



Jingle Bells,
Jingle Bells...

Shhhh..

HERE BE DRAGONS...
well, *A DRAGON* actually,
what with cutbacks,
early retirements and the
complete failure to
attract young blood into
the industry...

It's only fair
to warn you,...
Goblins have
a *very* thick
skin...

When is a *Pirate*
not a *Pirate* ?
When he's an
Opportunist
Businessman
out to make a
fast buck...

General information

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

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Useful addresses

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

Amstrad Adventure PD Library, 10 Overton Road, Abbey Wood, London SE2 9SD. *Cheques/POs to Adventure PD*

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

Graham Cluley, Malvern, Seaton Road, Camberley, GU15 3NG. *Cheques/POs to Graham Cluley*

Compass Software, 111 Mill Road, Cobholm, Great Yarmouth, Norfolk NR31 0BB. *Cheques/POs to Compass Software*

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

Dream World Adventures, 10 Medhurst Cres., Gravesend, Kent DA12 4HL. *Cheques/POs to Mr. M. Freemantle.*

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

From Beyond, Spectrum Adventure magazine.

Tim Kemp, 36 Globe Place, Norwich, Norfolk NR1 2SQ. *Cheques/POs to Tim Kemp*

FSF Adventures, 40 Harvey Gdns, Charlton, London SE7 8AJ. *Cheques/POs to Larry Horsfield*

Goblin Gazette, 10 Tavistock Street, Newland Avenue,

Hull HU5 2LJ. *Cheques/POs to L Mitchell.*

The Guild, 760 Tyburn Road, Erdington, Birmingham B24 9NX. *Cheques/POs to Glenda Collins*

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

Jim McBrayne, 27 Paidmyre Crescent, Newton Mearns, Glasgow G77 5AQ. *Cheques/POs to Jim McBrayne*

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

SAM Coupé Adventure Club, Phil Glover, 43 Ferndale Road, Hall Green, Birmingham B28 9AU.

Cheques/POs to Phil Glover

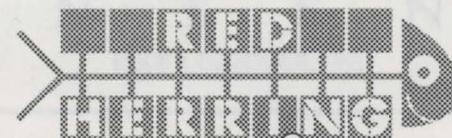
SofTouch, 6 Oak Avenue, Runcorn Road, Birmingham B12 8QT. *Cheques/POs to John Ure*

Special Reserve, P.O. Box 847, Harlow CM21 9PH.

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

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

Zenobi Software, 26 Spolland Tops, Culgate, Rochdale, Lancashire OL12 7NX. *Cheques/POs Zenobi Software*



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A Christmas Horror Story

A-Train - Maxis/Ocean - PC only - RRP £39.99
Catacombs - Amiga - on SynTax PD 429 - £2.50
Dollars in the Dust - Northern Underground PD - Spectrum 48k - 99p
Dragonslayer - Dream World Adventures - Spectrum 48k, 128k - £1.99 & £2.49 - 48k + D Disk, 128k + D Disk - £1.99 & £2.49, Spectrum +3 Disk - £3.49
Escape From Koshima - Amstrad version from Adventure Workshop - Tape & disk - £2.00 & £4.00 / Spectrum version - The Guild - £2.50
Grue-knapped! - PC, ST (Ficilitious Frobisher), Spectrum (FSF Adventures) & Amiga, Amstrad. *Prices vary according to computer.*
Fish! - Magnetic Scrolls - Amiga 500+, ST - Prices around £10.00 from Special Reserve
Into The Mystic - by Jack Lockerby - ST - Licenceware from Adventure Probe - £2.49
Lost Treasures of Infocom II - Macintosh, PC - widely available at £20.00 - £30.00. *Check around for the best price.*
Nythyael - Amstrad - Adventure Workshop - Tape & Disk - £3.00 & £5.00 / C64 - The Guild - £2.00

Peneless - Iysoft - Spectrum, Spectrum +3, Sam Coupé - Spectrum tape & +3 disk - £4.99 & £6.99 / Sam Coupé tape & disk - £4.99 & £5.99
Pirate Adventure, Castle of Hornadette, Stoneville Manor - PC - Syntax PD Library - PD 283 - £2.50
Sanity Clause - PC - SynTax PD Library - PD326
Search For Mithrillium - Amstrad 6128 - Adventure PD - AMS 08 (Disk only)
Spellcasting 301: Spring Break - Legend/Accolade - PC only - RRP £34.99
Treasure Of The New Kingdom - ST - Syntax PD Library - PD 94
Ultima VII: the Black Gate and the data disk, The Forge of Virtue - Origin - PC only - £39.99, data disk about £15.00
What? No Low Alcohol Mineral Water? - PC - SynTax PD Library - PD 287
Wizard's Tower - ST - SynTax PD Library - PD 6
Yarkon Blues II - WoW Software - Amstrad - Tape & Disk - £3.00 & £5.00

It really all began last October when the firm who were removing my Mac from Scotland back to London managed to kill it stone dead. About six weeks ago I was nearly halfway through this issue, still using a rented Mac because the problems hadn't yet been fixed. To my relief my own machine came back and I returned the rental. Too soon. My Mac was still sick. I found this out late on a Friday afternoon. Why is it always late on a Friday afternoon you find out that something's gone wrong? We called the repair shop but it was impossible to even discuss it before Monday. Monday came and we called the repairers, a medium-sized firm we had dealt with for about 5 years, and an got answering machine. We left a message. Nothing happened, so we got the rented Mac back again. Weeks sped by and although we called frequently we never got an answer. We can only assume that they've gone out of business.

By this time it was the second week in December. In desperation we asked our rental people to repair our own Mac. Back it came, quickly enough, back went the rental. But our Mac was still sick. Back it went again, together with its two hard drives and a request for them to fix whatever was wrong this time and to install a new system. Murphy's Law still works. We gave them very detailed instructions as to our requirements and forgot one vital instruction. We did NOT say, "Please do not erase the hard drives without backing them up because the Mac is frozen and we were unable to back it up ourselves." But they did erase them... of course they did...

Enough of that. I apologise for the lateness of the Issue, for any contribution that has been missed, for any mistakes in this Issue and to my correspondents who have been waiting for ages for a reply.

8-bit readers will find their Crossword Competition, sponsored by Adventure Workshop and The Guild, at the back of RH. Please send in your entry even if you can't complete it. In the coming months there will be a competition for both 8- and 16-bit computers, sponsored by Special Reserve, details as I get them.

Sue has, at last, finished Oklib's Revenge (details in the enclosed leaflet) and she tells me that the Amstrad and Commodore versions of her Staff of Power will be out in the near future. Finally, BT in their wisdom, have changed our Post Code. Instead of EC2Y 8DL it is now EC2Y 8NH. A very happy and prosperous New Year to you all.

Marion

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Red Herring

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STUCK IN AN INFOCOM ADVENTURE?

ASK THE GRUE!

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

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

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

DELBERT DECEASED

Sad news on the Spectrum scene - Delbert the Hamster Software will have gone by the time you read this. Scott is too busy to carry on with it and it will have closed at the end of November. He is hoping that someone will take on his catalogue of games so watch this space for more news as we get it.

STILL WAITING

Adventure authors on the PC and MAC will be pleased to hear that there's a new version of TADS available. Unfortunately there is no upgrade to the ST version as yet. TADS 2.0 offers extra goodies such as UNDO, a new virtual memory subsystem, more C-like syntax, customized status line, portable .GAM files and new/improved object classes. The debugger has also been improved and the manual expanded. Registered users can upgrade for \$20 plus P&P, otherwise the package is the usual \$40.

POP-UP GAMES

On the animated adventure front, King's Quest VI: Heir Today appeared suddenly in the shops for the PC for £45 as did Quest for Glory III: Wages of War at a slightly cheaper £40. Both Amiga and PC versions of Legend of Kyrandia are now available as is a hint book (for a tenner). Alone in the Dark, a 3D animated game with a horror theme should also be out soon but needs an optimum speed of 33 MHz! Rex Nebula and the Cosmic Gender Bender is MicroProse's offering and takes place on the women-only planet of Androgyne... 'nuff said.

BRONWYN LEGS IT

Amstrad adventurers will be pleased to hear that The Adventure Workshop will publishing conversions of three of Larry Horsfield's games - Starship Quest, Spectre of Coris Castle and Run, Bronwyn, Run.

DARK PATCH

MicroProse has released the long-awaited Darklands on the PC. Unfortunately it's been released with a significant number of bugs and no 'load saved game' option and a patch disk has had to be made available. If you're having problems, contact MicroProse technical support on 0666 504399 to arrange for an update.

DIGITAL DIRECTIONS

For RPGers, Crusaders of the Dark Savant is out on the PC and features 3 difficulty levels, auto-mapping and should take over 200 hours of playing time to complete. Another RPG, The Summoning, has 40 levels of dungeons to explore in a single-character RPG where spells are cast using arcane hand gestures... "left hand down a bit"...

Dear Red Herring,

I've been stirred into action by a letter I read in Chris Hester's 'Adventure Coder' fanzine (issue 19). The gist of the letter, which came from Ian Eveleigh (who wrote The Lamberly Mystery on the Spectrum), was that Ian was fed-up waiting for someone to produce a decent adventure authoring system for the 16-bit machines. He complained, and quite rightly so, that GILSOFT had abandoned us, or to be more precise don't seem to want to bother doing 16-bit conversions of the PAW or even the QUILL. Yes, even the QUILL would go down well I think!

To me, it does seem a hell of a shame that GILSOFT no longer have any plans to spread their marvellous adventure systems over more formats. The last I heard was that the ST version of PAW was nearing completion and an Amiga version would follow depending on the success of the ST version... that was a couple of years ago now, and still we wait.

I suppose you could petition GILSOFT, but would that do any good? Or... If there were enough people brave enough we could all chip in and commission a programmer to program a 16-bit adventure writing system (or am I being too simplistic?).

Those aren't the only courses of action to take. There is one more that should, in all reality, prove to have the strongest light shining at the end of its tunnel... I refer, of course, to INCENTIVE SOFTWARE. Remember GAC? Course you do. GAC-ed adventures are still being written, and the same goes for games on its 16-bit incarnation - STAC! Now I'm not suggesting for one minute that STAC/GAC appears on the Amiga or PC in its present form, but can you see any reason why a company like INCENTIVE shouldn't develop it into something brilliant and then release it (via DOMARK presumably?) into

what would be virgin territory. They'd have the market cornered from day one as they'd have NO competition whatsoever. Yes, I know there are one or two other 16-bit adventure writing systems lurking out there, but they suffer from not having a programming 'team' working on them and multi-thousand pound backing!

Let's look at the facts as I see them: 1... INCENTIVE (through DOMARK) are huge! 2... They have got GAC / STAC (which sold well in the past) to build on and 3... They have already successfully marketed (via DOMARK) a product that is, to all intents and purposes, totally useless and which has an adventure-ish theme. I am referring to the 3d Construction Kit. Now DOMARK / INCENTIVE have decided to sell what is essentially the same item in a version 2 format with a 'virtual reality' label 'tagged on' for good measure or, to be more precise, for good marketing reasons - virtual reality being the current 'buzzword' amongst the computer fraternity so is a good marketing ploy. From the advertising blurb I've seen the 3d Construction Kit version 2.0 doesn't even pretend to be anything other than a canvas on which you can create a world you can fly or walk through. Can it even create games? This means that if INCENTIVE can sell something that has little use other than designing the ideal home in a 'virtual' setting then surely they'd have no problems promoting something as useful as an adventure creation system in which you get to design virtual worlds in any setting imaginable? (Imagination being the only factor that limits what you can possibly do with an adventure writing system.)

The reason I call the 3d Con Kit 'useless' is because it is - especially when compared to something like GAC or STAC. Can those of you reading this who have seen a 3d Con Kit game

say it was any good? Can those of you reading this who have bought the 3d Con Kit say they have got much joy out of it, and wouldn't you much rather have an adventure writing system to play around with instead? Even though some 3d Con Kit games have made it to PD library's the PD reviewers in the glossies tend to say things like: "This 3d Con Kit game is pretty much like all the other 3d Con Kit games". What that means is that they all look the same, have limited game-play, limited appeal, limited lastability and will probably end up being used as a blank disk in the end. Nearly all the 16-bit PD adventures, on the other hand, get good reviews. Imagine Zenobi, Compass, Tartan, The Guild and River Software adventures (to name but a few) being converted to Amiga, ST and PC format! Great games would reach a new audience and immediately an adventure construction kit (for want of a better INCENTIVE-like title) would instantly be more attractive, more useful and more marketable than the 3d Con Kit. Am I right or wrong? Look

at how well the QUILL and PAW sold. Look at how well an inferior system like GAC sold (inferior to the PAW at any rate). Wouldn't a well designed 16-bit adventure writing system be a sure fire winner?

I've decided to write to INCENTIVE (c/o DOMARK) and see what they have to say on the subject, and I suggest that those of you who are wondering why no adventure writing system has come from that stable should do likewise. Perhaps they think adventure writing (or playing) has a limited appeal? Perhaps they feel the future lies in providing a utility that allows the user to put geometric items on a screen and let the user pretend they are in a virtual world? The best way to my mind to pretend you are somewhere else is to play an adventure - not wander round a land of coloured blocks getting bored out of your skull after the first 5 minutes.

Tim Kemp - C.F.A.W.S.
(the Campaign For a (16-bit) Adventure
Writing System)

I would be very surprised if any commercial software house would bring out a text adventure creator now. As far as they're concerned, the text adventure is dead, RIP, and last time I spoke to Gilsoft, Howard Gilberts told me that Tim was very busy with other things so I doubt 16-bit versions of PAW will ever get finished.

However whatever machine you use, there are lots of utilities available in the public domain or as shareware. For the ST there's Eamon, AGT, AGTBIG, TADS, STAWS and CAT. On the PC you can choose between GAGS, TADS, AGT, AGTBIG, Adventure Writer and Eamon. Not so much on the Amiga but there's still AGT, AGTBIG, TAOL and FRAC. On the Mac I only know of AGT and TADS. Many of these produce portable game files making the finished adventure available on several formats and increasing your final game's potential market.

I don't think PD/shareware utilities should be dismissed just because they don't have vast financial backing or a big programming team. There are some excellent games written with them - look at the Unnkultian series, for instance, written with TADS. Support shareware, try some of the packages, register if you keep using them (it isn't expensive) and you'll find the programs will keep being updated and improved as a result. But the commercial software houses?

Sorry to be a pessimist but I'd say forget 'em! They've certainly forgotten us...

Sue

PENELESS

Reviewed by Joan Dunn, played on the Spectrum

With this game comes a competition... interested? Want to win a 14 inch portable colour televideo? Then why not have a go? The first person to send a complete game solution to the address given in the game inset wins. Don't forget to include your reference number, also on the leaflet.

You and your new bride, Penelope, have been on an archaeological dig when you meet up with several warriors from a tribe you thought had ceased to exist. Penelope is captured and dragged away and you are pushed into a tunnel and a boulder is rolled behind you. You have no alternative but to head north in the hope of finding her.

When I started playing this game I was not impressed. There were so many empty locations with very little description. For instance... "You are standing at the south end of the valley - The valley leads off in many directions. The warm valley floor." etc. There are numerous doors and stairways, a section of forest, some grasslands. The text is not inspiring and the whole lot gets rather boring. The graphics are very basic and give nothing to the game, and there is absolutely no atmosphere.

On the plus side however, the puzzles are good, logical and interesting and now I am further into the game I am quite enjoying it. You occasionally get killed off, but not to worry, often you can just carry on playing as though nothing has happened!!

With half the locations, making a more compact game, better text and some atmosphere it would be a first rate game...and skip those awful graphics. The inputs are mainly verb/noun, there is Ramsave/Ramload and a percentage score. Also in a few places typing HELP will bring forth a cryptic clue.

I haven't completed the game yet, but hope

to find Penelope in the near future, although there has been no mention of her so far. A game well worth playing and, who knows, you may be the lucky winner of the T.V.

The other side of the tape has a freebee... Toot 'N Come In. This also has an archaeological theme. You are investigating the tomb of Seti IV accompanied by your bearer, when there is a cave in. Your bearer is killed and you must now search alone for a way out.

THE TREASURE OF THE NEW KINGDOM

Reviewed by Chris Rogers, played on the ST

I'm afraid to say that this game is atrocious. I feel almost sorry to have to say that because the person who wrote it obviously put a tremendous amount of research into the places featured... but the game is awful.

Punctuation is almost non-existent. Even where there are full stops there are no spaces left after them, and often capital letters are missed off. There are 'thousands' of spelling mistakes and typos For example... in the actual title to one of the locations... onions is spelt "onotons". This game has obviously NOT been playtested well, if at all. In the same location you pull an onion out of the ground and it completely disappears - never to be found again.

There are 'thousands' of completely useless locations, with about two lines of text, which seem to play absolutely no part in the game at all, and so far, I have come across about two puzzles which have been easy to complete.

There are several words I could use to describe this game, but after serious consideration, I came to the conclusion they were unprintable! I think I'll have to settle for...

NOT VERY GOOD

FISH!

Reviewed by Keith W. Adam, played on the Amiga 500+

It is not often these days that anything can truly surprise me - I must, surely, be becoming a hardened cynic in my old age!

I will admit that I was somewhat less than enthusiastic when I was asked to write a review of the game Fish! by Magnetic Scrolls. This is a game which had first crossed my path many moons ago and which I had dismissed as having no true merit.

It was, therefore, with a feeling of intense... boredom that I sat down to play this game and to (try) to be impartial in my criticism! Please do not get me wrong, I was not biased - merely bored. And yet...

In this game, you play an inter-dimensional secret agent with the ability to control other bodies (hosts). You are on holiday in your favourite guise of a goldfish when another world-threatening crisis causes you to be summoned back to duty. Not the most exciting scenario to be confronted with. And yet...

Slowly I began to find that my fears about this game were unfounded.

Whilst, yet, as I have said, the plot is about as exciting as that of an episode of Coronation Street (or Neighbours?) it is the way in which the game is written, illustrated and executed that makes it a classic which shines out amidst some of the dross which passes for Adventures these days. This is largely a text adventure with some locations illustrated. But it is the quality of the descriptions and the outstanding clarity of the illustrations which make this such an excellent game. Even those who have been brought up on

the cartoon graphic games designed for the increasingly illiterate 'Neighbours Generation' should be able to appreciate the quality of this game.

This game can be bought as a 'Stand Alone' but is even better value when bought as part of the Magnetic Scrolls Collection, Volume 1 (which comprises Fish!, Guild of Thieves and Corruption).

However, when this game was packaged into the collection, the opportunity was taken to add a number of new utilities.

For those who get desperate there is an excellent little help facility which graduates the amount of help given - the more you ask, the more you get! This is far superior to the unnecessarily complex help sequence used in the original!

There are also some utilities which I have rarely seen elsewhere - illustrated auto-mapping, illustrated room inventory, illustrated exits compass, etc.

Each of these later utilities is useful, but in many ways, I feel that these utilities have been added to make the game more acceptable to that same 'Neighbours Generation'. The result is that, as is the problem with some animated adventures, too much information is spoon-fed to the player.

Overall, the quality of the text and graphic illustrations of this game make it a worthwhile addition to any collection.

PC Adventures

Humbug 3½ inch disk £9 5¼ inch disk £9

You, Sidney Widdershins, are sent to your Grandad's for the Christmas holidays. Lurking in the shadows is Grandad's evil neighbour - Jasper Slake. Jasper, a particularly sadistic dentist, is after Grandad's crumbling manor.

What classical composer does the Wumpus prefer on its hi-fi?

Why has Grandad hidden a time machine in the cellar?

Why does the octopus insist on performing the ancient ritual of *Wubble-A-Gloop*?

Who is the computer junkie in the anorak?

What doesn't Kevin the clockwork shark like about your haircut?

What would you do with a trombone, a terrapin and half a pound of lard?

Yes, quite.

