Hanna-Barbera Animation Workshop £20.00 each and Alone in the Dark for the PC CD-ROM £20.00. Please add £2.00 per game for postage and packing. Telephone Debbie evenings only on 081 859 8531.

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**WANTED:** - I am interested in buying some SSI Gold Box games for the PC. I already have Gateway to the Savage Frontier and would be particularly interested in Secret of the Silver Blades and Pool of Darkness. Please write or telephone evenings or weekends only with price to Mr. R. Murfin, 107 Rydal Road, Abbeydale, Sheffield S8 0UR, telephone 0742 584627 (until the end of September) and 53 Main Avenue, Totley, Sheffield S17 4FH, telephone 0742 621239 after that date.

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**FOR SALE:** - The PC disk versions of Magic Candle 2 £10.00, Shadow Caster £22.00 and Space Quest 1 VGA edition £13.50. Also Lawnmower Man PC CD-ROM £30.00, and the Pool of Darkness clue book £6.50. Telephone the club number if interested and leave a message for Gerald.

\*\*\*

**FOR SALE:** - I have a new copy of Sierra's Space Quest 4 for the PC for sale. Please write or telephone if interested to Wayne Roberts, Cheat Sheets, "By-The-Way", Chilsworthy, Gunnislake, Cornwall PL18 9PB or telephone 0822 833765.

\*\*\*

**FOR SALE:** - I would like to sell Beneath a Steel Sky for the PC (Disk version) for £15.00 plus £2.00 postage and packing. Please contact Sue Roseblade any evening before 9pm or at the weekend (after midday only) on 0480 380608.

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**FOR SALE:** - The PC disk version of Al-Qadim £18.00 including postage and packing. Please contact Hazel on the club number after 8pm.

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**WANTED:** - I would like to buy the Eye of the Beholder III cluebook. If anyone has a copy they would like to sell please contact Graham on 0974 261210 evenings or weekends.

The next priority for research is Railroad since this increases production by 50%. OK, so you're bored by all this improving stuff and what you really want to do is go to war! Really? With a gang of musketeers! No way! Wow Kaiser, wow! My aim is to get as much research done in the 250 turns before 1AD when research costs double but this aim must be moderated by the need to spend money on some city improvements. Even so, now we can make some money! Use it wisely. For example, when buying, production costs are 2 coins per shield (4 coins if production box is empty) and military units cost even more. So, for big items (banks, universities etc.) a caravan is handy if you fool it into helping build a Wonder then switch. Otherwise, suppose you have researched Automobile and want tanks, well wait one turn to put some shields into the box then switch to some terribly improving, innocuous item with the same number of shields - a Courthouse will do - pay the balance then switch back to Armour and - Hey presto! Half-price tanks!!! (Did you know that a Cathedral needs the same number of shields as a Battleship which would cost about 4 times as many coins...ahem!).

After 1000 BC the barbarian raids seem more powerful and frequent so City Walls are needed and after 1AD the neighbours start getting frisky if they haven't before. Once you have Combustion you can happily build Barracks as nothing else makes them obsolete. However, Barracks in every city is terribly expensive. Those which really need them are on the coast (to stop pirate raids) and adjacent to enemy territory. You can have these cities provide units for inland barrackless cities once their own needs have been met. After Armour we want to head for Recycling since pollution will have become a problem. If you got there before 1 AD congratulations, but otherwise keep taxes down until you have it. Push up taxes to 80% and start spending like there's no tomorrow (there won't be if THEY come and you are not ready). If you have the Pyramids and are in Democracy but want to keep the option to change you may like to stop research altogether by building Shakespeare's Theatre in a coastal town with a Barracks and plenty of production - a Factory and Recycling Centre will be needed.