"HUMBUG is the most entertaining text adventure game I have played since Infocom's HITCHHIKER'S GUIDE TO THE GALAXY.." - Strategy Plus

Jacaranda Jim 5¼ inch disk £5 3½ inch disk £6

Following an attack on his cargo-ship by a crack squad of homicidal beechwood armchairs, Space cadet Jacaranda Jim is forced to crashland into the strange world of Ibberspleen IV. "Luckily" Jim is rescued from the burning wreckage by the mysteriously smug creature, Alan the Gribbley. Can you help Jim escape back to the safety of Earth?

Why is the deckchair attendant so miserable?

Who taught Mavis the cow to tapdance?

Why has Alan been hypnotised?

What is the significance of the word "Invoices"?

What would you do with a cucumber, a gin-spitting pirate and a piece of gristle?

No, don't answer that.

GRAHAM CLULEY
"Malvern" Seaton Road
CAMBERLEY Surrey
GU15 3NG

FROM BEYOND

• THE SPECTRUM ADVENTURE FANZINE •

Isn't it strange that of all the adventure fanzines currently on the market, every one of them says, or at least hints, that the majority of their readers are Spectrum owners. Well it's not so strange really as the Spectrum adventure scene boasts the most frequent adventure releases, the best titles and undoubtedly the best value for money. If you are a Spectrum (or SAM Coupé owner) then FROM BEYOND should be right up your street!

FB has just celebrated its 2nd anniversary in fine style, with a massive 68 page adventure packed issue. Mind you, the two previous issues were also pretty big! Issue 10 had 52 pages and came with a free fantasy novel, while issue 11 had 60 pages and came complete with a free Zenobi adventure.

If you haven't seen FROM BEYOND before (or not for a long time) then I'm afraid that back issues are not available, so you have missed out quite badly! On the other hand, for a copy of the latest issue simply send a Cheque or Postal Order for £1.50 (made payable to Tim Kemp) to:

**Tim Kemp (From Beyond),
36 Globe Place, Norwich,
Norfolk NR2 2SQ.**

• From Beyond... more than just words on paper! •

THE WIZARD'S TOWER

Reviewed by Alan Brookland, played on the ST



The Wizard's Tower, the first adventure from the keyboard of Chris Lloyd, places you in control of a wizard, well, an apprentice wizard, desperate to advance in the ranks. Rather than study for your exams, like any hardworking sorcerer should, you have decided to brave the tower of Marek the wizard, in a brave, or perhaps foolhardy, attempt to gain his legendary spellbook and so depart along the road to power, fame and fortune.

Following a rather nice picture of a wizard, complete with cat, the adventure begins with you standing, nervously, outside Marek's forbidding tower. Its mighty doors, towering above you, would be enough to put off the bravest of adventurers, but you still proceed inside, armed only with a small dagger, and your limited supply of magic.

Initially, the spells that you can cast are limited, 'Detect', which detects any magic which might be in the area, 'Identify', which, if cast on a carried object, reveals information about it, 'Cure', which comes in handy for preserving any fish you might come across (or it might restore some of your hit points I s'pose) and 'Shield', which creates a magical barrier around you.

Each of these, and any other spells which you might find within the tower, cost magic points to cast. Usually, in the case of the more expensive ones, more than you happen to have at the time!

The interior of Marek's tower is much as you'd expect, lots of stone walls and dusty floors, although things are very often hidden in the descriptions, so they are worth reading carefully, with liberal use of the 'examine' command.

Having become accustomed to items in room descriptions not actually being present, it comes as a pleasant surprise to be able to examine not only any objects, but the walls and floor as well!

Now, as you've probably guessed, stealing Marek's spellbook is not just a matter of strolling into the library and picking it up. The tower is guarded by a selection of assorted nasties, Orcs, Ghouls, Spectres and even a Dragon, to name just a few.

Time for that dagger perhaps? If they don't finish you off, a plethora of traps awaits, doing anything from depleting your magic supply, to toasting you alive, or perhaps toasting you dead would be a better expression. Copious quantities of secret doors, hidden objects and magical traps will also keep you on your toes, providing you find/avoid them of course; as well as a respectable scattering of magical artifacts, which, if you can work out what they are for, can prove very useful.

The game doesn't support ramsave, although sudden death situations are rare, and are fairly obvious when they do appear, charging at the dragon with a dagger probably not being a very sensible thing to do. However, the save/load routines are excellent, bypassing GEM to use its own file selector. Also on the interface side, the text size is changeable, from a fairly clear medium res. font, to a larger, presumably low res. one, although there is no support for playing in high res. Graphics, when they appear, are fairly functional, often showing an object of interest within the room, but add to the game.

The parser is fairly flexible, as yet I've had no

problems along the 'find the verb' avenue, although it does have a slightly annoying habit of demanding objects be specified exactly, 'iron key' rather than 'key' or 'black book' instead of book. This is only a very minor quibble, however. Indeed, the only bug I could find was that 'get talisman from chest' was interpreted as 'get chest', but I would really be nit-picking if I brought that up.

Although I have yet to complete Wizard's Tower, currently being stuck behind a large,

apparently unmovable, boulder, the puzzles so far seem logical, if slightly straightforward, and enjoyable to solve, giving a real feeling of progress. The prospect of discovering what's happened to Marek and the contents of his spellbooks drawing you inexorably onwards.

Overall, I have found Wizard's Tower highly enjoyable and well worth a look for beginners and veterans alike. A quick tip... if you can't seem to find anything else to do, a few 'detect' spells often help immensely.

YARKON BLUES II

Reviewed by Simon Avery, played on the Amstrad CPC

This is the third GACed adventure from the nimble fingers of Jason Davis, one of the up and coming adventure writers on the Amstrad scene. It follows Yarkon Blues I and Smirking Horror (a spoof version of Lurking Horror) and is a hilarious romp through the further pages of Rik McQuick's life.

The story follows on from Yarkon I where your hero, Rik McQuick, has escaped the planet Yarkon and sets the co-ordinates for the nearest space station. Having done this, Rik falls asleep at the controls and awakes after he has crashed his spaceship into the docking bay of said station...

A quick scout around at the beginning tells you that all is most definitely not well. The space station is deserted with the only exceptions of a large blubber monster and a suicidal lemming. There are time limits on both parts of the game, but not so tight that you don't have time to play around a little first.

It's not too difficult and a definite buy for fans of sci-fi scenarios, and especially fans of TV's Red Dwarf which shares the same sort of humour. The first part is quite short in locations but this is because of the sometimes verbose descriptions of the rooms which take up a fair

chunk of memory. The lemming is a star in his own right in this game, he pops up in some of the most unlikely places once you have freed him. The messages in this adventure, especially those concerning the lemming, are, quite simply, hilarious.

Part two is also set in the space station and the objective is simply to escape. Not so easy as the Transporter is broken. Cabbages, Firebugs, man-eating eggs as well as the lemming all make their appearance throughout the game. The lemming also saves you from being burnt alive when you start a fire with the Firebug and also appears as a pair of furry feet protruding from a rubbish bin. Hmm, a ticklish problem that, one which could provide some stimulation.

Other problems include a very heavy capacitor, to which the answer is so obvious you'll just kick yourself for not getting it easily. The message following this is funny in the extreme. I had to go back and do it again just to read the response again. Brilliant.

All in all a wonderful game, written with GAC and playtested by the ubiquitous Lorna Paterson which is a recommendation in itself and, as you'd expect, bug free throughout.

LOST TREASURES OF INFOCOM II

Reviewed by Chuck Miller, played on the PC

Following a very successful release of The Lost Treasures of Infocom I is Activision's release of the sequel, The Lost Treasures of Infocom II. As with many sequels, however, it unfortunately fails to fully live up to the original. Mind you now, the games you get in this follow-up product are not in any way inferior to those released in the first set. It just fails to offer as much for the investment as the initial release.

Lost in the Translation

Let's look first at the shortcomings of this classic adventure collection. Lost Treasures I contained 20 of Infocom's best interactive adventures while Lost Treasures II only contains 11 titles. The first volume came with a 272-page manual, a 344-page hint book and all the game maps. Volume II ships with just one 124-page manual (including some maps) and three, loose printed pieces. So, as you can see, the packaging is much more sparse, especially when you consider that Volume II only sells for \$10.00 less than Volume I.

So, What's in the Box?

Apart from these quibbles, The Lost Treasures of Infocom II will pretty much finish up your collection of Infocom titles, including A Mind Forever Voyaging, Border Zone, Bureaucracy, Cutthroats, Hollywood Hijinx, Nord and Bert, Plundered Hearts, Seastalker, Sherlock, Trinity and Wishbringer. About the only games not included in this (or the previous) set are Arthur, the BattleTech games, Journey, Leather Goddesses of Phobos I and Shogun. (LGOP I is available separately by mail for \$9.95 plus \$3.00 shipping and handling, and, if all goes well, Arthur, Journey and Shogun should appear on the CD-ROM version of Lost Treasures II when it ships.)

Such a Little Cursor

Very little more can be said about this collection. Most seasoned adventurers already know about the Infocom games themselves. For those new to adventuring, here's a brief description of several included titles. Border Zone deals with international intrigue behind the iron curtain, Plundered Hearts toys with romance and adventure on the high seas, Cutthroats takes the player in search of sunken treasure, Wishbringer leads one in search of a legendary dream stone and Trinity allows the gamer to criss-cross time and space. Each adventure, of course, is an original Infocom text adventure, humor and wit intact.

Plop-and-Play

Installation is quite simple, providing the options of installing all the games at once or any single game. Unfortunately, if the player wants to install more than one game, but less than all eleven, the installation program must be run once for each adventure. Regardless, just plop the disk in the drive, type install and select the game you want to play. That's it.

Should I Part with My Pence?

The Lost Treasures of Infocom II, in retrospect, is a good value for \$59.95 U.S. (though not quite as good a deal as the first volume), being available in versions for both the PC and Macintosh. However, if you have or are planning to purchase a CD-ROM drive, I suggest that you opt for the CD-ROM version when it becomes available (hopefully, December 1992). It's only \$20.00 more and should include the additional games indicated above. In fact, I also recommend the CD-ROM version of The Lost Treasures of Infocom I. By purchasing the CD versions of these sets, the player has a collection

that will play on both the PC AND Macintosh computers (both versions are included on the same CD). In addition, the games come ready to play and do not need to be installed. They also don't take up any space on your hard drive, except for game save files.

Finding Your Roots

Whether you decide to go with the disk-based

or CD-ROM version, The Lost Treasures of Infocom II, as with Volume I, is an essential addition for all gamers interested in the "roots" of adventure gaming. Besides, though they lack the presentation of today's latest releases, Infocom text adventures still provide some of the richest gaming experiences available - those visualized in the mind

SANITY CLAUSE

Reviewed by Ken Morgan, played on the ST

This text-only adventure was written using the Big Adventure Game Toolkit version 1.3 by Mike McCauley, who also wrote *SON OF STAGEFRIGHT - THE SEQUEL*.

It is 11 o'clock on December the 24th, Christmas Eve! You are Santa Claus and have to distribute presents to good children all over the World. You have help in the form of an apprentice Elf called Dudley, whose ability to attract trouble, creates you more problems than Hardy ever had with Laurel. Your usual means of travel, is a sleigh pulled by flying Reindeer. Unfortunately, the Reindeer can only fly at night, so stay out of the Sun!

The object of this Adventure is to visit 18 key locations around the Globe, staying within the hours of 11pm and 1am on Christmas Eve as you travel from one time zone to another, chasing the midnight hour. If you stray outside of these hours, your magic becomes ineffective, and a lot of children are going to be disappointed that Santa didn't visit them. You are allowed to take any route you want, and any number of trips, although the best combination will take you 5 trips. The problems and their solutions depend on which particular routes you take, arrive by a different route, and the problem and/or solution is also different.

I've played about a third of this Adventure so far, and am on my second trip around the World. If the next two thirds are as good as the first, then I'm in for something of a treat! The descriptions range from the short one sentence Scott Adams type, to the full screen Infocom type, and although containing a few spelling mistakes, these did not spoil my enjoyment of the game. The author's humour, although not entirely to my liking, did have me giggling from time to time, and the few bugs that have slipped through playtesting, were amusing rather than annoying.

Two minor things that I feel might have been improved upon, are:- (1) You have to play the start again the second time you go around the World, very boring if you have to do this 5 times. (2) The command needed to fly the sleigh is very obscure (at least to me), even with the help routine. A better clue would have been useful here.

Still, all in all a game that I'm enjoying up to now, and one that I would recommend you buy.

A Couple Of Hints
hgjels eht trats ot eltsihW
noitseuq s'drauG ot namsdooW rewsnA

DRAGONSLAYER

Reviewed by Steve Clay, played on the Spectrum

Dragonslayer is the first game from Dreamworld Adventures and gives the player the task of finding a medallion that is currently appearing under a large and none too friendly dragon. Not a great plot, so what about the game?

Well, it is available in various guises and I played the two-part 48k version. Your

quests begins beneath a ledge that you are unable to reach for the moment. If you wander around the opening locations you'll find a dark cave and a goblin who's not going to let you across a bridge. I like games that start by showing you what you are going to have to do to progress, much more friendly than locking the player in the opening location until inspiration strikes. The nice opening play is let down by the lack of helpful messages when trying things. For example, up an oak tree you find a hollow branch that has a knot hole in it. I tried looking through the hole with no joy. There is a vital item inside the branch and the wording is given at the end. What was disappointing about the puzzle was that some of the messages that appeared could have prompted me into trying the correct phrase, perhaps when I examined the knothole a message hinting at the size would have helped. Perhaps I am being a bit hard but this was early in the game and somewhat discouraging.

Another irritation is the need to X or SR (Search) things more than once. This seems to me to show a lack of imagination by the author and is used too often. It wouldn't have been so bad if the opening message had hinted that a



second look may be worthwhile but no, you end up by X-ing and SR-ing everything two-three times just to ensure you haven't missed anything.

After plenty of wandering around these opening locations I managed to reach the ledge where a dying man awaited my inspection (twice of course). Useful things are

around on the ledge and, in particular, the body. Now it was time to deal with the goblin. I soon had him unconscious and relieved him of his sword and here we have another gripe. Having obtained the sword, I thought, "Let's kill the bugger before he causes any more trouble!" I tried to kill the goblin, stab the goblin... you name it... I couldn't. So off I went over the bridge, only to find the goblin hot on my heels. I made use of the sword on the rope bridge and I was in the clear again. Now, obviously the goblin couldn't be killed because it was part of the next puzzle but there should have been a response to the player trying - perhaps damaging the sword on the goblin's tough skin or telling the player that a goblin's sword won't harm its owner. And so on.

Dragonslayer relies on traditional adventure puzzles and as far as I can see, there is nothing approaching originality. The standard vocabulary and abbreviations are all acceptable and ease of use has been well thought out. There are a number of intersecting features, such as the map which prints a display of the opening locations - but that is all it shows. You can read the story at any time from within the game and locations are to the point and don't waffle. The

presentation side is average and functional. There are five character sets held in the database and I think the memory used by these could have been better utilised. The game is, as already stated, two parts in length. Why? It isn't that big.

One final point. There is a note on the inlay telling you to stop the tape when you are told. "Oh goody." I thought. "A nice intro or some whizzy instructions!" What you get is a loading screen that rotates. When you press the key the screen clears and you are told to restart the tape... that's it! Thing is, you're going to have to stop the tape every time you load the game. It would have been a lot easier to leave this out or

save it until the game had loaded and open the game with the screen effects.

Overall I can't recommend this game. The basic ideas are sound, based as they are on traditional adventuring. The implementation lets it all down. I hope the sequel is an improvement.

A Few Hints

Branch - eloh ni leeF / Leaves - kooH htiw meht
ekaR / Goblin - ti gnivS dna kooH ot epor eiT /
BridgE - sepor tuc ot drows esU / Wolves - eloH thgil
gnipyT yb krow ot siht teg ylnO dluoc l - hcnarb llams
eht thgil

SPELLCASTING 301: Spring Break

Reviewed by Sue, played on the PC

He's back! Ernie Eaglebeak, 'star' of Legend's two previous Spellcasting games has been let out of Sorcerer University and this time he didn't have to sneak out using magic. Yes, it's Spring Break so Ernie and his frat brothers from HDP (Hu Delta Phart, the lads being known as the Pharts) are heading for a well-earned rest at the resort of Fort Naughtytail, complete with the essentials for the holiday - a monster-sized beer keg, a huge case of suntan lotion, a portable bar, a trunk and enough gold to ensure a fun-packed time. Ernie is in charge of transportation... and Fort Naughtytail is only a magic carpet ride away.

Despite instructions for using the carpet, the trip is somewhat hair-raising and it is only by dumping their precious possessions that Ernie and his pals reach the resort in one piece and with just enough money to pay for their rooms. No point in moping; get down to the beach, soak up some sun and, no doubt, look for 'wo-men'.

Oh ho, it's trouble. Those depressingly muscular GLY brothers (aka the Yus) from the St. Weinersburg Academy of Magic are there too,

and they reckon they have first dibs on the beach and all it contains. It's time for a contest of strength to see who gets the beach (and the women).

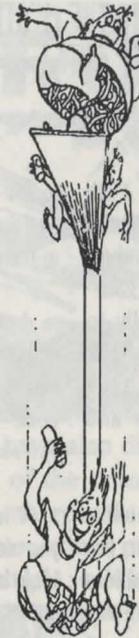
Even if HDP win, the Yus don't want to give up that easily. A face-off between HDP's Moe and GLY's Ace reaches a 'sez who?' stalemate which is broken only by the appearance of a beautiful woman, known as The Judge. She sets a series of competitions between the two teams - the winners will be Kings of the Beach - the losers will have to leave and all frats from their school will be barred for the next five years. Yipes. The first contest will be to see who can invite the most beautiful babes to their kickoff party, the second a sand castle building competition. Others will involve wet t-shirts, belly-flops from stratospheric diving boards, drink guzzling and much more. The Yus have the edge in terms of musculature but not much in the way of brains or spellcasting ability. So Ernie, with his uncanny knack of finding spellboxes all over the place, will be the Pharts' secret weapon!

The game is played over several days with the

various competitions spread over them, points being awarded by The Judge according to how well each team does at them. This results in the game being divided into 12 chapters, each with its own appropriate title such as What's the Matador? and Volley of the Dolls. In friendly fashion, the game doesn't end if the Pharts lose a contest - they just don't get so many points, so it is possible to play the complete game and though the Pharts may ultimately lose, it will give you some ideas for approaching the many puzzles found in the game.

Visually the game is similar to the earlier adventures but with several improvements and the display can, as always with Legend games, be customised to suit. There's a window for graphics (now in SVGA), an on-screen map (my favourite), your inventory, status or location description, a compass rose showing possible exits, the verb and objects menus (if you prefer to use a mouse and select commands rather than type) and the all-important text window. On some occasions, much as in Legend's last game, Gateway, the display will be specific to a particular location or puzzle e.g. flying the magic carpet, using the lift in the hotel or playing one of the games in Fort Naughtytail's gambling house (ruelotto, blockjock or squat). Memories of playing Infocom's Zork Zero and the fiendish game of Double Fanucci came flooding back when playing blockjock.

Music and digitized sound effects are used to enhance the atmosphere. The graphics are excellent, some of them feature animation, but, needless to say, many are tailored for male players. The introduction which reminisces about



Ernie's earlier exploits in S101 and S201 is narrated by a partially-clad (female) lecturer complete with mortar board, gown and little else. Each chapter is heralded by a full screen digitized picture of more scantily clad lovelies, while more burst (sometimes literally) onto the screen at appropriate moments. As in the previous games, 'nice' and 'naughty' modes are provided. I don't bother with 'naughty' mode but maybe if Legend introduce the muscular lads of Chippendale U in a future game, that might be different...

Oh, where was I? ... Ah yes, back to S301 ... harder than its predecessors, it features a large and very open playing area, full of weird and wonderful objects like a color bomb, some suction cup-covered gloves, a soggy seahorse and a duck-shaped pool float. As before there are lots of spell boxes to find and open, adding spells with names such as KITCHEMY, PEAWEE and UPPSSY to Ernie's spell-casting repertoire. There's even one called RATANT which mutates spells e.g. turning BIP (produce soft music) to BIM (produce soft mucus). Hmm...

So far I've played the game right through without scoring full points. At one stage I thought I'd found a bug - my thanks to Liz Ahmedzai for doing what Accolade couldn't and explaining to me why something that had worked once seemingly wouldn't work again! That caused a break in playing the game but now I'm raring to go again.

However, even at this point I'd rate this excellent game higher than the easier S101 or S201 though whether it will oust Time Quest as my favourite Legend game remains to be seen.

INTO THE MYSTIC

Reviewed by "Kedenan" played on the Amstrad CPC6128

The countryside was in uproar. Folk congregated and spoke in hushed tones. "Where had all the magic gone?" they asked each other. "Without magic our lives are empty and void" and indeed they were, as there was no telly in those far off days. After a hard day in the field, what better way to unwind than to sit with a jug of ale watching old Merlin conjure new and mysterious tricks?

So the Privy Council held a meeting, which is what they always do when they haven't the slightest idea what to do next, when any problem crops up. After a lot of the usual passing of the buck, Merlin was the chosen one. No... not to go on the quest, but to select some poor mug, daft enough to put his life on the line.

Guess what? A knock on your cottage door woke you from a pleasant dream. The tall figure of Merlin stood before you. He had a most dejected look on his face, but he soon brightened up when he saw the look of excitement on your face, you sucker. "Glad I caught you in cos' I want you to go on a little errand for me", he said.

Some errand! He only wanted to find out why all the magic produced was disappearing into the earth. He said that it would be wise for you to start on the quest dressed just in a smock and sandals so that you wouldn't upset anybody that you might meet along the way.

He set you off in the correct direction, but pretty soon you ran into big trouble in the shape of a band of robbing Orcs. You raced through the

forest and halted near an old fortress and noticed that the Orcs had lit a fire and appeared to have settled down for the night.

Just as dawn was breaking you stretched and walked forward to the edge of the forest and stared at the sleeping Orcs, pondering what to do next? What indeed! Looking at the sleeping Orcs you realise that it is kill or be killed.

Whilst you rack your brain for the answer you decide, first of all to go and have a quick look around. You visit the old fortress but the stench makes your visit a short one. To the south a lowered drawbridge leads into the courtyard of the ruined fortress. Black bubbles rise from the surface of the moat at regular intervals and this is where the rotten stench of bad eggs is coming from. You note that the door to the Keep House will not shut.

There was nothing to be found in Shadow Woods but the Dark Woods seemed a daunting prospect. Back to the edge of the forest you once more ponder on the problem of the Orcs. You must travel very carefully into the woods, remember... it's kill or be killed.

This is an excellent adventure written using PAW (Professional Adventure Writer) and will accept most logic sentences, although a verb-noun input will suffice. You can Ramsave (RS) and Ramload (RL). Again (A) repeats the last command. SCORE - will tell you how well you are doing in the Adventure and the game ends automatically once you have found and stopped all the magic leaching from the earth.

DEEP PROBE



Two weeks ago a huge underwater volcanic eruption ripped open the seabed in the North Atlantic. Since then, several ships and three Royal Navy submarines have disappeared in that area without a trace!

The cause of these disappearances is not known at this time and

all vessels sent out to investigate have also disappeared. A five mile exclusion zone has been placed around that part of the ocean and all merchant shipping has been ordered to stay clear of the area. A robotic pod, armed with a high filter camera was sent down to investigate. Deep sonar probes from the pod revealed a massive fissure had opened up and multiple echoes within the fissure were reported.

Possible reasons for the multiple sonar echoes could be due to reflections from large underwater tunnels or caverns, although all contact with the pod was lost before this could be confirmed. The only information received, was one picture transmitted by the pod before it was destroyed. Cause of pods destruction, unknown....



YOUR MISSION..... IF YOU CHOOSE TO ACCEPT IT.....

You again play the part of Captain Henson, pilot and designer of the deep salvage rescue sub 'Antilis', which has been slightly redesigned and re-equipped for this mission.... You have been asked by the Government to make a one manned deep probe expedition of the fissure and find out what is going on down there....

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RING OF DREAMS

Reviewed by Joan Dunn on the Spectrum 48k

On the eve of your 21st birthday, dreams of childhood re-appear and you are imprisoned in an asylum. In the last dream, an old man gives you a ring to wear all the time.

The evil Lord Vile has attacked the Lizard King and defeated him. He then destroyed the ancient city and took the Scroll of Life from the temple, bringing chaos to the land. The High Priest took the Staff of Light to the King at the palace of the wood elves.

The only thing that can kill Vile is the crystal sword, the location of which is only known to the High Priest. However, Vile has turned the High Priest into stone and his body fluids have been drained into two urns which were then hidden. Vile took the ruby from the Ring of Dreams and placed it in the eye socket of the Lizard King who was then banished to the swamp with the emerald. A rather involved story and I hope you are still with me!

It is now your task to recover the jewels to complete the Ring of Dreams; find the crystal sword; recover the urns and kill Vile. You can then get the Scroll of Life and return it to its owner, thus freeing the land.

This complicated plot has plenty of interest and this is carried through into the game - well described locations, lots of exciting and interesting puzzles to solve. There are the usual directions and verb/noun inputs. Some random elements and some things don't happen unless you are carrying certain objects. The source of light for dark places was rather unusual, so don't spend your time looking for a torch.

You start in bed in a bare cell. To examine the bed, you first have to get up whereupon the bed slides into the wall. You are now in a completely empty cell with no visible exits and just a high light bulb. I must admit this is where I stayed for several days trying all sorts of things and still not able to get out. Eventually (with some help) I emerged into the next location on the top of a hill.

Your sole possession is the gold ring. This, for me, was the hardest part of the game. The end was also rather tricky but quite exciting and I sat on the edge of my chair, eyes glued to the screen until the final message. This is a very enjoyable game and one I'm sure most adventurers will enjoy.

NYTHYHEL

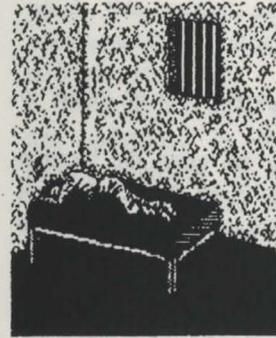
Reviewed by "Kedenan", played on the Amstrad

David Hamlyn arrived at the offices of Sinister Investigations Inc. after receiving an urgent phone message from his friend and colleague, Professor Jack Slaine. He entered Jack's office only to find it deserted and lifeless. An eerie silence hung over the empty room. David surveyed the surroundings with a critical eye. It was dark but the new moon bathed the room with an almost milky white light.

A sudden chill came over him. He felt very

nervous. Over the other side of the door was the computer room. David went over to the locked door and leaned forward, pressing his ear against the woodwork. He heard nothing! Thinking little about the noise he had heard when he entered the room, he then sat down to read some of the reports from the folders upon Jack's desk, not noticing the shadow moving across the the bottom of the door behind him.....

A two part adventure with superb graphics.



THE BASE

You are having a terrible nightmare. You turn and toss on your bed with sweat pouring off you. Something horrible is pursuing you but you dare not look around as you run through this endless wood with feet that seem to have been turned to jelly. With a mighty effort you wake up and find the nightmare is only just beginning!

THE BASE is a two part text adventure written by Ken Bond, available for the Spectrum range of computers on Tape for £3.00, and +3 Disk for £5.00

The Guild Adventure Software, 760 Tyburn Road, Erdington, Birmingham, B24 9NX
Prices include postage within the UK, Overseas customers please add a further £1.00

Please make cheques/P.O. out to GLENDA COLLINS

CURSED BE THE CITY

The Legend

Tal-Bha-Sair, the wise one, reached up for the phial and threw it into the flames. Once again he saw the City of Gold, though he knew not where it lay. For a hundred days, he had watched, from time when the land was filled by the dark riders carrying the scarlet pendants marked with the Raven. Setting camp outside the great walls, they laid siege to the City.

For a hundred nights, the scene had changed little, but this night was different for the Raven flew from the masts in the City, and the streets ran red with blood. In one night, a thousand years had vanished and all the City lay dead.

No, not all. Deep in the palace, Prince Ashar survived, waiting to die at the hands of the torturer, his eyes black with desire for revenge. Looking further, Tal-Bha-Sair saw a deeper evil that would be set free - an evil so terrible that none would escape.

"Let the Raven enjoy its' victory, for short-lived shall it be and then will pray that they had been slayed this night."

And then dousing the fire, he vowed to watch no longer.....

CURSED BE THE CITY is a text/graphic adventure written using the GAC by Ross Harris (the Spectrum version has a text version one side and a graphic version on the opposite side).

CURSED BE THE CITY is available for the Spectrum 48K (Spectrum 128K, +2, +3 in 48K mode) on Tape only for £2.00 and for the Commodore 64 on Tape or Disk for £2.00

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STONEVILLE MANOR, PIRATE ADVENTURE and CASTLE OF HORNADETTE

Three adventures on one SynTax PD Disk

Reviewed by Dave Mennell, played on the PC

The three adventures were very diverse, and each are detailed individually in the following paragraphs.

STONEVILLE MANOR

Mr. Stone, a wealthy but eccentric millionaire, has just passed away, and it is now rumoured that he has bequeathed his fortune to whoever can find and open his safe. It is assumed, therefore, that you have decided to find and open his safe. This is, however, only an assumption, because the author doesn't actually tell you this.

The default colours are Blue text on a Black background. On a Mono monitor this combination is almost impossible to see, even with the brightness and contrast turned up full. In the end, I decided to load up the basic program, alter the colours (using a search and replace utility), and save another version of the game, this time using White Text on a Black background.

The puzzles are, for the most part, very easy. The construction of the balloon is a prime example of this.

I think that some more informative responses could have been included in the game. Here are a few examples of the kind of uninformative messages received during various stages of the game:

When you find the Wicker Basket, and you attempt to OPEN BASKET, you receive the response "DON'T UNDERSTAND". Surely the author could have included a message to say why it is not possible to open the basket.

When you are in the store, and you attempt to get either the Shoes or the Axe, you receive the response "CAN ONLY BUY FROM THIS STORE". If you then type "BUY SHOES" or "BUY AXE" you

get them, even though you have no money to buy them with.

At one point you are given the location description "YOU ARE IN AN ORIEL". You are not told what an oriel is, or even allowed to examine it. Another example of this is the vent cover. You are told that you can see a "VENT" and a "VENT COVER", however, you are not allowed to examine either of these objects.

These are good examples of the way the author is unwilling to allow you to get too involved in the game. A little more time spent on programming some good responses would have meant a much more enjoyable game for the player.

You are required to type "GO" in front of every direction command. This is very difficult to get used to when you are used to just typing in "N" or "S" etc. There is absolutely no help available anywhere in the game (although the game is so easy that none is needed). The location descriptions are all very short, in the extreme, and tend to allow too little information regarding the locations. These points, however, do not detract too much from the overall enjoyment of the game.

However, the game is a Public Domain adventure, so the above shortcomings may be mostly, if not wholly forgiven.

"Stoneville Manor" is a pretty good little game, but, on the whole, I felt that I was spending far too much time battling with the parser, and was not able to concentrate enough of my time on enjoying the game to its fullest extent.

PIRATE ADVENTURE

The exact aim of this adventure is uncertain. All you are told is that you are dreaming about

pirates, and the lifestyle which this ensues, and when you awake, you are on board a pirate ship.

The word "EXAMINE" is not understood by the parser, therefore it is absolutely impossible to examine any object within the game.

At one location you are told "You are in the north end of a hallway running north to south", but if you try to go north, you are told "You can't go that way". This doesn't sound very logical, so why bother to mention the fact that it runs NORTH to south in the first place?

I felt that there was very little to do in this adventure, and the available objects were sparse to say the least. The prose seemed to be rather badly written, and the location descriptions were small and undetailed, although to provide examples of this would take up far too much space.

The game contained some illogical directions. For example, going north from the port deck takes you to the wheelhouse, but going west from the wheelhouse takes you back to the port deck again. This always tends to slightly spoil a game's enjoyability for me.

On my first attempt, I achieved a score of 15 out of 200. This gave me the rating of Deck Boy. The scoring system is another anomaly, as your score seems to be added together from each game. Each time you restart, you begin with the same score with which you finished the previous game (i.e., if you finished your second attempt with 50 out of 200, you will begin your third attempt with 50 out of 200). This is a totally unforgivable mistake on the part of the author, and may completely spoil the game for some players.

Also, there is no way of saving the game (at least I couldn't find a way), which means having



to restart from the beginning every time you play. This, in itself, may put some off from playing the game.

I soon became bored with this game, and decided to turn it off. This does not bode well for others who may play the

game. "Pirate Adventure" is probably the weakest of the three games reviewed here, and is not really worth playing (unless you are a masochist that is) for any length of time.

THE CASTLE OF HORNADETTE

In the first location, you find a sheet of Instructions, telling you what your exact role in this adventure is. The aim of the adventure is as follows:

To enter the Castle of Hornadette, and find the secret formula developed by Sir Hornadette, the country's most prominent scientist. Sir Hornadette was captured and killed by a band of rebellious soldiers, and, although they have taken control of the castle, they have not yet found the formula themselves. You must find the formula before the guards can capture you and gain valuable information regarding the whereabouts of the formula.

The game contains some excellent sound effects, such as the Funeral march when you are killed, and the sound of a creaking door. I thought that this really added a great deal of atmosphere to the playing of the adventure.

The game also has an excellent examine command (something that the other two adventures both lacked) - this can be abbreviated to "EXAM", indeed, all of the input commands can be abbreviated to just the first four letters of the word - which can be seen when examining most of the things mentioned in the

location descriptions, and most of the objects as well.

Your position within the game can be saved at any time, thus enabling you to return to a previously saved position at a later date. The adventure also has a help facility, which produces an appropriate message at the appropriate time. This is something which was missing from the other games reviewed on this disk.

The problems are, for the most part, pretty difficult (such as the way to open the door, see below), and will, probably keep a seasoned adventurer going for some time, but are not so difficult that a more inexperienced player will not be able to solve them given time. It is very difficult to emerge from the first three locations, unless you can work out how to open the doors.

The prose seemed to me, to be excellent, with very few spelling and grammatical errors to be seen. The locations descriptions were quite lengthy, and gave a very good overall description of each location.

Overall, this is the best of the three

adventures on the disk, and is well worth spending some time to attempt completion. It is pitched at just about the right level of expertise, and contains some very useful and decorative features.

A Hint

To open the doors - emaseS nepO epyT

I could not, in all honesty, find many good points in either "Pirate Adventure" or "Stoneville Manor". In general they were too easy, and didn't contain enough substance to keep my interest level high. They may be good for the beginner to adventuring, but for the more seasoned adventurer, they are of no use whatsoever. Although, the fact that they are Public Domain must be considered when judging these two games. The real peach on this disk, however, is "The Castle of Hornadette", which I think contains some really good elements, and did enough to keep me playing for long periods, which, I consider to be the hallmark of a good adventure.

WHAT? NO LOW ALCOHOL MINERAL WATER?

Reviewed by Theo Clarke, played on the PC

It is the year 2003. All mineral water has an alcohol content of 34%. This has nothing to do with the game.

The aim of the game is to cast a spell on a few objects to turn them into a chip with which to finish the game. It is probably easier to power off the PC. It is certainly more rewarding to end the game in this fashion.

The full plot is promised at the end of the instructions to players but it is not forthcoming. Play starts in a nest at the top of a tall tree. The nest is made from bird guano and large branches. The large branches are interlaced with smaller ones. The nest is perfect in almost every

way except for a small twig sticking out of the nest. The description of the first room contains no spelling errors but the author does not seem to realise the key difference between commas and full-stops. The only way out is to pull the twig.

"The nest deteriorates and you fall to the ground multitudinous months later," is the pompous result of this action.

"The tree which looms above you is unbelievably large, you are amazed that anyone could ever be able to climb down it. The ground is soft and mushy, your feet start to sink, you have to keep moving or you will sink into the

swampy ground and your quest will surly [sic] be over. A gravel path leads off to the east and the branches of the tree lead up."

The author persists in using commas where full stops would be preferable. The text hints that something nasty will happen to anybody that hangs around at the foot of the tree. Reviewers are contrary creatures. I used the "wait" command several times here but nothing happened. The tree cannot be climbed so east is the only real option. This leads to a cross-roads that is always misty.

East lies a whitewashed church but the doors are firmly closed. After much experimentation I was still blocked so I asked for "help".

The response was, "Couldn't you do with some high-up help, try God." I knelt down and prayed. There is a blinding flash of light and the doors of the church open themselves. Inside the church is a spectacular group of spelling errors. The best of these is the "two isles [sic] of seats".

Back outside the church one of my commands was met with the response: "The colour of the sky is changing, what used to be a light blue has now changed to a deep blood red, perhaps the computer is starting to go haywire." This stopped the instruction and I had to reissue it. There is no warning that the instruction has failed.

Let me describe just two more irritants before deleting this appalling game from my hard disk and closing this review.

I followed a cryptic signpost to the "Ancient Ritual Grounds". The room description told me

that: "The ritual grounds are old and have obviously been unused for some time now. In the centre you can see where they tortured and sacrificed their victims. Small red stones lie about the ground, are they naturally red or has some turn of events dyed them that colour? A strange chill enters the area and you shiver quite vigorously."

I looked at stones. The parser replied, "What stones? There is no stones here." I decided to make some allowance for the possibility that the noun list did not contain the plural so I looked at stone. "What stone? There is no stone here." I looked at ground but learnt that, "You see nothing unusual."

It is hard to like a game that cannot recognise key nouns from its own descriptions. Near the ritual grounds is a small shack. According to the description of the inside of the shack "there is some sort of small attachment to the outside of the shack, you can see an object glowing inside it but you cannot get in." There is no further description of this attachment, the glow or the object either inside or outside the shack.

By this point I had visited ten locations out of 77 and scored 40 points out of 10,000 for getting into the church. Every one of the ten room descriptions had contained errors of grammar or spelling and the parser did not recognise words from elsewhere in the game's vocabulary. The game appears to have escaped playtesting and it is no part of a reviewer's job to rectify this omission.

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ESCAPE FROM KHOSHIMA

Reviewed by "Kedenan", played on the Amstrad CPC6128

This is a first class adventure by John Betteridge with very good text and appropriate graphics. The problems are logical but you must have a good look around and examine things. The parser is good and will accept the obvious commands as well as N, S, E, W, UP. (You only have to go Down once - How's that for a hint!).

Fourteen months ago, you along with the rest of your platoon were taken prisoners by the Imperial Japanese Army. You are being held captive at a Prisoner of War Camp in the dense jungle of Burma.

The Japanese believe that escape through the jungle is simply not possible and therefore they do not guard the camp very well. Due to a slight fever, you have been excused your working party duties on the Burma Railway, in a moment of Japanese weakness. You are practically alone in the camp, except for a British doctor and a few guards who have fallen asleep in the hot midday sun. Now is your chance to attempt your escape and try to get back to join your colleagues in the British Army.

The journey through the jungle will be hazardous, but with cunning and courage it can be done. You have been in the camp a long time, so don't be in too much of a hurry to get out. The first thing you need is some nourishment and a weapon so have a good look round and get them before you leave. One of the first things you will find is some cigarettes, but remember smoking can and will damage your health, so take them, remember that you have a slight fever, as if you could forget, and give them away later on. You never know what you might begiven in exchange before you leave the camp, which could be useful to you. Remember the camp is surrounded by slant-eyed savage dogs which are trained to tear to bits any escaping prisoner, as they are starved for that purpose.

When you have had something to eat, obtained a weapon, and have decided how to deal with the dogs, then go forth into the jungle and work your way through with caution until you meet up with a British Convoy which will welcome you with open arms, and you return home to relate your adventures in Burma to your friends and relations, who may never believe your experiences abroad.

When you consider the cost of a blank Amstrad Disc, this is very, very good value.

THE SEARCH FOR THE MITHRILLIUM

Reviewed by "Kedenan", played on the Amstrad CPC6128

The adventure starts with an opening graphic scene, then the game loads to enable you to be given further details about the adventure and view a list of verbs used in the game.