With taxes at 100% you might as well sell off your Libraries and Universities. You can rebuild later if needed. Then each city with Barracks builds units to send down the railway to your chosen city for adoption and return. Since that unit is not far from a city that is immune from unhappy faces it can go out of the city it defends with impunity. (This cannot go on forever as someone is bound to get up to Electronics sooner or later, cancelling the effect of Shakespeare's Theatre and plunging your government into Anarchy!). Otherwise in Republic you may as well keep research going. Communism cancels the Pyramids but leads to Labour Union with its wonderful Motorised Infantry units whilst Electricity cancels the effects of the Colossus but leads to Electronics and the Hoover Dam Wonder and onwards to Advanced Flight (Bombers!) and to the end game if you are a pacifist and want to build that flaming space ark. Assuming that you are in Republic, everyone is happy, defensively secure, the Pyramids are obsolete and you want

to go to war but no one has attacked you and your Senate won't let you. The J.S.Bach Cathedral wonder will allow cities with less than 5 population units to send one military unit without consequent riots. The Cure for Cancer wonder increases this to 6 population units, Cathedrals allow bigger cities to join in (but cost money to maintain) BUT the Women's Suffrage wonder allows as many military units as you like to go out so build it but do defend it ever so well. Transports are not classed as military units so even without Women's Suffrage a reasonable task force can be sent overseas. The problem is how to provoke a war: Diplomat's are cheap to build and can pass between "enemy" units. There are two ways to start a war:

1. If there is an enemy city near your borders that you think you could defend, you can send in the Diplomat to incite a rebellion at full price or you could first send some military units as close as you can, preferably to sit on its production areas - your Senate can't stop you if you land from a Transport. This is usually enough to cause a riot in that city. Now send in the Diplomat to provoke a half-price rebellion. Do not choose "Subvert city" as this costs double and prevents the enemy declaring war - which would defeat the object of the exercise.

2. Send your Diplomat to wander about in enemy territory - preferably standing on their prime real estate - a coal or gold mine will do nicely. Sooner or later they will attack him, allowing your Senate to vent their wrathful, righteous indignation in an entirely justified declaration of all out war. Do not say "yes" when they try to speak to you as your Senate will force you to make peace. The second method is cheaper and doesn't leave you with a city built in the stupidest of places (they always do that!) which rapidly drains your cash as you bring it up to your standards with walls, barracks, temple etc. However you do it, one rule is sacred - SAVE before each battle.

I don't know how they do it but it is galling to have your tanks defeated by Militia units. I mean to say, there you are, armoured to the teeth attacking a bunch of yokels armed with pointed sticks - AND THEY WIN!!!! Hmmm

Finally, suppose you are in Monarchy, have the Windows version, have units out in the hills blocking the enemy advance but have no units with the "NONE" allegiance and want to go Democratic: Raise taxes (unless you already have money to spare), build a Diplomat and send it out to look for a Minor Tribes square far enough away from your cities. SAVE when the Diplomat is the last but one to move. Go in. If you don't get a nest of barbarians -quit to try again, otherwise buy as many as you can in that turn (usually 61 coins each). Check that they have the required "NONE" allegiance (if not quit and try again to see what else is on offer) - SAVE (maybe an idea to change the file name) - quit - reboot. If you can afford to buy the lot they will be useful, otherwise move away, heading back to your own territory. If you left any you will need to save-quit-reboot a few times to give your fellahs a head start in the race home.

**CANNON FODDER**

Virgin

PC (£35.99), Amiga (£29.99) Atari ST (£30.99)

CANNON FODDER is a mission based arcade strategy game in which you get to guide a small platoon of men through enemy territory - similar to SYNDICATE in execution but with less depth and more violence. Like SYNDICATE you are given a goal each mission (typically destroy all the enemy troops) and it is up to you to then frantic click and blast your way through the jungle, arctic, cliffs or compound. Along the way your men come across specials such as bazookas, tanks, helicopters etc. which can all be used to defeat the computer.

Graphics are small but detailed with cutesy explosions and death animations. CANNON FODDER is a great game but the emphasis is very much on quick reactions rather than strategy (although to complete the game you will need both skills). If you enjoyed SYNDICATE then you'll love this - although SYNDICATE still wins out overall as the atmosphere and graphics are better.