The game takes you on a visit to four planets in search of crystals of Mithrillium. You start aboard your spaceship at the planet of Arielm and as you explore the planet you find the co-ordinates for your next planet, and take off to find your way to Gaxon, in a feast of intergalactic adventures and sound.

At Gaxon you will be lucky not get lost in a maze of corridors, but you will, if you only try, find the co-ordinates to cast off to your next stop at Toras where you can have more fun crossing a swamp before you eventually arrive at Danthor, where with skill and daring you will obtain the Mithrillium Crystals. You will know when you have succeeded your quest!

This has a two word parser which is quite adequate and it's a fairly easy adventure for gamers to start on - provided you BEWARE of the wolf.

A Flying Visit to . . . ULTIMA VII: The Black Gate and the data disk, FORGE OF VIRTUE

by Sue, played on the PC

With the size and complexity of modern RPGs, it is, unfortunately, impossible to do more than skim the surface of such games in the limited time available to do a review. Last issue I took a quick look at Might and Magic III. This issue it's the turn

of the latest in Origin's Ultima series. As before, if YOU'VE got further into these games or completed them, any views on their later stages will be welcome. The Ultima series is now up to 7 games, 8 if you count Ultima Underworld, 8 1/2 if you count the add-on disk for Ultima VII. I've dabbled briefly in all of them but only completed the first (what an admission!). But when Alan came back from the States with Ultima VII and the data disk nestled in his luggage, I wasn't going to be strong-willed and wait until I'd finished the earlier games. Maybe I should have...

The series has progressed a long way in the 10 years since Ultima I first appeared. Gone are the stick-figure graphics which could only be told apart by wider shoulders for fighters or a grasped cross for a cleric. Gone are CGA or EGA graphics. Gone are the days of one minging 5.25" disk and the inability to install the game onto a hard drive. Ultima VII needs a minimum of a 386SX, 2 meg of RAM and its own memory manager called Voodoo, a hard disk with at least 21 megs of space, VGA graphics, an optional mouse (I'd like to see anyone manage without one and stay sane) and an optional Soundblaster or equivalent for the music and digitized speech. The game comes on 6 high density 3.5" disks with an option to exchange for 5.25" disks and it unARCs as it installs. Add the data disk too and



you'll need 4 meg of disk space to install it though the final space taken is only 1 meg.

The opening sequence is superb as you, the Avatar, are challenged by the Guardian whose face emerges from your monitor and taunts you. As

previously you travel to Britannia via a moongate but this time it's red in hue. Quite appropriate since, on your arrival in the town of Trinsic, you find two grisly murders have taken place. A local man called Christopher and a gargoyle, Inamo, have been 'done in' in spectacularly gruesome fashion (courtesy of VGA graphics) and your first task is to investigate the murder. Luckily your old friend Iolo is conveniently at hand when you arrive and will happily tag along. Other characters will join as you progress.

Your detective skills being good enough, you'll soon have the right answers to satisfy Finnigan, the Mayor of Trinsic, that it would be worth your travelling to the capital city, Britain, to make further investigations. If you don't succeed in this early task you'll be stuck in Trinsic for the duration since you'll need the password from the Mayor before the town's gates will be opened and you'll be allowed to leave. Travel can be by foot, horse and cart or by boat.

Starting to explore further, you'll meet loads (and I do mean LOADS) of people, each of whom seems to be a fount of knowledge about themselves, their friends, neighbours, enemies, the state of the economy and many other topics. (Not knowing what info will be useful, I made copious notes). You'll also meet Lord British, another old pal who has a lot of your equipment

safely stored away... so safely that it took me two days to find it! But now equipped, it was time to get on the road again.

As in previous games there are loads of places to visit including several islands. Lord British will give you a ship to sail to the Isle of Fire if you have also installed the data disk. This contains four more quests and the ability to raise your attributes and forge a powerful weapon. Even sticking to the mainland there's plenty to do as you'd expect with 21 meg of info stuffed onto your hard disk. Even the smallest towns can take ages to explore. Near enough everyone wants to chat, several want favours done and it's hard to know whether you should be concentrating on the murder or, for instance, taking an important Council Bill to Cove to be signed. It's a hard life being an Avatar! Sometimes you feel more like an errand boy - or girl, as the case may be. Yes, this time you can pick your sex. You have to be a blonde which is a bit hard on us brunettes but never mind.

I'm still trying to work out my real task. Somehow the murders just seem to be one gruesome part of a general change in Britain. The poor have got poorer in the 200 years since Ultima VI; magic is generally unreliable and the moongates positively dangerous; though the gargoyles are starting to be integrated into human society there are still disturbing anti-gargoyle notices to be found all over the place; drug abuse and pollution are rearing their ugly heads; and what about the rise of The Fellowship? Seemingly a harmless bunch of dogooders, one can't help but feel that they aren't quite what they seem to be. As for the Guardian, I know he is going to cause me problems sooner or later.

Probably, my confusion may not be helped by the fact that I haven't completed the earlier games. Morally I'm in a bit of a quandary too. How Avatarish should I be? For instance, after much fumbling about, I found a shrine. On it

was a ring. Should I pick it up? If I'd played the earlier games, would I know whether to pick it up or not? Oh well, let's try. I collected the ring and waited... no bolt from above fried me. Tried to give the ring to the woman who tends the shrine. Did she throw up her hands in horror at my possibly sacrilegious act? Nope, no reaction. Decided to don the ring and hope that in 6 weeks time someone doesn't say "What are you doing with that ring?", followed by a fatal zap or getting into everybody's bad books.

Visually the game is very impressive with a slightly angled top-down view (works great with the human characters but horses look a bit odd at that angle) and fully animated. Our 16 MHz struggled a bit when there were too many people moving about on the screen, but then Origin do recommend 20+ MHz, and the hard disk is constantly accessed. Having now got 4 followers, even just those 5 characters moving about can slow things down considerably. Add a few townspeople and it's sl-o-w - but not unplayable by any means. Little extras like changes in the weather are impressive too - the shadow of clouds scudding overheads, the gentle patter of rainfall, lightning and so forth.

Controlwise the game has a few flaws. Manoeuvring that darn horse and cart was a real pain. Sometimes it was quicker to walk. Once I stopped the cart next to a child, talked to him, and when I drove off his little body was stuck to the cart as if by superglue. I drove him all round Vesper but he dangled there until I next left the cart. Getting on and off the cart can sometimes be a problem too. Your companions can get in your way leaving you perched on top of a wheel with them jostling you from behind and with you unable to go forward or back. Once they got so snarled up, the game seized and had to be rebooted.

Since the game is ideally mouse-controlled, all actions are of the point-and-click variety. Conversations use keywords (as in the last few



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games), objects are manipulated by double-clicking. Feeding the gang took some working out. They kept moaning about being hungry, I kept giving them food but still they complained. I discovered my error much later when I checked their backpacks - full of food. Instead of giving them food to eat, I'd been transferring it into their inventories! Fighting and spellcasting are well implemented though.

Bugs - not counting the cart, I haven't seen any yet though there are evidently a lot in earlier versions of the game. My disks had several patches. The data disk also had the option to upgrade the program to the latest version using

yet more patches. (Beware, if using an old version of U7 and later adding the data disk, if you choose to have the program upgraded, you'll lose all your saves!)

In conclusion, I'd count this an impressive game though not as user-friendly as Might and Magic III because it tries to be TOO clever. All the wandering about may grate after a while and it would probably help to have played the previous games to understand the other characters and relevance of certain places and objects. Worth a look though, especially if you have a fast machine.

CATACOMBS

Reviewed by David Charnley, played on the Amiga

Obviously the writer of 'Catacombs' likes nothing better than tradition, because the scenario of this particular game opens up as a traditional adventure story. An adventurer goes off in search of treasures, and meets a few monsters on the way. If all goes well, he rescues a damsel in distress, grabs his gold pieces and gets home for tea and cakes by five o'clock. Fine if you like that sort of thing, but personally I prefer originality to tradition.

Catacombs is an icon-driven adventure with the N, S, E, W commands covered by four arrows and the options open to you covered by icons at the bottom of the screen. The system is very accessible and the graphics are quite adequate. However, what does a name like Catacombs suggest? Yes, that's right - a maze! Admittedly I didn't progress tremendously far, but all of what I saw in Catacombs was a maze. The odd item to

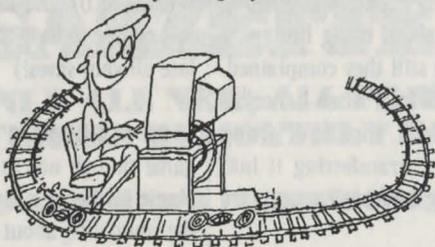
pick up, lever to throw, but still in a maze.

How does the game fare then? Well, the maze isn't all that's there to annoy. Hunger is a time bomb and if you don't find food after a preset number of turns then you starve. Normally, that might be acceptable, but this is in a maze! Imagine going round and round in circles, not getting anywhere, and then starving! That's how frustrating Catacombs is! But that's not all. Contend with the wrath of horrendous spelling and grammatical errors! Feel the overwhelming agony when you realise there's no save option! Cry for help as you attempt to map a million identical locations!

I'm sorry but it's more of an adventure to try and keep playing it that it is to solve the 'puzzles'!

A-TRAIN

Reviewed by Sue, played on the PC



Having thoroughly enjoyed Sim City and Railroad Tycoon, I was intrigued to read about Artdink's A-Train which was said to combine the

best features and ideas behind each game. Although the game was first released in Japan a few years ago (where it reportedly sold in vast numbers), it has been upgraded several times. This is its third incarnation and the first time it has been available over here.

Loading one of the six scenarios provided, you have the opportunity to develop a city and its associated railroad. Your ultimate aim is to become a millionaire, but sometimes escaping bankruptcy will be enough to keep you happy. The scenarios range from a fledgling community with no facilities, just a few residences, to more advanced cities with limited cash at your disposal.

In each case there will be at least one railway line in operation already. This line brings building materials and passengers in from some Never-Never Land off the map, drops them at a station and trundles off again to... somewhere else. These raw materials are necessary for any construction work you want to do. This includes building apartments, factories, commercial buildings and lease buildings. As the game progresses you'll probably want to add a golf course, amusement centre, ski resort and stadium.

These structures can only be built if enough building materials (shown as blocks) are in the immediate vicinity. This necessitates building a railway line and buying freight trains to transport them from A to B.

Of course, all this costs money too... Money

is raised in several ways. The most obvious is by transporting passengers by train from their homes to work and back again. Again, buy a

train, but this time make it a passenger train and set up the departure times for it so that it leaves each area at the correct time (8am and 6pm). Another way is by buying and selling property. I found this quite lucrative, even taking into account the agent's cut of the profits. Unfortunately after a while you'll swamp the market and no-one will want to buy your properties. The third, and most difficult, is by playing the stock market, buying low and selling high... but as you know, that can be a risky business and hard to keep track of how the prices are going.

As the game progresses, the program itself will pinch building blocks and build more residences and, at a later stage, connecting roads. Lease buildings will get taller until they end up as skyscrapers. Meanwhile the trains chug on, the stock market goes up and down like the proverbial yo-yo and you realise that maybe business management isn't really your thing!

Getting the darn trains running without crashes is tricky too, unless you cheat and build a double line with one train on each. Many's the time I realised two trains had got AWOL and there they were, one shunted into the back of another. Fortunately all you have to do is reposition crashed trains, no damage is caused.

Graphically the game is a masterpiece. Compared to the blocky graphics of Sim City and the basic display of Railroad Tycoon, your first impression has got to be one of awe, whether it's your sort of game or not. The 3D isometric

display has got a lot to do with this - it's certainly more realistic than a top-down view. The undeveloped land is shown as a patchwork of fields dotted with little houses, with hills and lakes to add contrast. The way the graphics change is also impressive. A flock of birds will fly across the landscape from time to time; night falls and the buildings (and trains) are illuminated; the changing seasons bring their appropriate colours to the landscape, including snow.

As with many similar games (Sim City and Railroad Tycoon to name just the two obvious ones) it's best not be tempted to do too much too quickly. The best session I had with A-Train was with a scenario which I accidentally left running while chatting to Marion on the phone. Now phonecalls between Marion and myself are notoriously long and it was only when I hung up that I thought... oops... but back upstairs, a

thriving city met my eyes. Similarly with Sim City the best city I built was when I was trying to construct a model of Sidcup and because that entailed a lot of working out where roads should go and so forth, I didn't build so quickly in the early stages.

In conclusion, as a railroad sim, A-Train isn't as detailed in some ways as Railroad Tycoon in that the trains are merely passenger or freight whereas in Railroad Tycoon there were many different types of train to juggle, carrying different cargo. The financial and management sides are far more complex though and may be off-putting at first. For sheer enjoyment, I'd prefer to play Sim City or Railroad Tycoon, but to make you have to think ahead and plan your strategy A-Train has the edge. And graphically I can't think of anything to beat it - definitely a game to load up to impress your friends.

DOLLARS IN THE DUST

Reviewed by Mal Ellul, played on the Spectrum

I have to say that Dollars in the Dust started off well but gradually went downhill for me. You are given a list of outlaws to capture and the price upon their heads. It is now up to you to go get 'em! At the start you can practice your quick-draw skills which involve pressing the space bar as soon as you see the bandit.

The adventure itself has you starting in the desert and the first problem is that you are thirsty. If, however, you check your inventory you have a water pouch, so that problem is easy enough to solve.

Not having a lot of money to buy a gun and ammo I soon discovered a casino and decided to try my luck! At one point I won enough for a gun but then couldn't afford the ammo! Wandering into a bar I discovered some LIQOR and walking along a street there was a

DELAPODATED building! Near the beginning I met a man who told me about a cockfight at the dead end. What he didn't mention was that there were two dead ends and one of them had four exits. With dead ends like that it was easy to get lost.

I also discovered a bank where apparently you could deposit money, I say apparently because at this point I decided to save. The game saves in five parts and upon re-loading four parts loaded and before I could do anything else, the game crashed! I'm afraid that's where I bowed out and decided to quit while I was ahead!

The game had a very slow feel to it and looked to be quite old though there was no copyright date to go by. The game is available as Shareware, but I have to say it is not one of the best to be had.

GRUE-KNAPPED!

by Marion, played on the ST

You've been touring Ormskirk with a friend when you discover an un-mapped cave system. It is, in fact, the lair of the Grue (a creature with decidedly unsavoury habits) which would account for it being un-mapped, the good citizens of Ormskirk having more sense than to even go near it. But when did adventurers ever possess such common sense? In you toddle... and it's dark... and your friend is on the tubby side... and the Grue is feeling peckish... and suddenly you're on your own... in a hovel. All you can see is a pile of rubbish, a locked door (with a snoring Grue on the other side) and an exit which seems to lead into a cave.

If you can force yourself to investigate the rubbish, the only thing which you feel might help you get out is a large rusty key. No chance? The only thing for it is to follow your adventurer's curiosity and head off into the dark cave. Well, although it said 'dark' in the previous room description, to your relief it isn't - but the next room is, so beware! While you're wondering how to get out of this fix, you read a note here about the Grue's favourite food and you wonder if, perhaps, you cooked it for him he might just let you escape. With this in mind, you move off (take a light source) into the dark caves...

The well-thought out puzzles consist mainly of collecting things to make something else, although recognising what does what might make you pause for a while. But if you are good at the 'sounds like' games, i.e. quay sounds like key and can recognise deliberately bad spelling, you shouldn't have to pause too long. You meet a bat (in the belfry, where else?), a cute (hah!) little Andrex puppy and you'll even get to kiss a princess!

As well as the usual commands game accepts EXAMINE, EXAM or X; LOOK or L; AGAIN or G repeats the last command; OOPS enables you to correct a misspelt word; SCRIPT write to a disk file and UNSCRIPT stops writing; VERBOSE or LONG prints full room descriptions and TERSE, BRIEF or SHORT will print room descriptions only when the room is first entered. You can recall and edit previous commands using the cursor keys and pressing F1 allows you to look at pages which have scrolled off the screen. You can also use multiple commands such as... 'push barrel then look in it' or 'get key and sword then put them in the ornate chest' and so on.

Grue-knapped! was written in 1990 By Bob Adams for the Amstrad. It has since been converted to Amiga and Spectrum formats and has now been converted for the ST and PC by Neil Shipman using TADS (The Text Adventure Development System). This latest conversion has kept 90% of the author's original text and puzzles, but Neil has made substantial additions.

On the negative side, Grue-knapped! is full of 'in-jokes' which only readers of Adventure Probe will fully understand. I do so detest 'in-jokes' even if I do get all the references. Nevertheless, if they don't bother you, or even if they do, Grue-knapped! is an amusing and well-constructed game. The puzzles are logical and not too difficult. There are lots of hints included in the game, and I loved the ending.

Because of the 'in-jokes' I didn't expect to enjoy it, but I did. An easy adventure for the medium - advanced player, but just the thing for a beginner. Well worth playing.

ADVENTURE AMERICA

by Chuck Miller

The time has arrived once again to spill the beans on the latest adventures to appear on the VGA screen. VGA?, you say. Yes, with the exception of some home-grown and low-end publishers, most new games (commercial releases) are beginning to arrive emblazoned with "Requires VGA" on the box. While CGA has long since decomposed, EGA is now effectively being laid to rest. Though some would cry out against this as an untimely death (namely those still without VGA), EGA must, of necessity, be entombed. Games sporting EGA simply cannot compete against the new VGA wonders. Nor do most game developers want to expend the additional funds to create EGA graphics for the "few" gamers (proportionately speaking) who have yet to upgrade their machines. I honestly can't blame them. Well, so much for my "EGA is dead" speech. Long live VGA and beyond!

Last time, we finished our look at the Summer CES in Chicago and examined several new adventures I had been playing, namely King's Quest VI, Legend of Kyrandia, Rex Nebular and Fate of Atlantis. I recommend them all highly. Since then, however, not too many new games have appeared (in beta or release form). There are several, though that bear mention.

Currently, I am playing a beta copy of B.A.T. II: The Koshan Conspiracy which appears to be quite an improvement over the original B.A.T. Graphics are more detailed and richer, as is the audio. Game play has also been enhanced significantly in this digital world five times larger than the original.

Again, the player is an agent for the Bureau of Astral Troubleshooters (B.A.T.). This time,

however, the game is less linear due to a "distributed adventure" form employed where several different paths can lead to the same solution. While Koshan is still rather rough around the edges, it's sufficiently playable so as to intrigue me enough to want the finished version SOON (I seldom play very far into a beta product unless it's for play testing purposes). Suffice it to say that The Koshan Conspiracy has all the signs of being a winner.

Several other products I have had opportunity to try out include Might and Magic: Clouds of Xeen, Crusaders of the Dark Savant, Amazon: Guardians of Eden and Waxworks (all \$69.95 U.S.). Both Clouds of Xeen and Crusaders raise the ante in role-playing games with object management playing an important part and requiring a fair amount of acclamation time. While Xeen may be easier to get started with, Crusaders definitely sports a more polished interface, as well as more overall playing time. However, though Xeen lacks some graphic polish, Crusaders would benefit by a combat system more closely aligned with that of Xeen, primarily in regards to combat by individual character rather than combat by group. As they stand, I find it difficult to pick a winner.

As far as Amazon goes, I really can't say that much about it yet, as I have only looked at it briefly. Super VGA mode graphics are available. However, unless you have a 16" or larger monitor, this mode is basically useless (the images are much too small to see clearly on a 14" screen). The game itself is presented in a series of acts or chapters in much the same way as the old serials like Flash Gordon and Rocketman, each ending in a cliff hanger. Online hints are even provided, so that the

player will not need to procure a walkthrough or hint book. If you enjoyed earlier Access adventures (Martian Memorandum in particular), you will probably be pleased with Amazon.

Waxworks, on the other hand, I have played extensively. It's, in some ways, a sequel to the Elvira games, particularly Elvira II, as it uses almost the exact same game engine and interface. The subject matter, though, differs, and while the graphics and music look and sound strangely familiar, Elvira is nowhere to be seen.

The story in Waxworks focuses on the removal of a family curse by traveling to different time periods and defeating the evil forces present. Yet, sans Elvira, all is pretty much familiar. Those who enjoyed the Elvira series will relish in Waxworks, while anyone who disliked the previous offerings will find the same

holds true here. If you enjoy campy horror and plenty of gore, Waxworks should be on your "chopping" list. It will bring back memories of the Saturday afternoon horror flicks most of us watched as adolescents and challenge (and often frustrate) the player to prevail over evil in its many forms.

Though not released yet, some other titles to keep your eye open for in the near future are The Legacy (MicroProse), Space Quest V (Sierra On-Line), Eric the Unready (Legend) and, of course, The 7th Guest (Virgin). All have the looks of being quality releases.

Well, so concludes another installment of Adventure America. Hopefully, next time we can report on some long awaited titles due for release in time for the holidays. Until then...

Happy Adventuring!

Chuck

CHOOSING AND BUYING A [GAMES?] PC

by Tim Kemp

Marion seemed interested in an article about my personal experiences in choosing a games (adventure / strategy) PC, so here it is. Not the kind of article you expect to see in an adventure magazine perhaps, but with the kind of escapism offered by the latest adventures on this machine people may well want to think about the upgrade from Amigas, Spectrums, CPCs, SAM Coupés, BBCs, Acorns and C-64s...

Okay, first things first, why buy a PC rather than a 16bit Amiga or Atari ST? Believe it or not the key to this little conundrum lies with the Spectrum.

Without doubt the Spectrum is the best machine to own if it's standard adventures you want. Speccy adventures are cheap, there's usually at least two or three new games each month made available for the machine, if you buy a duff Spectrum adventure you'll only be losing a couple of quid at the most and Spectrum adventure authors have been writing games for a long while which means that almost every Speccy game written is well above average. What the Spectrum can't give the adventurer is great sound, great graphics and enormously complex believable games. That's where the PC scores over all its computer rivals. That's the main reason that I decided that it was time for a PC and not the AMIGA or ST. The Amiga or ST may well have got the nod had it been merely arcade games I wanted, but it's adventures I crave.

A recent test in one of the PC heavyweight magazines reviewed over 100 IBM compatible PC's of varying types. The bare minimum RAM was 1 mb, while a 50mb hard disk was about the smallest they'd recommend. Speed wise a 12mhz processor (80286 cpu) was about as slow as they'd recommend, while the faster ones, in the 16 - 25mhz (usually 80386 cpu), were

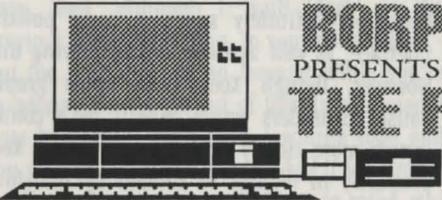
considered vastly superior. That magazine was purchased in April 1992 - and just 4 months later 33mhz 386sx processors had taken over as entry level PC's, with the faster, more powerful 486 processors looking likely to take over from 386's before the end of the year. But hey, that's all technical stuff - more of that later...

When you buy a PC they tend to come as 'complete' packages. You get a keyboard, main processor unit, colour monitor and mouse, plus normally a software bundle consisting of Microsoft's 'MSDOS 5.0' operating system and Microsoft's 'Windows 3.1' Graphical User Interface. If you don't get Windows you'll almost certainly get MSDOS 5.0. MSDOS is an operating system that normally resides on your hard disk and, as the operating system title suggests, lets your system operate - without it the computer is about as much use as a really very useless thing!

As stated earlier, my main reason for buying a PC was to play the really large, complex adventures and RPGs that are beginning to appear. Some of them, like Ultima VII - The Black Gate, and Ultima Underworld - The Stygian Abyss (Sue Medley likes this one and will undoubtedly have something to say about it) are only really worth playing on fast PC's armed with at least a 386 processor, VGA (or even Super VGA) graphics, a couple of meg of spare ram and a decent sound / speech board plugged in.

Being new to the world of PC's I began to wonder just what sort of machine to buy to enable me to be able to play this new breed of adventures. I soon found that the worst thing you have to do is learn a whole new set of computer words in order to navigate your way around the adverts in PC magazines and brochures.

Start off by gaining as much knowledge about PC terminology as possible so you are



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fully armed when it comes to hunting down a computer that can do what you want.

So what did I learn and what did I look for? Well, a hard disk is essential. Most PC's come with an internal hard disk, though their size varies from 20meg(abytes) to anywhere over 200meg. One good thing you'll see early on when looking at most specifications is that most reputable PC manufacturers or direct suppliers allow you to choose what size, power, speed etc., components you have fitted to your machine. This is only true if you are buying via mail order in most cases. Try walking into Dixons and saying I want that one, but with a low radiation SVGA monitor, and fit me an extra 4 meg of ram while you are at it. If you deal direct with the manufacturer you'll be getting a good deal on the whole, and you can tell them exactly what you want. Getting back to hard disks, 105mb is reasonable, though if you bear in mind that most of the newer games around now (and games that are yet to appear) can take as much as 10mb of hard disk space when installed, you'll see that 9 or 10 such games will soon fill your hard disk. Origin's epic 'Ultima VII' adventure experience takes up no less than 21megabytes of disk space! I decided that 105meg would be a reasonably large hard disk and it was a good pound per meg trade-off. Again, I'm sure Sue Medley can tell you how easy it is to fill up your hard disk. Right Sue?

It also became clear early on in my quest for a PC that a greater number of the more graphically superior game titles have VGA only printed next to them on the box. VGA is a graphical display standard. VGA games can, memory permitting, allow 256 colours to be displayed on screen at once. Very good for adventures with graphics. Super VGA is another graphics standard that it may well be a good idea to be prepared for. SVGA really needs 1mb of video ram to work properly, or to be more precise to give you the full compliment of colours and

resolution that SVGA games could theoretically have. I say 'could have' as SuperVGA has yet to take off with game producers who, naturally, still try to make their games compatible with those people who have just VGA monitors and graphics cards. I worked out that it'd be best to be prepared for the future so I opted for an SVGA monitor / 1meg video ram.

Top of the shopping list / features list should really be the processor type and speed. As mentioned earlier the (80)286 chip standard which normally goes hand in hand with a 12 - 16mhz processor speed is fast becoming a thing of the past - or at least the very minimum configuration an entry level PC should have. At present the best entry level seems to be (80)386 processors with speeds in excess of 25mhz. A few 33mhz processors are beginning to appear, with the Elonex PC 333 being one of the first to make an impact (It gets good reviews too). On the whole, 386sx processors are cheaper than the next step up, 486sx processors. Even so, 386's come in several flavours; 386sx, 386dx and with a variety of speeds from 16mhz to 33mhz. 33mhz is fast enough! So I thought a 33mhz 386sx sounded good as the power plant of the PC. Again it's also a reasonable power / price trade-off!

Expansion possibilities need to be thought of too. It seems funny to have to contemplate buying separate chip-boards / components to plug into the computer to give it sound and a joystick port (among other things - depending on what plug-in board you are buying). What you need, it seems, if it's sound you require from your PC, is an ad-lib compatible board, and if you want to hear speech (from programs that feature speech - naturally) then you'll need something that is Sound-Blaster compatible. Bloody hell, this is getting mighty confusing. Fortunately the Sound-Blaster plug-in card has a joystick controller and port built in. Buying an ad-lib sound card and separate joystick card /

controller would cost about £80. This still leaves a set of amplified speakers to buy, along with a suitable analogue joystick. Buying just the Ad-Lib card means you won't hear digitised speech. Is it really necessary? You'd better believe it! A Sound-Blaster V.2 sound board is not only Ad-Lib compatible, but has the aforementioned built-in joystick port and allows for speech too! If bought from Evesham Micros the Soundblaster, Speakers, Joystick and Secret of Monkey Island II (adventure) come as one package for £140. Quite a bargain!

Finding a company to supply me with a computer to match those specifications was, I thought, going to be less than easy. WRONG! You should, in theory, be able to walk into just about any reputable high street electrical or computer shop and buy a perfectly acceptable Goldstar, Orion, Commodore, Amstrad or any number of other brand of 'GAMES' PC with just about the right specifications... the only trouble you'll have when it comes to doing that is that you'll more than likely find that future developments leave those machines that are sold as games PC's lagging far behind. Better to buy something that's upgradeable with plenty of expansion possibilities. (Basic high street PC's really are basic PC's from what I could see - and their prices are not that special!).

So, with all that in mind I decided to forget about buying locally and duly wrote-off to those companies who produced machines that fitted the bill. Almost every month in any of the major PC mags you'll be treated to reviews, updates and news of the latest PC's to hit the streets. It's no problem writing direct to the manufacturers or companies concerned, and most of them seem only too happy to talk to you on the phone about what you want and about whether their particular machine will do what you want. As I mentioned earlier they are also more than happy to supply the configuration you want.

After studying many a brochure, and listening to lots of advice from said direct suppliers and manufacturers I decided to go with the ELONEX PC 333 as it fitted my bill and, although not being any cheaper than its competitors, it had also received good reviews in most of the PC mags. ELONEX themselves had been quick to respond to my initial approach, they even phoned me to ask my specific requirements. So it was with little if any trepidation that my cheque was sent off and I contemplated the arrival of 1 ELONEX PC 333-M (that 'M' signifies a slimline case) with a 105m hard disk, High Density 3.5" floppy disk drive, 4 meg of ram, a Low Radiation SVGA colour monitor with 1 meg video ram, Windows 3.1 and DOS 5.0, mouse, keyboard, cables and documentation. A week later it arrived and, despite having a faulty motherboard (good job it comes with a years on-site maintenance), it was soon up and running and I was getting lost in the wholly engrossing world of ULTIMA VII. The Sound-Blaster joystick / sound card was a piece of cake to install, merely a case of removing the PC's cover and slotting the card in, and the speech and sounds it helps generate transformed what I can only describe as an unimaginable adventure experience into a completely unbelievable aural, ocular spectacular.

To date, after using the ELONEX for a couple of months, I've experienced no (more) hardware problems, and have since enjoyed the delights of Railroad Tycoon, Scrabble, Ultima VII, Sim Earth, Links (Golf), Wing Commander II, and numerous PD adventures and RPGs - all of which load, save to hard disk, and work optimally rather than working partially on a lesser specified computer. Believe me, going for the highest possible specifications will pay off in the end. I was going to document my adventure experiences to date but I've waffled on for so long now that I've run out of space.

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STOP PRESS

When one hears or reads the words "There's never been a better time to buy" one always tends to feel slightly uneasy as just round the corner usually lurks a price rise, price cut, or some new technological breakthrough that makes today's 'best buy' look pretty expensive or outdated. The PC marketplace is especially prone to rapid price drops and new technological developments, but due to the architecture of the machine (or at least most of the more modern ones) no matter what breakthroughs are made over the next couple of years you should be able to keep pace - hence the need for you to try, if possible, to choose a PC which can be upgraded to some degree. Make that yet another key consideration when asking your prospective PC supplier about the machine you fancy. Buy a PC today and you may see the price fall even further within a matter of weeks, though I think we are nearing the bottom line now so perhaps there never has been a better time to buy? If you bought yours a year ago then you probably wish you'd waited till now. The ELONEX 333 I plumped for in the end works out to cost roughly twice the price of an AMIGA 600 and Commodore Colour monitor. Bearing in mind that the PC games market is seriously oriented towards Adventures and Strategy games, then that fact alone makes it far more desirable than an Amiga (or ST) - even at twice the price. Heck, I've put in at least 70 hours on ULTIMA VII so far, and still have most of the game world to explore. Perhaps there really never has been a better time to buy a PC?

THE GOOD GUYS: Outstanding service was supplied by the following...

ELONEX COMPUTERS: 2 Apsley Way, London NW2 7LF Tel: 081 4524444 (General Enquiries)

Specific computer model: Elonex PC 333-M (specifications vary according to needs - basic model with 2 meg ram, SVGA monitor, 50 meg hard disk £795 ex-vat approx.). NOTE: Elonex have just announced that their 'entry level' model is now a 80486 machine retailing for the same price as their old, now discontinued 386 machines!

EVESHAM MICRO'S: Unit 9, St.Richards Rd, Evesham, Worcs. WR11 6XJ. Tel: 0387 765500

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THE ADVENTURER'S BACKPACK

by Chuck Miller

The adventurer's backpack is quite a handy device. It allows one to carry many convenient implements for use while adventuring in the field. However, its contents must be limited to only the most essential and beneficial objects, for, like most baggage, its capacity is limited.

Just prior to the last issue of Red Herring going to press, several more adventure resources arrived in my Post Office box. Included among these new arrivals were Origin's Quest for Clues: The Book of Orbs and COMPUTE Books' The Official Book of Ultima, Second Edition and The Official Book of Police Quest. Here is a brief rundown on each of these titles.

Quest for Clues: The Book of Orbs

Origin's The Book of Orbs marks a change in the Quest for Clues series of solution books for the adventurer. All previous editions included 40 walkthroughs and appeared on an annual basis. With this latest release, the number of solutions has been halved. However, Origin will now be releasing the Quest for Clues books on a semi-annual basis. So, this means that the gamer in dire need of assistance will now have help available sooner than in the past.

The Book of Orbs includes the solutions to 20 relatively new quests. Included titles cover The Adventures of Willy Beamish, Buck Rogers: Matrix Cubed, Conan The Cimmerian, Cruise for a Corpse, Elvira II, Gateway to the Savage Frontier, Hare Raising Havoc, Leisure Suit Larry V, Les Manley in: Lost in L.A., Martian Memorandum, MegaTraveller 2, Might and Magic III, Monkey Island 2, Police Quest 3, Pools of Darkness, Conquests of the Longbow, Spellcasting 201, Star Trek: 25th Anniversary, Ultima Underworld and Vengeance of Excalibur.

Each solution is attractively illustrated with maps provided when necessary. Key words have

even been added to the margins to help the adventurer avoid looking for help in the wrong paragraph and spoiling what lies ahead. My only gripe (of course, you knew I would have at least one) is that most walkthroughs employ coded words so that the player will not "accidental" read something he didn't intend to read. I find this a needless encumbrance. I'm using the solution because I need help in the first place and want to know how to solve the puzzle that's perplexing me. I DO NOT want to decipher another "puzzle" in the process.

Apart from the above gripe, I can heartily recommend Quest for Clues: The Book of Orbs. It's a real time saver (and a great preventative to hair loss) and the answer to the struggling adventurer's prayers.

The Official Book of Police Quest

Okay, it's "official" already - The first edition of The Official Book of Police Quest, that is. Fresh off the presses at COMPUTE Books is their latest title in the Official series of books, this time covering Police Quests 1, 2 and 3, plus the new VGA enhanced Police Quest 1 (which varies a little from the original release).

As in other books in this collection, the actual "solution" is presented in story form. "Monday, May 8, began like any other day. Little did I know of the events that would unfold..." Those who like the simple "take-bag, stick-cat-in-bag, tie-bag-with-electric-cord" approach will probably want to look elsewhere for their assistance. However, if you like a good story, the prose in this work by Jill Champion is certainly up to snuff.

Besides the solution for each of the Police Quest games, a complete listing of where game points are earned is included, along with an object location list and basic maps. There is also

a chapter provided on general playing tips for the Police Quest series.

If you find your skills as an officer a little weak or would simply like to find out where you missed those extra few points, The Official Book of Police Quest will read you your rights. It even provides some interesting reading for those who are already "off duty."

The Official Book of Ultima, Second Edition

Last issue, I reported on COMPUTE Books' earlier release of this title not knowing how soon the new edition would arrive, or how the contents would be altered. Well, the newest edition of The Official Book of Ultima continues on in the tradition of the former, providing, in story form, more of a strategy-based approach to playing the Ultimas rather than a step-by-step walkthrough. However, coverage has been expanded to include Ultima VII, Ultima Underworld, The Savage Empire, Martian Dreams and the Nintendo Ultimas. The text is now larger and more readable, plus a handy index is available for hunting out specific references so that the player does not accidentally spoil future puzzles while searching

for help on the one at hand. It's also nicely illustrated with traditional Sosarian art.

Overall, I would rate the second edition of this resource as a worthy upgrade to the original. It's ideal for those who shy away from "complete" solutions, those who prefer more generalized help and a push in the right direction. If you do procure a copy, make sure that it is this new edition and not the earlier one.

Post Those Parcels

Well, so much for the latest batch of adventure resources, each of which will find itself tossed into the adventurer's backpack at some time or other. Information on new titles will be provided as they become available. In addition, if you are the author of an adventure resource - whether it be a book, character editor or some other assist - please forward a copy to me at the following address (with full information on pricing and availability) and I will do my best to provide a review of your product in both the U.S. and overseas markets. Send your parcels to:

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Those of us who were into adventuring from the early days of the home micro boom probably owned a 48k Sinclair Spectrum. Early games like 'Valhalla' and 'Lords of Midnight' were reason enough for buying the rubber keyed wonder, and in 1984 a game was released that began a series of similar quality product from the same source. The game was 'Tir Na Nog' and the people behind it were known as Gargoyle Games.

Gargoyle Games consisted of three people, Ted Heathcote, Greg Follis and Roy Carter. Ted was in charge of marketing and sales, Greg was the man behind designing the games and Roy was the programmer. Greg and Roy were friends for 15 years prior to setting up Gargoyle Games. They were both system analysts and remained in their full time jobs whilst Gargoyle got established with its first release on the Spectrum which was actually an arcade shoot 'em up called 'Ad Astra' which hit the shelves in early 1984.

It wasn't a case of overnight success. Eighteen months of hard work and planning had gone into 'Ad Astra' and 'Tir Na Nog'. The first release sold well but slowly, so the trio were caught by surprise when "Tir Na Nog's sales shot off from the word go. The game was well received by the computer mags around at the time, (for example, Crash magazine gave it their highest accolade - the 'Crash Smash')."

'Tir Na Nog' was different from any other Spectrum adventure available as it was completely graphical and didn't involve any typing apart from a few select key presses which made the player pick up items, use them or fight. The term 'graphic adventure' was coined and this game fitted the bill perfectly.

The most impressive aspect of 'Tir Na Nog' was the animation used on the character that the player controlled. Displayed 'side on', the

movement of Cuchulainn must have been based on footage of someone actually walking as it was the closest looking animated graphic to the real thing that had been seen on any home micro. The hero's hair would bounce off his back, and he would have a slight stoop that made him look even more like a real person. Another nice touch was that you could change the direction that you viewed him from, so a different backdrop would be displayed. These included mountains and a mysterious tower. Small birds would be seen flying past and the backdrops made a valiant attempt at parallax scrolling to give some indication of depth to the scenery.

The game was based on the exploits of Cuchulainn, also known in Celtic mythology as Sedanta, Cucuc, the Hound of Heaven, Culan's hound or just plain hound. The problem is that when the game starts, the hero is already dead. Tir Na Nog is in fact the afterworld and your mission was to find the four fragments of the seal of Calum and re-unite them into one. Whilst Cuchulainn couldn't be killed he could weaken and each time this happened he was thrown back to the Gateway where the game started. The only drawback with this was that any objects he was carrying at the time would be left at the location before he was moved back to the Gateway.

Most of the game was spent wandering along the paths, opening doors, collecting objects and fighting off the chimp-like Sidhe, who were the bad guys in the afterworld. The objects were many and varied, and many had a use that would only become apparent much later on. Combat was a matter of readying your weapon and pressing a key to strike out at the enemy. You had to remain ready for a fight at any moment, as the Sidhe would roam the land in the same way you would and one touch from

them would be enough to send you back to the Gateway.

Tir Na Nog proved to be a massive game that took an awful lot of exploring if you wanted to succeed. Some paths seemed to go on for ever and I only solved it thanks to a map that was printed in Crash magazine.

The game was born from Greg's fascination with Celtic legends and mythology, and after taking into account the sales they decided to abandon their plans to do a game based on 'The Hunting of the Snark' and instead do a sequel. (This was after doing a Commodore 64 version of the original).

The sequel turned into a prequel and was tentatively named 'Cuchulainn - The Early Years'. One of the criticisms of the first game was that it was simply too large. Players would spend most of their time wandering around the roads and not enough time puzzle solving. To avoid this problem, Greg decided that the second game should be set inside a city to give the world

some distinct and plausible boundaries. The game evolved into 'Dun Darach' and was named after the city in which the adventure took place.