**ATMOSP 15/20 - STRATEGY 14/20 - PLAYABILITY 16/20 - GRAPHICS 16/20**  
**PSR 15/20 - STAR RATING \***

Reviewed by Stuart Whyte

**MAUPTI ISLAND**

Lankhor/Ubi Soft

PC (£30.99), Amiga and Atari ST (£29.99)

This 1990 graphic adventure is set on a tropical island where you, as a private detective, are investigating the apparent kidnapping of Marie, one of the island girls. Gameplay uses a point and click method to select from a somewhat over-complicated command system which enables you to search for clues, question characters, memorise and recall information, as you move between some thirty or more locations.

This adventure has beautiful graphics and the best music and sound effects (including speech) that I have ever seen on the Atari ST. Impressive ... until you try to play the game! There is no QUIT command (it is necessary to switch off the computer to exit) and no way of reloading a saved position unless you restart completely. There is no PAUSE command (I have worked out a way round this) and the whole thing is played against the clock, with wandering characters who are not always co-operative.

The game is so unbelievably difficult that, even with the help of a story-book type walkthrough, I was unable to complete it - in fact I've failed to find anyone who HAS finished it. Verdict: beautiful, clever, atmospheric, aggravating, frustrating and totally impossible. (ST Version reviewed)

**ATMOSPHERE 16/20 - GRAPHICS 18/20 - VOCAB 14/20 - PUZZLES 15/20**  
**PSR 13/20 - STAR RATING ?**

Reviewed by Sue Roseblade

THE KRAZY KARTOONIST KAPER

Zenobi Software

Spectrum 128 Tape (£2.49), +3 Disk (£3.99) and PC (£2.99)

Also on compilation (see page C-105)

It was a normal evening like any other at the art studio of Kez the Kartoontist. Nothing stirred, not even a teaspoon. Suddenly a man dressed in a black uniform and a balaclava crashed through the window. He hit Kez over the head with a nearby stuffed elephant and bundled her into the back of a hired hearse. Kez had simply disappeared.

This is where you come in as Kez's faithful hound and chum KRIS the DOG!!! When you find out that Kez is being held in Killmore Castle on Mystery Moor and no-one has offered to pay the ransom money, you take it upon yourself to rescue her.

This adventure can be played using mainly verb/noun inputs but there may be occasions where you need to use a multi part command. You may also input several commands in one line using AND, THEN or punctuation marks. Standard directions are supported, and hints are hidden in the instructions. You as a Dog have the power of human speech to communicate with people you meet. The vocabulary includes: bark, growl, howl, scratch, sing, snarl, wag and woof to mention but a few. Very funny!!

ATMOSPHERE 10/20 - GRAPHICS 0/20 - VOCAB 15/20 - PUZZLES 14/20

PSR 13/20 - STAR RATING \*

Reviewed by Mike Barton

DUNGEON OF TORGAR

Adventure Workshop

Spectrum tape (£2.00), Spectrum +3 disk (£4.00)

This is a traditional treasure hunt which you start by a cave entrance, with your adventurers kit consisting of sword, lamp and list of treasures. As soon as you enter the cavern an iron gate clangs shut behind you, so there's no choice but to advance ... You hear distant chanting from some fervent idol worshippers who don't welcome infidels and will kill on sight.

Once you have avoided them the game opens up revealing a multitude of exits, all but one blocked by unfriendly beasts and baddies. There's a maze too but mapping is not a problem. A light fingered leprechaun will hide your stolen goods where you can find them if you give him something to play with. There are some tricky puzzles, such as a slippery ramp, living statues (my childhood nightmare), a ropey bridge (not for the overweight), evil ghosts and danger of drowning in a sealed room.

This text adventure game will challenge a beginner and interest the moderately experienced adventurer.