'Dun Darach' was another step forward. For starters, Cuchulainn was alive and was surrounded by dozens of other humans who went around their daily lives. There were many shops and buildings to visit and plenty of people to trade with. Visually it looked better too. Different locations were displayed on different colour backdrops and this added variety to the look of the game. The animation on the characters was as good as ever, but the real improvement was in the game design. Some of the wandering characters had been talked to. Others were thieves who would steal your money if you weren't careful. The puzzles that involved objects were

numerous and challenging.

'Dun Darach' was released six or seven months after 'Tir Na Nog' in the summer of 1985 and again it went down well with the magazines and the public. I spent many weeks playing the game and thoroughly enjoyed it too. I still have my pencil drawn maps of the streets of 'Dun Darach' and what to do and who to avoid. At its very heart was the same style of game as its predecessor, but it was so much better the second time around.

Only four months separated ['Dun Darach' from the third (and ultimately final) game that used the same system. 'Marsport' was a science fiction game which had you exploring the many levels of Marsport (a city based on Mars) looking for the plans of the city. The baddies of the game were the Sept warriors, insect like creatures who

behaved in a similar manor to the Sidhe. One touch and you were dead. The very first puzzle to solve was to find and charge up a blaster gun so that you could defend yourself

"...The problem is that when the game starts, the hero is already dead. Tir Na Nog is in fact the afterworld..."

against the aliens.

Once again the main character that you controlled used the same frames of animation as in the two earlier games, but this time you were dressed up in a space suit complete with helmet. The station was predominantly red in appearance and many of the objects were to be found in cupboards and other similar compartments. Their were also friendly 'herald' robots that patrolled certain areas of the city. If you followed them around they could protect you from the Sept Warriors for a short while. They looked like floating orbs in appearance, not dissimilar from the robots that were in Gerry Anderson's 'Terrahawks' TV series!

'Marsport' was the only game out of the three that I failed to finish. There was a % score that

thankfully indicated how well you were doing and I got to 93% before finally getting stuck. To this day I have been unable to finish it, despite knowing what I needed to do I couldn't get it to work! I enjoyed the science fiction setting and the puzzles were by far the toughest of the trilogy. Two more episodes were announced for 1986, called 'Fornax' and 'Gath', but neither ever saw the light of day.

Gargoyles next release in late 1985 was a complete departure from anything they had done before. It was an isometric 'Knight Lore' style game called 'Sweevo's World' which involved a rather humorous looking robot named Sweevo which looked like a cross between E.T and Stanley of Laurel and Hardy fame! Again this went down quite well with the games buying public.

Their second release in 1986 was (in my opinion anyway) their best game to date. It was another graphic adventure but it used an updated graphic system from that seen in the Cuchulainn games and in 'Marsport'. The game was 'Heavy on the Magick' and it proved to be the most atmospheric and challenging game of the series. The graphics were actually magnified (expanded) versions of much smaller graphics which enabled Gargoyles to include many more locations than were previously possible.

The game focused heavily on magic and spells and was based in a dungeon under Collodon's Pile. You controlled Axil the Able who was sent into the dungeon by the Wizard Master Therion for telling rude stories about him in the infamous Golden Thurible tavern. Axil was a mysterious looking fellow dressed in a dark flowing cloak. His face was forever hidden in the depths of the cloaks hood.

'Heavy on the Magick' included for the first time in a Gargoyles game some role playing game elements in the form of hit points for stamina, skill and luck. These could be re-allocated if you didn't like them although they

couldn't be totally re-calculated unless you were starting the game again from scratch.

Playing the game was simple enough once you got to grips with the new control language that Gargoyles had decided to call 'Merphish'. Keywords like the compass directions were created by pressing just one key for each direction. Other keywords let you examine things, pick things up, drop them, invoke a demon (if you have the correct focus object), blast an enemy or freeze an enemy. You could also talk to characters in a limited fashion and you had to do this if you were to complete the game. Wandering monsters including werewolves, ghosts, goblins and trolls which were all animated and seemed to home in on Axil pretty quickly if you weren't careful!

A status panel could be toggled to show the available exits from a room as well as the spells that your Grimoire contained, your inventory and your situation (the name of the room you are in, the level you are on and your grade which goes up each time you have located one of the four exits in the game). Experience points were awarded for successfully defeating any monsters you encountered.

After playing the game solid for about a month I managed to finish it, although in the end I had to have a small clue from someone else as the first shipment of the game had a bug in it where the wrong clue to a puzzle was included in the game so there was no way of knowing how to solve that particular problem.

As with 'Marsport' before it, sequels were planned for 'Heavy on the Magick'. The manual mentioned the strong possibility of add on modules using your existing characters stats and independent sequels too. Modules included 'Collodon's Pile - the castle above the dungeons', 'The Tomb of Taro - a strange and terrifying catacomb adjacent to the dungeons', and 'Paradise Reglossed - in which things are not as heavenly as they seem'. Complete

adventures included 'The Trials of Therion - What happened to Axil when he returned!'.
I for one was very disappointed when these promised add-ons and sequels never materialised. I kept onto my final save game for a few years before finally consigning it to the cardboard box in the cupboard once I upgraded to my ST.

It was Gargoyles's finest hour and it was also their last adventure release, although nobody knew it at the time.

All of their games to date had been published under the Gargoyles label. In mid 1986 Greg, Roy and Ted decided to return to proper arcade games. With the Gargoyles label so strongly associated with adventure games, they decided to launch a new label that would release only arcade style product. The name they came up with was 'Faster than Light' (F.T.L). It was originally going to be the name for their first new game but they felt it was such a good name that it should be the name of the label instead. (At this point in history, no one had heard of the other F.T.L who were to unleash 'Dungeon Master' on an unsuspecting world two years later on 16 bit).

Whilst the new label was being set up, Gargoyles found themselves rescuing Elite's 'Scooby Doo' license. They had been planning a game for about a year but it collapsed and a new one was needed fast. Seeing that they were geographically close by (Gargoyles in Dudley and Elite in Walsall) a deal was struck and 'Scooby Doo' appeared in October 1986.

The first release under the F.T.L label was a shoot 'em up that tried very hard to avoid the colour clash problems on the Spectrum called 'Light Force', released at the end of 1986. This was followed in early 1987 by 'Shockway Rider',

a beat 'em up style game with scrolling paths and obstacles. It was a bit like hurdles but on flat moving escalators! Three months later came 'Hydrofool' which was another isometric game featuring the cute robot Sweevo. This time he swam through each location. Five months later came their second licensed game for Elite based on the cartoon TV series 'Thundercats'. At one point in 1987 they announced that the next F.T.L game would be a 'Samurai' fighting game but this never appeared.

There was then a two year gap before 'Supertrux' appeared, again under the Elite label. What Gargoyles did between 1987 and 1989 only they know, but I can hazard a guess that they returned to business programming as it was probably more lucrative by the late eighties. It was a shame that they did not continue writing graphic adventure games

as they had a style that no one else could match on 8 bit. Greg Follis and Roy Carter haven't been heard of since in the industry and that was a great loss to adventuring.

Following is a list of Gargoyles's releases to date. (Thanks must go to The Rochdale Balrog - John Wilson for his diligent research!):
Arcade: Ad Astra - 1984, Sweevo's World - 1985 (both Gargoyles Games), Scooby Doo - 1986, Thundercats - 1987, Supertrux - 1989 (all three Elite), Lightforce, Shockway Rider, Hydrofool (all F.T.L).
Adventure: Tir Na Nog - 1984, Dun Darach - 1985, Marsport - 1985, Heavy on the Magick - 1986 (all Gargoyles Games)

A final plea - if anyone has a complete solution to Marsport, including maps who doesn't need them anymore then I know of a very willing home for them!

"...Sweevo looked like a cross between E.T and Stanley of Laurel and Hardy fame!..."

MUD II UPDATE

by Marion

The Wizard's Guild have finally been able to secure the services of Mercury's MDN5000 packet switching system, thus allowing players to call a local number rather than dialling long distance.

You will only be able to call the system via the PSS numbers if you have PSS credits on your account. Both game credits and PSS credits can be ordered together, but are handled differently.

The game credits are based on a sliding scale (the more you buy, the cheaper it gets) and are deducted only once you are in the Land. The front-end is, and will remain, free. Further, depending on the circumstances, the actual game credit charging rate will change from time to time, again reflecting the overall usage of the system (the more players, the cheaper it gets).

When ordering game credits, you have now the choice of allocating part of your money to PSS credits. These credits are fixed and deducted whenever you call via PSS, regardless if you are in the game or browsing in the various libraries. There are two bands (in line with Mercury): daytime charges and night charges (including

weekends and Bank Holidays). The Wizard's Guild is subsidising the PSS charges as follows: the daytime credits will be deducted at a rate of £2.06 (this is what Mercury charges) per hour. PSS night credits will be deducted at £1.00 per hour which means that the Wizard's Guild will subsidise bills by 37%. This subsidy will initially last to the end of the year and depending on general usage, might be adjusted slightly. Mercury's definition of daytime/night time is as follows: Day Time - Mon-Fri 08:00 to 20:00 and Night Time - Sat/Sun/UK National Bank Holidays - 00:00 to 23:59.

Mercury currently accepts the following baud rates for the Dragon System : 300, 1200, 1200/75, 2400. To connect via Mercury 5000, dial your local node and at the prompt, type: „dragon (comma comma dragon). Check out the Library (Newcomer / Mercury Access) for a full list of all the current Mercury access numbers and charging details and any problems accessing Mercury - call Mercury Customer Service Desk on 081 914 2456.

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THOUGHTS ON PIRACY, PROTECTION AND PROMISES

by James G. Johnston

Before we start, I want to make certain things clear:- I possess about 1500 discs and around 1000 tapes ranging over Spectrum, BBC, Dragon, Atari, ST, Sam, Laser MSX, etc. I do not copy copyright tapes for the purpose of re-distributing them to others, either gratis or for profit. I believe that 'Piracy' is a word coined by those who steal to cloak their criminal activity in some kind of respectability. As thieves they should be brought before the criminal courts of this country and not allowed to use the 'protection' of the heavy cost of a civil action, which deters most victims.

Having made these statements, I must now state that I have, in my collection, a number of items of 'pirate' software... now hold on... let me explain!!

It is my opinion that :- (a) The laws relating to copyright vest in the holder the total right of control and disposal (temporary, permanent, regional, worldwide, use specific or unlimited) of his copyright. (b) This control allows him to place his work in the public domain (free of restriction or charge) and allows him to, subsequently, remove it back to his control if he so wishes.

Let's come back to the pirate copies in my collection, in relation to the above...

1. I have no idea who holds the true copyright to the concept of controlling a round object with a flat object, to rebound off small stationary and/or moving objects causing them to change or disappear, thus increasing the game score. The earliest I played was called 'Thro' the wall'. It was on the Horizon tape supplied by Sinclair with the first Spectrums. Since then I have purchased 'Brick Wall', 'Break a Brick', 'Breakout', 'Batty', 'Arcanoid', 'Revenge of Doh', 'Adictaball', etc., etc. All of them claim copyright, yet all are the same

concept. In spite of the variety of presentation, some of them must be 'pirate' copies.

2. Pacman was, I believe, an early coin-op game copyright to the Atari Corporation, yet in my collection I have Gobble a Ghost, Ghost patrol, Zukman, Gulpman, Hungry Horace, Pacland, Pacmania, etc., to name but a few. Most of these games do not originate from the company who appear to be copyright holders, yet they all claim copyright to their game. In fact, under copyright law, they must be 'pirate' copies.

3. Last but by no means least, in this short list, the adventure created in the early 70's for computer users by Crowther and Woods (originally known as 'Adventures') which we know as Cave Adventure or Colossal Cave Adventure. Now no one can dispute that the copyright to that piece of software rests with these gentlemen. Especially since it was years before they had polished it to their satisfaction. In spite of that 'detail', there has been spawned a rash of copies (each claiming copyright) over the entire computer range, from Public Domain (at no cost) to £35 for the privilege of owning what must be regarded in law as 'pirate' copies.

I wonder does it follow that I am in danger of being prosecuted under the criminal law of this country, for knowingly receiving stolen goods.

Protection is something that software companies assure us they only employ to reduce 'piracy' in order that they can make a fair profit and you can have your software as cheaply as is possible. Now anything that helps to reduce 'piracy', I'm in favour off (especially if it reduces costs).

I will give you my experience of protection, briefly! My youngest grandson learned to read quickly, by watching his older brother (then

aged 5) playing the computer. When the tape failed to load, again!, we all chanted 'Tape Loading Error, Rewind Tape, Randomize Usr Zero, Load Quote Quote, Enter, Start Tape'. We had to do it so often that, as I say, he learned to read. But tapes were slow and our friendly software people decided that under the guise of speeding up the loading time they could produce a tape that would be difficult to copy 'back to back' using two tape decks. The extra noise would not filter out and cause the tape to crash. Unfortunately variations in tape recorders caused original software to crash and hang with a black screen until the machine was reset. No more 'tape loading error', etc. to educate my grandson. Nice one protection. I had more than my share of these tape failures and on returning one such tape to the shop, was asked to wait while they tested the software on their machines. They loaded it on the fourth attempt then informed me they would not exchange a

working tape as it encouraged 'piracy' (They obviously thought I was a potential thief!). I referred them to the trades description act and the sale of goods act but the owner told me to sue him or take it up with the supplier. I wrote to the supplier explaining what had happened and enclosed the faulty tape. To this day I have not heard from them, but I am still hoping!

Then came the 'Lenslock'. Great! back to normal loading problems! I can handle that. I purchased a game with lenslock and found it was impossible to get into the game. No matter what I tried the machine re-set due to wrong input. My friendly neighbourhood shop gave me another copy but still no joy. I phoned the supplier, who asked me to return the game which I did at my cost. The replacement worked (sometimes). I discovered, some time later, that due to a mix-up wrong lenslocks had been supplied to a batch of games. The supplier did not mention this with the returned game nor did

WANTED: INFOCOM ADVENTURES AMSTRAD PCW

Amstrad PCW owner is looking for those old classics which sold in their thousands for this machine six years ago. Where are they now? I have searched long and hard for a number of titles to no avail. If you have any of the following games (boxed versions only, not the thin gate-fold packs), complete and in excellent condition. The games I'm looking for, most wanted first, are:

**MOONMIST, ZORK II, ZORK III, ENCHANTER,
SPELLBREAKER, TRINITY, INFIDEL, WISHBRINGER,
STARCROSS, SUSPENDED, DEADLINE, WITNESS, CUT-
THROATS, SEASTALKER and SORCERER.**

Write stating price required to:

**Ian Macdonald, 23 Holmdene Avenue,
North Harrow, Middlesex HA2 6HP.**

they offer to pay for my postage etc. caused by their mistake. I tried to persevere but fought a losing battle with the lenslock and finally it was put aside as part of life's experiences. (at that time, I declined an offer of a hacked version which did not require the use of the lenslock - not for moral reasons, I assure you - just that he wanted money for a 'cracked' copy of a game I had found 'not worth playing'.

Then came the big breakthrough. The use of spot words from a Novella included with the software. This approach was tried various ways (Start of game, Re-load saved position) and finally they settled on a 'random' check. This involved a pirate appearing randomly and saying "Arrh Oi tink dis is a pirate copy. Do Ee input the word at page X, para X, line X, X word". Failure to input the word correctly resulted in the the machine returning to the start. It was still open to be hacked but I, hackless, was left playing the game with the novella in my hand as the random check occurred 32 times during the play through of an updated version of a game I had previously completed.

!! 32 random checks just for my benefit!!

Now the strange thing about all this protectionism that the cost of software has steadily risen over the years in spite of all this price reducing protection. In discussing this with a software house, relating to a recent increase in their prices, they informed me that they constantly battled to keep their in-house costs to a minimum to produce cheaper software but the external costs of duplication, packaging, protection and distribution had to be borne by the end user! Now I accept that I should be expected to pay for any improvement to my software but the addition of a useless piece of protection that in no way inhibits real piracy but makes the software almost unusable is not much 'protection' to me.

Some suppliers claim that you need not worry about any heavy duty protection that they use as they are willing to give a lifetime guarantee to their software. Whose lifetime? I will let you into a secret, it is during their lifetime. Imagine my surprise when I found this out by returning a faulty tape to a certain software house which, unknown to me, had ceased trading and gone into liquidation. As I had made no backup it was 'just my hard luck'.

Other software houses charge fabulous prices with promises of lifetime support. The bottom line, however, is still the same. You are only entitled to your rights under the laws of the country. When a firm ceases trading all these lovely promises are just thin air as I found out when I tried to have a failed master disc replaced for one of my £100+ utilities, only to find that once again this company had gone into liquidation and had ceased trading. "Too bad Jack!"

I studied mining and related law for seven years to qualify to act as a Colliery Manager. This qualification, which I received from Her Majesty's Health and Safety Executive, permitted me to operate a mine under the current legislation. It did not allow me to interpret the law to any degree and I was under the constant supervision of H.S.E. Inspectors of Mines who ensured that the mine was conducted correctly under the existing legislation. The only legal recognition I was given by the Court was that I could be called as an expert witness on mining matters (NOT legal matters). The reason I have mentioned these details is to try to show how complex the whole field of legislation is. Now the laws of this country are laid down as very comprehensive and complex legal documents. The implementation and legal interpretation of the exact meaning of the law lies with the courts.

The law of copyright has been tested in the courts in relation to 'piracy'. I refer to the case

in late 1987 where the court ruled in favour of the Lotus Company, that a program produced by another company had 'the look and feel' of Lotus 123 and was therefore a copy. No evidence was examined to show that the defendants had copied the exact program or manuals of the Lotus Corporation - just that it looked and felt like their program. While this indicates that I have shown that there is a case to answer, in law, relating to 'piracy' under the Copyright Act, I think it unlikely that any change will take place, unless by some very large rich company who are being hurt financially and feel they can afford the civil litigation. No small company could afford the required civil action since they would have to first obtain an injunction from the Court forcing the defendant to cease manufacture and issue of the software then fight the case in the civil courts. The case having been dealt with, should the pursuant lose his case, the defendant would be able to successfully claim for lost revenue due to the injunction along with his court costs and any other expenses incurred. Even winning, there is no guarantee that the Court would award him his costs and he may face further legal battles through the Appeal Court and House of Lords.

So it will be 'piracy' as usual, never called THEFT but hidden under the euphemism of

industrial espionage or something equally bland - never call a thief a thief in case it's your turn next - just call him an opportunist (pirate). We will also have the benefit of the various pundits who will constantly bombard us with their biased opinions and interpretations of the laws of this country, in our case copyright laws, without the benefit of formal study or legal qualification. You should, of course, remember that these are only opinions and observations and have no legal value at all - and as I stated at the beginning, this is my opinion and has a similar value!

I started to think about the moral side of all this and after about 30 seconds abandoned it as a waste of time. When you think about the present hype on the media that will take ages to forget, I feel we should make use of some of their techniques. I would suggest that we band together and gather money and power to fight for our rights as software users. I would be willing... for a very large salary and associated perks... to take up the post of hereditary autonomous financial controller and I would assure you that your money would be put to good use. Trust me! I give you a lifetime guarantee!!

And then I thought...

PLAY BY MAIL

by Tim Lomas

Full marks and two gold stars to all those of you who spotted the 'deliberate' error in the last article. For those who paid less attention I started off by telling you that I planned to review Quest of the Great Jewels and promptly went off and reviewed Starweb instead.

I was getting slightly ahead of myself, I did indeed intend to review Starweb last issue, this time is Quest of the Great Jewels for reasons that

will become obvious when I get onto it.

Before I get into the meet I'll just whet your appetites for the next issue. Those of you who've lasted for a few issues will recall my article three issues or so back was a rather long account of my time at the July Delenda est Carthago meet. That was a favourite of our dear editors who both told me they enjoyed it, thus encouraged I think we'll have another one. I have another

meet in early February which just about gives me time to get an article written on it in time for Marion to meet her printing deadlines. Yet more on the assorted antics of Murad, Wazir & Ibrahim!

As it happens I know in advance that there are likely to be some very interesting happenings about that time, hopefully the long siege in which two of me are currently involved will be over by then, enabling me to pop back to the capital which is the catalyst for all the fascinating stuff. If not I'll just make it all up! No, seriously there'll be lots of other interesting things going on even if I don't get to have all the fun, I just enjoy writing about my lot better than the rest, I also know more of the background when I'm directly involved. Unfortunately I can't promise you any more executions at the Grand Divan, I'll just have to find something equally juicy!

On we go, mini review time. You'll see that again this month's main part again reviews a game run in the UK by Timepatterns, this is not a deliberate attempt by me to encourage you to play with them, simply that this one is connected with Starweb from last issue and they happen to run both in this country. Timepatterns are however generally regarded as one of the best run and friendliest GMs in the UK, not that there aren't others just as good, just that TP have a high profile, as well as their games they have also published two books on the subject of PBM, Gamesmastership which was some time ago and was really a guide to potential GMs, the new one is The Complete Guide to Postal Gaming, well worth reading in my humble opinion if you have an interest in the subject or in gaming in general, it's always interesting to see how other parts of the assorted aspects of the gaming hobby function. Beside which it's got my name in the acknowledgements at the front and it does my ego good when people start being nice to me in print... £7.99 + 50p postage from Timepatterns

if you tell them you heard about it here, that's £2 off the standard price of £9.99, I've just been on the phone to Carol bullying her on your behalf.

On we go to this month's subject, Quest of the Great Jewels, this is a game which was based originally on the game I wrote about last week, Starweb, the designer has never denied it and it's pretty obvious simply by reading the rules. In place of ships you'll find troops, instead of keys you get leaders.

I've always had a dislike of derivative games, I feel people should make the effort to be original, in this case I'll forgive Mike Shafer (the original designer), he's taken an idea but he's changed it to an extent where it IS a different game. Purely co-incidentally, as I'm writing this I'm using the other machine to scan my Compuserve messages and I happened to glance at the screen. Lo and behold a message was just being downloaded from Mike in the US where we're both playing in a US game. Isn't coincidence odd?

Anyhow, back to the subject, the real reason the game plays so differently to Starweb is the setting and the additions. There are still a number of races (4 this time), with different point scorings, some get points for killing, some for owning territory others for owning big high towers. The races have similarities to the ones in Starweb but play quite differently.

The game itself is set in the land of Zorphalia, it's got one of the best written rulebooks I've ever seen, it's certainly the only one I've ever read which was meant to be funny in places and actually made me laugh. The object of the game is to amass the required point total in your own way (depending on race), the winning score being decided as in Starweb by taking the average of those proposed (between the limits) by the players, this of course has the advantage that you'll never actually know the winning score unless you can get all the other

players to tell you their proposal and be sure they're telling you the truth!

As well as your opponents there are a number of NPC types to contend with, Dragons inhabit certain hexes, they eat your troops but if your leaders are good enough they can take out a Dragon (St. George please apply here). The Drevoneaux is a real pain, there is just one and it stays where it starts until some idiot goes and blunders into it! At this point it starts eating garrisons and troops which end up in it's hex, the number it eats depend on its size (which of course increases as it eats them). If it can't get enough in the hex it's in it moves, randomly. It can't be killed (but can be moved by certain artifacts, see the next bit) and the only way to stop it is to keep feeding your troops to it to keep it where it is, or to move them all out and starve it, hoping it blunders into your erstwhile colleagues, instead of wandering further into your empire! The last NPCs are to be found in the Forbidden cities, these are LOTU (Lord of the Universe, the old rulers of the land) troops. The forbidden cities can only be entered with a few of the artifacts (again) but inside you'll find loads of cash and magical artifacts. You'll also find a pile of LOTU leaders and rather more troops than you really want to bump into. Fine for Slenth who score points by killing people but a pain for anyone else. These troops, unlike the normal neutral troops in garrisons, attack anyone who ventures in. I know from experience that they're nasty!

What really makes this game is the artifacts, Starweb has a large number but in general they are just collectables. In QOTGJ these are magical artifacts, they all (well almost all) have uses. The main 3 are the Great Jewels, magical artifacts of

great power (and if you get all three you win!). They allow you to scry into distant provinces, transport leaders anywhere, blast down citadels and the really good bit ... they allow you to give an order to any one of your opponents leaders, just as if you were him! If he gives different orders then yours are the ones they obey. Good eh?

The rest allow all sorts of wonderful tricks to be played, some change terrain types, some give advantage in battle, some are just plain silly. Looking at my current rulebook I find 152 of them, I'll finish by just picking the odd 2 or 3 as examples, not all are this fascinating but they all have their uses (and of course a chance of backfiring on you, life would be boring if they worked ALL the time now, wouldn't they?).

T126 - Resurrection : If a leader carrying this gets killed he is immediately resurrected in the owner's home province. T130 - Highway Bribery : Transfer this and a suitable amount of cash to an enemy leader and he switches allegiance and becomes yours. T142 - The Fat Lady Sings : This allows you to try and end the game on the current turn, or to keep it going beyond the normal ending ... and maybe two of my favourites...

T86 - The Leaping Leprechaun : This randomly adds fortifications, troops of cash to the province it is in and then jumps randomly to another province. T74 - The Flying Dutchman : The leader carrying this will jump every turn to a random province until he transfers it away. Loads of fun to irritate your enemy!

That's the lot this issue, next time we go back to Dorset, see you there.

Timepatterns, 97 Devonshire Rd, Handsworth, Birmingham. B20 2PG - CIS ID - 76370,3220

*Tim Lomas
211a Amesbury Avenue,
London SW2 3BJ.
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10014,1767*



AVON - A Shakespearean tragedy of our time

Solution by Neil Shipman, played on the BBC

The adventure takes place on 3 dates. This is what to do on the first (6th January).

Start on Stage (with 10 points). N to Blasted Heath, answer EYE, then GET EYE, S, E, E, GET DAGGER, E, N, GET BASKET, W, N, NE to Enchanted Forest and CUT TREE (15 pts.). SW, E to Graveyard and note password (which differs every time) e.g. "Golesida" (referring to Gold, Lead and Silver in a particular order), N, GET WORM.

S, W, S, S, W, W, S, SW, W to River Bank and KILL SCOTSMAN (20 pts.). GET SHIELD, E, NE, N to Stage, DROP DAGGER, DROP SHIELD. W, NW, W to Lady's Boudoir, OPEN GOLD casket (or whichever came 1st in password) then answer LEAD (or whichever came 2nd) and GET PORTRAIT (24 pts.). N, E, KISS STATUE, GET NECKLACE (30 pts.).

S, SE, E, N, NE to Edge of Ice (Constable cries "Havoc"), N, N, E, N into Church, GET COLLAR, S, W, W, W to Cul-de-Sac where Moor leaves Letter (37 pts.). Note position of repeated letters in word (differs every time), e.g. "Standard" where "a" appears at positions 3 & 6 and "d" at 5 & 8. E, S to Lake and note word said by Spirit (differs every time, e.g. "Brandy" (45 pts.)). N, E, S, SE to Edge of Vasty Deep and call spirits by saying this, BRANDY, GET TOPAZ (49 pts.).

DROP COLLAR, NW, N, E, E, E to Illyria Cort, Note position of repeated letters in names and go in direction where these correspond with Moor's Letters e.g. "Malvolio" (where "l" is at positions 3 & 6 and "o" at 5 & 8) is S, GET VIOLA (53 pts.). Then W, N, E to Baker's, GET BREAD, EAT BREAD, W, S, W, W, N into Inn, answer YES, GET TROPHY (57 pts.). OPEN BASKET, YES, PORTRAIT, YES, NECKLACE, YES, TOPAZ, YES, VIOLA, YES, TROPHY, NO, NO, GET BASKET (107 pts.).

W, N, SHAKE SPEAR (112 pts.) and N to Cellar. Note writing on wall which gives anagram of name of one of King Lear's daughters, e.g. "Goneril", GET AGATE (116 pts.). S, S, E, E, E, N, N, W into Palace and answer with name, GONERIL, GET ROBE (120 pts.). Then E to Farm, say HAVOC and GET TOUCHSTONE (124 pts.).

N into Maze of Mountain Paths with exits always ne, nw and s. Go NE - If Cassandra appears then retreat S and go NW - and continue like this until you find the Iliad, then GET ILIAD (138 pts.). OPEN BASKET, YES, AGATE, YES, ROBE, YES, TOUCHSTONE, YES, ILIAD, NO, NO, GET BASKET (178 pts.).

S, S, S, S, S to Edge of Town, S, S, W, S and look at sign at Gaol entrance. Then N, W and S when you're arrested and put in Gaol. Sing ARNE to get out (188 pts.), GET ALL, S, SW, S, W, SW to Friar's Cell. Then GET POTION, DRINK POTION to take you on to the next date (March 15th)

GET BASKET, NE, E, N to Blasted Heath, answer TOE, GET TOE, EAT TOE, S, W, W into Kitchen and note Mistress's name (differs every time) e.g. "Legosind" (198 pts.). OPEN BASKET, NO, YES, YES to be thrown in river and get out at Waterfall. N, GET BASKET, NE, N, W, NW, W to Lady's Boudoir, OPEN LEAD casket (or whichever came 1st in name) then answer GOLD (or whichever came 2nd) and GET RING (202 pts.).

E, SE, E, E, E, N, E, E, S to Moor of Venice, GET PIE. Try to go SE, say FATHOM, SE into Hovel and GET GOBLET (211 pts.). Then NW, N, W, W, S, W, W, W, SW to Cell, GET POTION and DRINK POTION to take you on to the final date (June 24th)

INV shows there's blood on your hands, GET ALL, NE, E, E, E, N, N, NW to Mystic Wood where an ass's head is put on you. Then SE, E, GET SKULL, EAT GRASS, E to Chapel and GET PEARL (215 pts.). W, W, W, S,



S, E, S to Bosworth Field where King takes head and leaves crown, GET CROWN (219 pts.). OPEN BASKET, YES, CROWN, YES, PEARL, YES, GOBLET, NO, NO, GET BASKET (249 pts.). N, N, E, E to Capitol and note name of Orator (differs every time e.g. "Silegonius", GET SCROLL (252 pts.).

W, W, S, W, W, W, N to Blasted Heath, answer YES, GET WOOL, GET TONGUE. Then S, S, SW, S, SE to Undiscovered Country. READ SCROLL and go in direction mentioned (this can include directions like back and nwn). Repeat until you find Imogen, then GET BRACELET (265 pts.). READ SCROLL and go in direction mentioned to get to Waterfall, DROP SCROLL, WASH HANDS, DROP TONGUE.

N, NE, N, W, NW, W to Lady's Boudoir, OPEN SILVER casket (or whichever came 1st in name) then answer LEAD (or whichever came 2nd) and GET STOCKINGS (269 pts.). You'll soon be getting warm, so E, SE, E, S, SW to River Bank and WASH. NE, N, W, NW, W, N to Dining Hall, SIT, then follow ghost NE to Birnham Wood. This is a maze which can be mapped by dropping objects, but is the same in every game.

E, NE, N, NW to milestone and WAIT for trees to part. SW, W, SW, SE to post and WAIT for trees to part. Then NE, N, E, WAIT for path to appear and go SW to Centre of Wood (283 pts.). S to Dunsinnin and GET SCEPTRE (287 pts.), U, S and JUMP to return to Stage. DROP WOOL, GET SHIELD, E, E, N, E, E, SE to Town Centre, DROP SHIELD, S, E to Shop, and GET VASE (291 pts.). Then W, S, answer YES to get ducats from Moneylender (295 pts.), S to Barge, EMPTY VASE then U (296 pts.).

SW, GET CAGE, NE, SE, then WAIT until large chest bobs at your feet, OPEN CHEST and GET SPICES (300 pts.) then wait until small chest is washed up, GET CHEST. If starling hasn't yet said "Mortimer" then wait until it does. Then OPEN CAGE, NW, S, D to Hold and GET SHREW (307 pts.). OPEN BASKET, YES, CAGE, YES, SPICES, YES, DUCATS, YES, VASE, YES, SCEPTRE, YES, BRACELET, NO, NO, GET BASKET (358 pts.). Then U, U, N (Moneylender takes pie) N, GET SHIELD, E to Eastern Fringe of Town, DROP SHIELD, GET ARROW.

N to Forest of Arden, the path through which is marked by "Rosalind" signs. Go in any direction and if this takes you to another sign make a note of it and move again. If you get lost then move at random until you return to the Eastern Fringe. Then retrace your successful route to where you got lost and try a different direction. Carry on like this until you eventually reach the Clearing, then say MORTIMER to wake man (368 pts.). Remember the name he tells you (differs every time) e.g. "Scroop" and move at random until you return to the Eastern Fringe (373 pts.).

E into Drooping Fog then move in any direction to be led to top of cliff, JUMP and GET BOW (380 pts.). E, answer XXXX which can be any name you like, SHOOT ARROW, DROP BOW, S, GET PORPENTINE, N, E into Tavern, say SCROOP (or whatever name Mortimer told you) to have chest opened and get sapphire (384 pts.).

E, GET BLADDER, E (Portia sees ring) to Outside Palace (391 pts.). N, NW, N, NE through Network of Street and GET CHAIN (395 pts.). BURST BLADDER to distract Goldsmith (400 pts.), then SE, S, SW, S and THROW PORPENTINE at Watchman...

to enter Palace, receive congratulations and return to 20th Century (450 pts.).

GATEWAY TO THE SAVAGE FRONTIER: Part 3

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

Location - Town of Silvermoon. Once a week, a festival is held here. Notices in the City tell how many days to each festival. It is important that you visit a shop on the edge of the Glade on a Festival Day.

Map Ref	Details
2 - 0	Secret door to the East.
5 - 0	Orcs.
8 - 0	Trolls. Important treasure.
7 - 1	Erek is chained to the wall. Release him and let him join the Party.
10 - 1	Bandits with loot.
1 - 2	Armoury.
13 - 2	Market place
3 - 3	Hall of Training.
5 - 3	Shop of Useful Items.
9 - 4	Boat Rentals.
4 - 5	Krakens. Find a map.
10 - 5	Tavern.
0 - 6	Giant Frogs.
5 - 5	Secret door to the South.
13 - 6	Inn.
9 - 7	Boat Rentals.
9 - 9	Invisible bridge. Safe to use.
4 - 12	Barbarians.
12 - 12	Temple with banners.
8 - 13	Library.
9 - 14	Ransacked room - but Search anyway.
11 - 14	Mielikki's Glade where the the Festival is held.
14 - 14	Shop, only open at Festival time. An important location.
2 - 14	Shop of Magical Items.
5 - 15	Orcs.

The Adventure Workshop

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NEW RELEASES

THE ELLISNORE DIAMOND from RIVER SOFTWARE

During the English Civil War, the Ellisnore Diamond was given to Sir Roger Durwood by King Charles the First as a reward for hiding the king in Carisbrooke Castle. Sir Roger also known as Blackbeard (because of his full black beard, coppery face and evil eyes), thereupon denounced the king to the Round-heads. After the kings capture, suspicion fell upon Blackbeard and he was removed from the governorship of the castle. He returned to the village of Moonholm and lived in seclusion, weighed down by guilt, despised by all until he died. He had vowed, shortly before death had claimed him, to sell the diamond and spend the proceeds on the poor of the parish. After a long discussion with the parson it was decided that you would complete Sir Roger's task, thus releasing his ghost from eternal damnation.

AVAILABLE NOW ON DISC £4.00 requires CP/M please state CP/M+ or CP/M 2.2 when ordering

HOMICIDE HOTEL by JAMES BENTLEY

At the Majestic Hotel in the coastal resort of Knightford, a certain Mr Andrews has been found murdered in his room. Or was it suicide? A syringe containing strychnine lay beside his body, making the cause of death obvious, if not the circumstances. You as John Stafford, a private investigator, have been called in to help the police. You have free access to all the guests room as well as Knightford and its environs, can you solve the crime if indeed there was one before the police arrest their prime suspect at midnight.

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STARFLAWS from DELBERT THE HAMSTER SOFTWARE

The action takes place, a long time ago, in a galaxy some millions of miles west of the Watford Gap in this STAR WARS spoof. You take on the role of Nuke Skyporker, a young space cadet and must guide him on his mission to rescue the young and beautiful Space Princess from the infamous Deaf Star. Your companions Yan Polo and Tobacco The Cookie seem to have legged it, so it's up to you to take on the might of the Empire led by the evil Daft Radar.

Free with this game is a short adventure that came free on the B side of the original Spectrum version. Called RAYMOND PRINGLES QUEST FOR THE JAR OF FABLED PICKLED CABBAGE.

AVAILABLE NOW ON DISC £4.00 requires CP/M please state CP/M+ or CP/M 2.2 when ordering

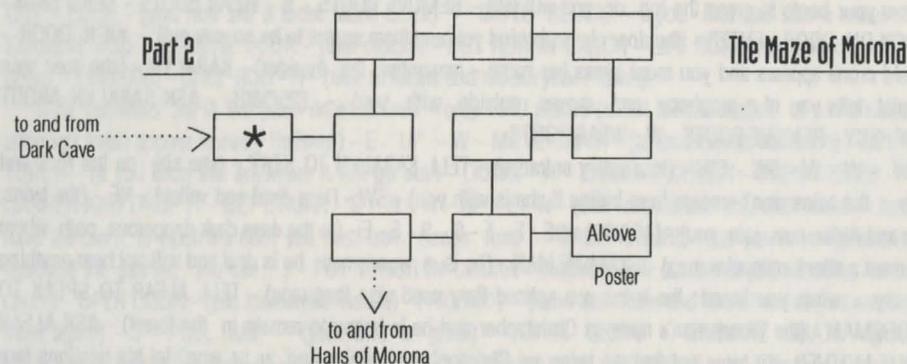
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BORED OF THE RINGS

Mazes by Sue

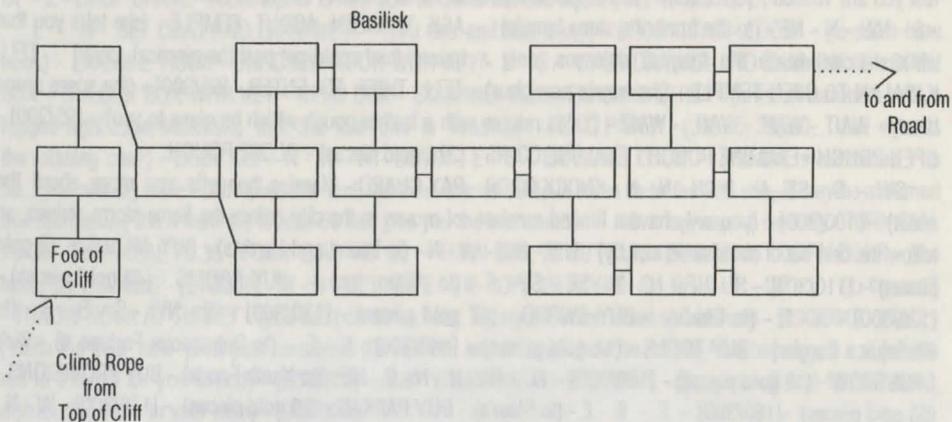
There are some very small mazes in Part 1. The only ones likely to cause problems are the Maze of Morona in Part 2 and, to a lesser extent, the National Health Maze in Part 3.

All other routes lead to the location marked *



Part 3

The National Health Service Maze



ANDKARA

Solution by John R. Barnsley, played on the ST

START: In bed in the middle of a forest clearing!