ATMOSPHERE 14/20 - VOCAB 12/20 - GRAPHICS N/A - PUZZLES 13/20

PSR 12/20 - STAR RATING \*

Reviewed by Jenny Perry

OBJECT RELATED CLUES

PARCHMENT	Tells you which treasures to find.
FLUTE	Play it to the serpent.
EYE OF MEDUSA	Throw it at the rockbeast and statues.
BONE CHARM	Wear it to get past the skeleton.
BRASS KEY	Opens brass door.
BLACK KEY	Opens the door with the skull.
SALT	Throw at the slug.
CAGE	To catch the rat.
RAT	Turns into green lizard.
ROD	Point it at the rat.
STICK	To push the star off the pedestal.
BOOK	Contains helpful hints.
LIZARD	Fights the deathbeast.
BOTTLE	To collect slime.
STILTS	Wear them to cross the snake room.
CUP OF DREAMS	Liquid makes you strong.
DEMON'S EYE	Look through it to see through illusions.
SHIELD	Wear it in the ghostly room.
MIRROR	Reflects light.
CARPET	It flies.
ROCK	To exchange for the crown.
WAND	Point it at the ghosts.

\*\*\*

THE CIVIL SERVICE

Zenobi Software

Look behind a door to find the windmill key.  
Stop the sails from turning and examine them several times, turning them again each time.  
You must be backward if you don't recognise your seven times table!

In school, initial letters in history may help you to put your houses in order. Do you know the value of pi?  
The grave diggers will eventually finish their task - positioning your mat correctly elsewhere seems to trigger this.  
Dig by the north wall down the well but then don't stop your digging just yet.

To cross the quicksands, look at a distant object for clues and use the disks. As you use a disk, the next one becomes available to you. Search elsewhere in the game to find each one.

Leave jumping over the wall until near the end of the game. You don't get a second chance to go over there and will need all the clues before you do.

Examine the security building before you go in.  
The clue to the safe combination is on the back of the picture.  
The other safe is opened using information gained at the statue.  
Put the six treasures in the holdall when you leave the village to end the game.

**THE KRAZY KARTOONIST KAPER**

Zenobi Software

Search and examine everything including things like: Goo, the Portrait "closely", Wot.  
Get the brick from Wot to break the window.  
A kiss often works wonders. Ruder words provide an interesting response!  
DEATH likes an occasional pint.  
The robot is waiting for "MA".  
The princess is a bit of an old Dragon, so you had better send for James.

\*\*\*

**CIVILIZATION**

Microprose

If you have a file-editor and no conscience, note your cash. Save - quit. Convert the sum to Hex. Boot up the file editor. Find the matching string in that game-save file - around line 120 for the Windows version in Xtree Gold. Change the numbers (not more than FF 7F - low byte first) and go spend the money. WARNING! - doing this can severely destroy any sense of satisfaction from the game.

\*\*\*

**MAN ABOUT THE HOUSE**

Zenobi Software

Look in Rosie's office for one of your urgent tasks.  
Answering the phone gains points.

Press redial to summon help.

Look around the house and garden for useful things before setting off to town.

Busking in town will get you some money.

A coach will take you to Cruddleton but you will need to arrange for a driving lesson to get you back.

An unusual sort of dog will help you to rescue Spotty from the dog pound.

\*\*\*

**SIMCITY 2000**

Maxis/Mindscape

After editing your terrain also flatten a small area well away from where you plan to build your city. Surround it with water and trees, set up three miniature zones and lay on some power. Soon a small community will begin to grow that will be self-sufficient and bring an additional source of revenue to your main city coffers.

## DRAGONSPHERE

Microprose

The following hints apply to the easy level of the game.

### Part 1: Defeating the Wizard Sanwe

You awake in the King's bedroom. The evil Sanwe is about to return to disturb the peace of the kingdom. You must summon help from each of your realms and hasten to the Hightower to defeat him.

#### **The Castle**

<u>Object</u>	<u>Location</u>	<u>Use</u>
Signet Ring	At Start	Teleport to market outside castle
Goblet	Ballroom	A container for liquid, perhaps
Bone	Ballroom	Much later, in a bundle
Sword	Council room	To attack enemies
Shieldstone	Council room	Later, near a body of water
Fruit	Marketplace	As collateral to gain entry

#### **Land of the Shape Shifters**

<u>Object</u>	<u>Location</u>	<u>Use</u>
Tentacles	Lakeside	Grips awkward objects
Polystone	Shifter	Mimics any other object
Doll	Cave	Heals the sick

#### **Land of the Faeries**

Red Ralph holds the key to the maze.

<u>Object</u>	<u>Location</u>	<u>Use</u>
Red Stone	Butterfly King	Defeat Sanwe in Tower
Bird Figurine	Butterfly King	Largely ornamental

#### **The Desert**

<u>Object</u>	<u>Location</u>	<u>Use</u>
Yellow Stone	Shaman	Defeat Sanwe in Tower
Dates	Caliph	Quite nice to eat, perhaps
Statue	Caliph	A doorstep - or something?
Ruby Ring	Caliph	Looks valuable

#### **Hightower**

Make sure you have enough coloured stones for Sanwe!

<u>Object</u>	<u>Location</u>	<u>Use</u>
Amulet	Llania	Only when you are dead
Feathers	Near nest	Part of a bundle
Mud	Waterfall (up)	Blocks prying eyes
Gold Nugget	Waterfall	Possible bribe
Music Box	Tower E	Sounds pleasant
Vortex Stone	Tower E	Takes magic from other objects

## Hightower, continued

<u>Object</u>	<u>Location</u>	<u>Use</u>
Rope	Tower E	Climbing down a hole
Dead rat	Cage	Freeze it!
Ratsicle	Fridge	Cools something too hot to handle
Torch	Dungeon	Lights a dark lower level
Blue Stone	Basement	Use to defeat Sanwe
Teleport door	Tower W (up)	Change the flow of water
Black sphere	Sanwe	As a look-alike
Spirit bundle	Sanwe	Healing or transportation
Map	Sanwe	Jumping directions
Crystal Ball	Sanwe	Invoke it to get a large jewel
Flask	Tower E	Put it on the metal plate
Flask of acid	Tower E	Makes a hole in the dungeon

## Part 2: The Return of King Callash

### Hightower

<u>Object</u>	<u>Location</u>	<u>Use</u>
Magic Belt	Shaks nest	Float down safely
Parchment	Llanie	Get past a beast

### The Desert

Imitation pays dividends on the Spirit Plane.

<u>Object</u>	<u>Location</u>	<u>Use</u>
Flies	Caliph	Food for a frog
Soporific	Caliph	Drugs obstructive guards
Soul Egg	Spirit Plane	Return his lost soul to the King

### Land of the Faeries

<u>Object</u>	<u>Location</u>	<u>Use</u>
Key Crown	Near frogs	Get into secret room in castle

### Land of the Shape Shifters

<u>Object</u>	<u>Location</u>	<u>Use</u>
Shifter ring	Greta	In Spirit Plane and Catacombs

### Castle Catacombs

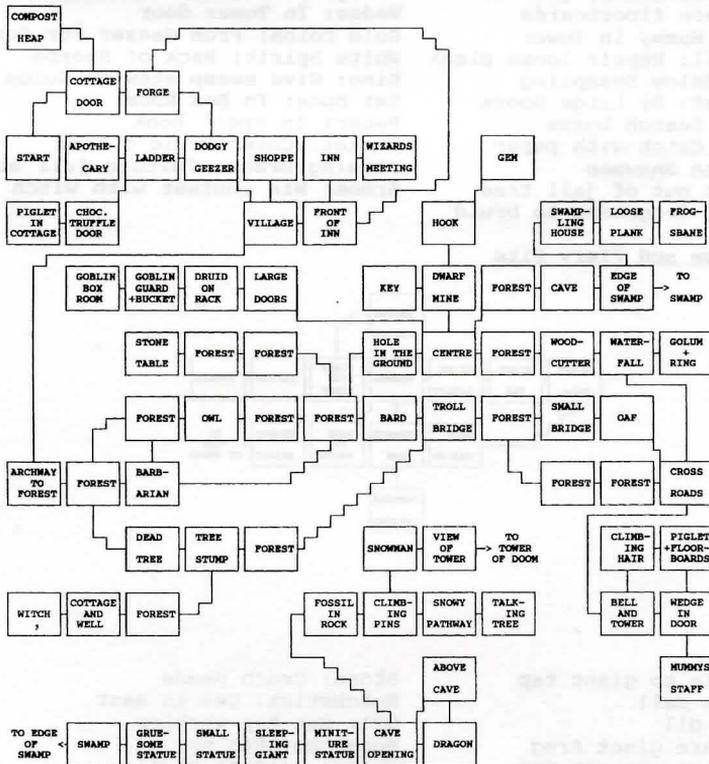
Here you finally rescue the king and proceed to the final encounter in the castle. When defeat appears certain a magic item will save you and a friend will come to your aid.

<u>Object</u>	<u>Location</u>	<u>Use</u>
Rare Coin	Below Well	Pick it up
Emerald	Behind rune	Dispel rune first

## SIMON THE SORCERER

Simon is magically transported to the Wizard Calypso's cottage. Calypso has been captured by the evil Sordid and the local wizards are in a flap. Simon needs to go on a series of errands, improve his skills as a sorcerer, and finally defeat Sordid.

### The Village and Forest



### Useful Objects

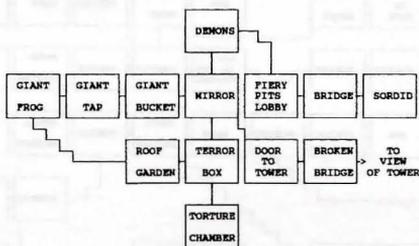
Calypso's Note: Read it  
 Scissors: In desk drawer  
 Clapper: At Forge  
 Specimen Jar: Apothecary  
 Matches: Inn, on fruit machine  
 Whistle: Barbarian  
 Bucket of Water: Well

Magnet: Collect from fridge  
 Rope: At Forge  
 Ladder: See Map above  
 Cold Remedy: Apothecary  
 Beard: Inn, after cutting  
 Feather: Dropped by Owl  
 Beans: Oaf, after watering

Water melon: Compost Heap + Beans  
 Smokebox: Piglet's cottage  
 Wax: Beehive  
 Beer Keg: Inn, using wax  
 Hook: Dwarf Mines, using keg  
 Metal Detector: Woodman  
 Gold Coins: Over dragon's cave  
 Fossil: Blacksmith  
 Axe head: Blacksmith, give ore  
 Woodworm: Eats floorboards  
 Staff: From Mummy in Tower  
 Hammer & Nail: Repair loose plank  
 Frogsbane: Below Swampling  
 Shopping List: By Large Doors  
 Spell Book: Search boxes  
 Goblin key: Catch with paper  
 Mints: Use on Snowman  
 Hacksaw: Get out of jail free  
 Potion: Give frogsbane to Druid

Piglet: Tower, ring bell  
 Beekeeper's Hat: Near smokebox  
 Beer Voucher: Inn  
 Key: Dwarf mines, using feather  
 Gem: Dwarf Mines  
 Fire Extinguisher: Dragon  
 Fossil Rock: Near dragons cave  
 Mithril Ore: Near small statue  
 Mahogany: Woodman's cottage  
 Wedge: In Tower door  
 Gold Coins: From Geezer for Gem  
 White Spirit: Back of Shoppe  
 Ring: Give swamp stew to Golum  
 Rat Bone: In Box Room  
 Paper: In spell book  
 Bucket: Cover Druid's head  
 Flaming Brand: Imitate full moon  
 Broom: Win contest with witch

### Tower of Doom and Fiery Pits



Dog Hair: Tie to giant tap  
 Leaf: Use as sail  
 Seeds: Make Oil  
 Tadpole: Scare giant frog  
 Branch: Shut up terror box  
 Shield: Polish and hang on hook  
 Candles: Spellcasting  
 Pouch: Capture Mouse in it  
 Mouse: Spellcasting  
 Book: Read about spell  
 Brochure: Look at it  
 Sapling: Make catapult  
 Souvenir Matches: Light Fire

Stone: Crush seeds  
 Matchstick: Use as mast  
 Oil: Get tap working  
 Mushroom: Eat me!  
 Spear: Reaches skull  
 Chest: Crush on block  
 Skull: Spellcasting  
 Sock: Use as bait in Pouch  
 Magic Wand: Use on Sordid  
 Chemicals: Clean shield  
 Elastic band: Use with sapling  
 Pebble: Catapult missile  
 Floor Wax: Trip up Sordid