UP - INVENTORY - (you are wearing your nightwear) - LOOK UNDER BED - (you find and take some clothing and boots) - [5/300] - REMOVE NIGHTWEAR AND PUT IT UNDER BED - WEAR CLOTHING AND BOOTS - EXAMINE SIGN - ("Welcome to Andkara", floating eight or so feet off the ground and swaying gently in the breeze) - PUSH SIGN - (it vibrates and rings and you see a strange bracelet) - [15/300] - GET BRACELET AND WEAR IT - E - (before you can move, a sudden storm approaches) - CRAWL UNDER BED - LISTEN TO THUNDER - ("You will not reach the sorceress, Karalyn!") - WAIT - (the storm dies away) - UP - (from under the bed) - E - E - E - (to the edge of the ravine where you see a fallen log, spanning it; you must remove your boots to cross the log or you will fall) - REMOVE BOOTS - E - WEAR BOOTS - READ SIGN - KNOCK ON DOOR - ENTER - (the door closes behind you and there seems to be no way out) - KICK DOOR - (an old crone appears and you must guess her name - remember the thunder) - KARALYN - (she sees your bracelet, tells you of a prophecy and moves outside with you) - [25/300] - ASK KARALYN ABOUT PROPHECY - REMOVE BOOTS - W - WEAR BOOTS.

W - W - W - SW - SW - (to a valley entrance) - TELL KARALYN TO STAY - (she sits on the rock and waits... the twins won't emerge from hiding if she is with you) - SW - (to a dead end valley) - NE - (the twins, Alfar and Aldar, now join you) - [45/300] - NE - E - E - S - S - E - E - (to the deep dark dangerous path where you meet a silent, muscular man) - EXAMINE MAN - (he is a woodsman; he is deaf and will not hear anything you say... when you found the twins you noticed they used sign language) - TELL ALFAR TO SPEAK TO WOODSMAN - (the Woodsman's name is Christopher and he is happy to remain in the forest) - ASK ALFAR ABOUT MOTHER - (it turns out that the twins are Christopher's cousins and, as he won't let his relations face danger alone, he now joins you) - [55/300] - W - N - N - W - NW - NW - SW - (to the battle circle where you see a young woman who is ready to do battle) - TELL CHRISTOPHER TO ATTACK WOMAN - (he disarms her and holds her still) - TELL WOMAN ABOUT QUEST - (she is Melaia, a weapons master, and she now joins you) - [65/300] - NE - SE - N - E - N - N - N - (to the Gate to the City) - KNOCK DOOR - ('gate' isn't accepted; the guard asks an entrance tax of 2 gold pieces per head which you don't have yet) - LEAVE - (as you rest you are robbed!) - [75/300] - WAIT - (Melaia catches Yalda the thief, who now joins you) - S - S - S - W - S - NW - N - NE - (to the front of a stone temple) - ASK KARALYN ABOUT TEMPLE - (she tells you that while she can release the magical defences, only a trained thief could get past the physical ones) - TELL KARALYN TO OPEN TEMPLE - (the way is now clear) - TELL THIEF TO ENTER - [65/300] - (the score drops here!) - WAIT - WAIT - WAIT - WAIT - (Yalda returns with a leather pouch which he gives to you) - [95/300] - OPEN POUCH - EXAMINE POUCH - EXAMINE COINS - (224 gold pieces) - CLOSE POUCH.

SW - S - SE - N - E - N - N - N - KNOCK DOOR - PAY GUARD - (Karalyn then tells you more about the quest) - [100/300] - (you only have a limited number of moves in the city before the fierce storm arrives, so follow the next set of commands exactly) - NW - NW - W - N - (to Laurel and Hardy's) - BUY MEALS - (8 gold pieces) - [110/300] - S - NE - N - N - SE - SE - S - (to Bilbo Inn) - BUY ROOMS - (48 gold pieces) - [120/300] - N - N - (to Elric's) - BUY SWORD - (17 gold pieces) - [130/300] - W - NW - S - S - S - (to Beetlejuice Burglar) - BUY TOOLS - (11 gold pieces) - [140/300] - S - E - (to Outrageous Fortune II) - BUY CROSSBOW - (12 gold pieces) - [150/300] - N - N - N - N - E - NE - (to Xanth Foods) - BUY PROVISIONS - (55 gold pieces) - [160/300] - E - S - E - (to Steer's) - BUY PARKAS - (28 gold pieces) - [170/300] - W - N



- (to Mandrake's) - BUY KIT - (25 gold pieces) - [180/300] - N - S - NW - (to David and Goliath Sling Shop) - BUY SLINGS - (6 gold pieces) - [190/300] - N - N - [200/300].

(Ahead of you lies a swamp; whatever you do and wherever you go, your party will gradually be captured randomly, your score reflecting each capture, until you yourself are finally captured and placed in a cell... this is how it worked for me) - N - (to the middle of the swamp) - NE - N - E - W - E - W - E - W - (the first of your party is taken) - [190/300] - E - W - (now the second) - [180/300] - E - (twins gone!) - [160/300] - W - (now you are captured and placed in a dimly-lit cell... there is no way of avoiding this) - [130/300] - MOVE COT - LOOK - (you now see a loose stone block) - MOVE BLOCK - (you find and take a metal rod) - EXAMINE ROD - EXAMINE DOOR - (thin cracks) - PUT ROD IN CRACK - LIFT ROD - (the cell door is now open) - [140/300] - DROP ROD - N - (now to locate and rescue your friends).

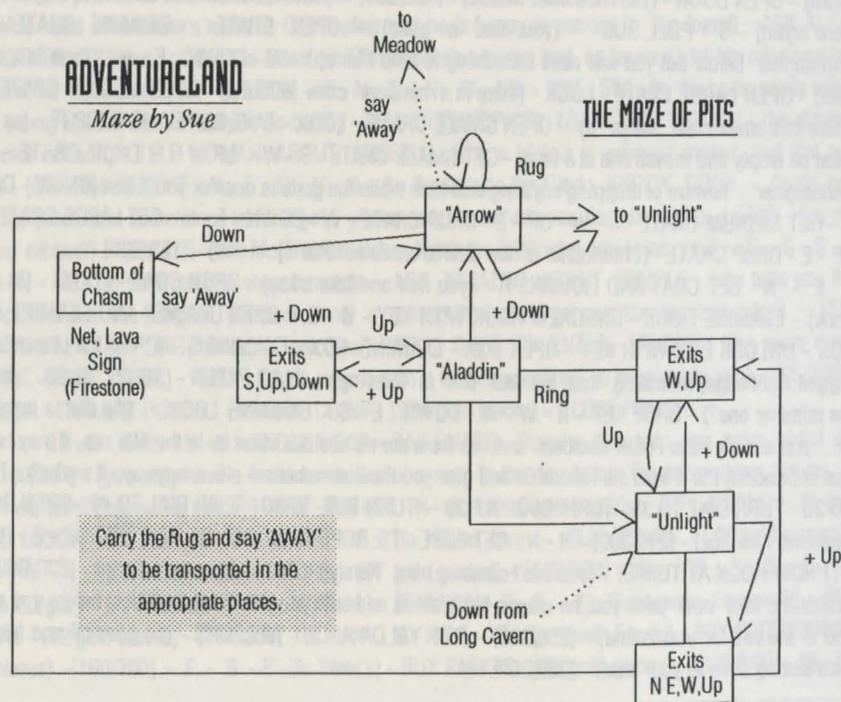
(The 'Hallways' are in two parts on each level - only TWO places permit the movement of a chair and rug although these appear in every hallway!) - E - UP - W - MOVE CHAIR - (to underneath the torch) - UP - GET TORCH - (if you drop this anywhere it will go out!) - DOWN - N - EXAMINE CHURN - OPEN CHURN - GET DASHER AND DROP IT - GET CHURN - S - W - W - UP - E - N - (this room is the only dark location but you have the torch; to open the door you need both hands free) - DROP CHURN - (as you have opened it and removed the dasher, you can...) - PUT TORCH IN CHURN - (where it will remain alight, standing up in the churn) - OPEN DOOR - (you have freed Melaia) - [160/300] - (leave the churn and torch here as you won't need them again) - S - PULL RUG - (you find a grate) - OPEN GRATE - EXAMINE GRATE - (you see Christopher below but you will need something to help him up) - W - DOWN - E - N - (there is a large crate here) - OPEN LARGE CRATE - LOOK - (there is a medium crate within it) - OPEN MEDIUM CRATE - LOOK - (there is a small crate within it) - OPEN SMALL CRATE - LOOK - TAKE ROPE AND DROP IT - (as the crates must be empty and moved one at a time) - GET SMALL CRATE - S - W - UP - E - DROP CRATE - (down to Christopher... beware of dropping anything else here while the grate is open or you'll lose it!) - W - DOWN - E - N - GET MEDIUM CRATE - S - W - UP - E - DROP CRATE - W - DOWN - E - N - GET LARGE CRATE - S - W - UP - E - DROP CRATE - (Christopher is now able to climb out and rejoin you) - [180/300].

E - N - GET COAT AND EXAMINE IT - (you find and take a key) - DROP COAT - LOOK - (to see a bare hook) - EXAMINE HOOK - UNSCREW HOOK WITH KEY - S - S - OPEN DRAWER AND EXAMINE IT - OPEN BOX - UNLOCK BOX WITH KEY - OPEN BOX - EXAMINE BOX - EXAMINE STRIP - (a list of numbers with a ragged right edge, indicating that the last one is missing) - READ PAPER - (36, 35, 39, 30... but what is the missing one?) - DROP KEY - N - W - W - DOWN - E - S - EXAMINE LOCK - (the dial is numbered 1 to 50... you already have FOUR numbers and, as there are no obvious clues as to the fifth one, it may be assumed that subtracting the 4 from the total of 50 will give you the last number - 46... anyway, it works!) - TURN DIAL TO 36 - TURN DIAL TO 35 - TURN DIAL TO 39 - TURN DIAL TO 30 - TURN DIAL TO 46 - OPEN DOOR - (the twins are now free) - [210/300] - N - N - GET ROPE - TIE ROPE TO HOOK - S - W - UP - UP - E - (to the roof) - THROW HOOK AT TURRET - (you can't climb up, but Karalyn climbs down to freedom) - [230/300] - WAIT - (Yalda the thief now joins you; he returns the bracelet and tells you how he arrived here before you and left the rod in the cell for you to find) - [250/300] - ASK YALDA ABOUT WEAPONS - (he goes off and fetches them, distributing them to your team) - [260/300].

E - DOWN - W - N - E - (you are now before Galdrax and his men) - WAIT - [270/300] - (repeat 'WAIT' until you "feel your bracelet getting warm") - REMOVE BRACELET - THROW BRACELET AT GALDRAX - (he is vanquished) - [295/300] - GET BRACELET AND WEAR IT - W - S - E - DOWN - (there is now an exit to the south from here) - S - (to outside the fortress) - S - (to the swamp) - S - (to the North City Gate) - S - (to the Heart of the City where there is much celebration) - S - (to the South City Gate) - S - S - S - S - (back to the clearing where you started) - WAIT....

The members of the band look sad, but they all know that you must go. Karalyn says, "You must lie down and return to your own world. We will miss you and can only hope that you will look back upon us fondly. Do not forget". You say goodbye to each of your friends. Christopher and the twins will live in the forest, Melaia is returning to her mountaintop home and the sorceress will return to her cottage. Yalda looks at you with sad eyes, but, before you can say your farewell, he turns and vanishes into the trees. You lie down on the bed and, just as you begin to fall asleep, you realize that there are questions that were never answered. But it is too late. As you open your eyes, you stretch and feel rested from a good night's sleep. You rise and seem to remember some sort of dream, but it must not have been very impressive, since you can't seem to recall any details about it. You stumble into the bathroom to brush your teeth. There, in the mirror, you stare at your reflection in shock. You look at your arm and see nothing unusual but, in the mirror, you can see the bracelet!

Congratulations. You have won the game. SCORE 300/300



ADVENTURE 100

Solution by Dave Barker, played on the Spectrum

This is an early, very simple Spectrum adventure. As the title suggests it has 100 locations, in a 10 x 10 grid. There are only about a dozen objects, few of which are "red herrings". All directions are in a straight line, i.e. no going around invisible bends. There are however some one way routes, and a few locations which result in immediate death on entry.

From the trading post, E, E, E, E, S - at a missionary outpost. GET MACHETE, N, W, W, W, W, S, S - in the jungle, the way south is blocked. USE MACHETE, DROP MACHETE, S, S, S, E, N, E - in a smelly damp cave. GET INSECT KILLER, S, S, W, N, W, S, S, E, S, E - in an old garden shed. GET BOTTLE, N, N, E, E - at the old abbey. GET SERUM, S, W, N, N, N, E - in a sandy place, snakes! GET KEY, W, N - bitten by a snake. USE SERUM - you feel better. E, N - in the friendly village. GET FOOD, W, N, W, W - surrounded by soldier ants. USE INSECT KILLER - you clear a path. N, N, E - by the bank of a wide river. FILL BOTTLE - with water.

W, W - back at the trading post. DROP SERUM, GET COIN, S, S, S, S, S, S, E, S, E, N, E, E, S, E, S - among a tribe of hungry pygmies. GIVE FOOD, LOOK, GET TORCH, N, N, W, S, W - in the cannibal village, a huge cooking pot hangs over a fire. LIGHT TORCH, N, E, E, N, E, E, S - at the gate of a large castle. USE KEY, DROP KEY, S, W, S, E, E - by a closed and locked wooden door. USE AXE - what axe? list does not show an axe in your inventory.

E - in the wizard's secret store room, there is a sleeping spell here. GET SLEEP, N, W, N - in the furnace room, it is very hot, you must drink. DRINK WATER, E, N, N, W - at a toll-bridge, the gatekeeper demands payment. GIVE COIN, W, N, E - at a doorway guarded by three large dogs. USE SPELL - the dogs are now asleep. E - in a small room, there is a cupboard in the corner. USE AXE - you smash the cupboard and find a sword. GET SWORD, N, W, W, N, E - you are standing in front of a huge fire-breathing dragon. USE SWORD - you kill the dragon. E, N - a young dragon guards the cave to the north. USE SWORD - the young dragon is dead. N, W - in the treasure cave. GET TREASURE, E, S, S, W, S, W, N, W, W, N, N, W, W, W, W, W - you are back at the trading post.

You have conquered many perils, brave adventurer. You can proudly say to your friends... I've done it.

DANCES WITH BUNNY RABBITS

Solution by Phill Ramsay, played on the Amstrad CPC

Loin Wardrobe, Get Clothes, Wear Clothes, Loin Bed, Get Gun, W, Get Jar, Get Carrot, S, Get Dress, N, Tip Jar, Get Cookies, Eat Cookies, Unlock Cabinet, N, Get Stick, N, Climb Counter, Turn Dial, Open Safe, Loin Safe, Get Magazine, Climb Counter, S, W, N, Cut Mirror, Examine Desk, Press Bell, S, N, U, Push Sniper, D, S, Examine Body, Get Rifle, S, Examine Bar, Give Magazine, To Lulu, Hit Man, Saddle Horse, Ride Horse, Talk Indian, Give Rifle, Fill Jar, Drink Water, Remove Clothes, Wear Dress, Drop Hanky, Remove Dress, Wear Clothes, U, Use Stick, E, E, Talk Indian, Give Mirror, Throw Stick, E, E, S, Eat Carrot, Examine Sphinx, Shoot Nose, Feel Hole, S, Eat Door, W, Examine Pot, Melt Wax, Open Pot, Loin Pot, Get Dagger, E, Shoot Arab, Move Body, Get Lamp, S, Wave Dagger, S, Pour Water, Rub Lamp, Talk Genie, Say Mummy, E, S.

HUGO'S HOUSE OF HORRORS (Unregistered version)

Hints provided by Alex McEwan, played on the PC

First off, I want to make it clear that you should save the game before you enter each room/screen and then save it after you are out of that room/screen. Make sure you have all the items you need from that room/screen first. Otherwise your save is just a waste of time. PLEASE remember this. It is very important!

Pick up the pumpkin and then type "DROP PUMPKIN". Pick up the key. Unlock and open the door. Now that you are in the house you see the professor walking upstairs. Ignore him for now. Get the candle on the table. Then go to the small opening under stairs. Don't bother trying to get in there. It won't work. Type "LOOK UNDER STAIRS". Get the two items that you see. The room immediately to the right is the dining room. The monsters are feasting but at this point if the butler comes up and recognises you he will chop your head off. GET OUT OF THERE FAST before the butler can catch you! Trying to kill him with the penknife won't work. There are two doors in here. It doesn't matter which door you go through just get out of there. You will return there later (with the proper attire) to obtain what you need from the butler.

The kitchen is the room next to the entrance room and the dining room. There is nothing in there except a broom that I haven't been able to obtain. The back door of the kitchen leads through a yard to a shed, at the present time you can't enter the shed. It has a combination lock on it. Return to the house. The room to the left of the kitchen has a very BIG dog in it. If you go in there, he will eat you! If you are in the kitchen and blow the silver whistle, he will come in there and eat you. Walk upstairs and go in the room at the end of the hall. There you find the Laboratory, the professor and Igor. The professor and Igor seem glad to see you. When the professor speaks to you, follow his directions. Afterward, the professor will leave the room. It appears you have shrunk! Don't worry, there is a purpose for this.

Exit the box and go over to the table. Make sure you are behind the glass door. Type "LOOK AT TABLE". Get the rubber bung off the table. Now how was it that the professor got Igor to do this to you in the first place? Get back in the box and type, "TELL IGOR PRESS BUTTON". After a couple tries you'll be your old self again and be able to leave the room. The room directly to your right is the bathroom. Type "LOOK IN MIRROR". Remember those numbers. Now the last upstairs room; the bedroom. Open the closet. The game is very touchy here, so be specific. Type "LOOK AT HEAD". The game will tell you what it actually is. Pick it up and head back downstairs. Go back in the kitchen and out the back door to the shed. Now those red numbers come in handy. Once in the shed, type "LOOK". Get the item and leave. You can experiment with the tree but there is no real purpose for it.

Go back in the house. You must now disguise yourself. Look in your inventory. There is an item there that will do the job. Go in the door directly to your left. You are now in the dining room. When the butler asks you if you would care for a... and you hit the spacebar, respond immediately by typing "YES". Otherwise you will miss your chance and have to wait for him to ask you again. After he is finished talking to you, exit the room through the door by the china cabinet. Now you are back in the kitchen. Here is a very IMPORTANT place to save your game. (By the way, did you know that each command is executed only when you hit return? Therefore you can walk around with a "loaded" command). Here is another touchy point. You must be specific. Type "THROW DOG CHOP" but don't hit the return button! Enter the room where the dog is and immediately hit return. If, by chance, it tells you that you aren't close enough just keep trying. You will get it right. If you get eaten before you had the chance to throw the dog the chop then all you have to do is restore the game from when you were about to enter the room and try it again.

Once the dog sits by the chop go over and pick it up (this gives you more points). The room looks pretty

empty and if you type "LOOK" the game will only say something about the dog. There is a big rug on the floor. There is something about that rug. CLUE: When you get to the part about the trapdoor being bolted shut, type "OIL BOLT" (this is very important). Now we come to the basement. You see Penelope through the door but you can't open the door. Make sure you SAVE here. Take a walk around the basement. If you walk between the right set of rocks you will find yourself in a batcave and these bats are very quick and deadly. LEAVE HERE IMMEDIATELY.

Now, back in the basement, find the right item in your inventory and then type that command and go back into the the batcave. Hit the return button to execute the command as soon as you enter the batcave. The effect won't last long so you better keep moving. Now we come to a cave with a mummy. THIS IS THE HARDEST PART OF THE GAME. Save as soon as you get in this cave. The only way to keep the mummy from killing you is to get him stuck. There are several places you can manage this BUT only two places (that I have found) keep him stuck long enough for you to get the object on the floor. Once you have done this you must move quickly towards his tomb. He will be hot on your trail! As soon as you walk through the tomb you come to a cave with a lake and an old man.

Go over to the boat. There are two things you will need to use from your inventory before you get in the boat (I will leave that to you to figure out). You will discover that you have nothing to move the boat with. Typing row or paddle won't work. Type "PUSH BOAT". Now we come to the old man. Talk to him. After a couple of paragraphs he will start asking you questions. Let's hope you know the answers. It would take away the challenge if I gave them to you! If you answered any of the questions wrong, have no fear. When the old man is finished talking, just type "TALK TO MAN" and he will start over with his message and questions. If you get them all right he will ask you one last question. No matter what your answer is, you will discover after the man is finished talking that this is as far as you can go in the game without sending in the required amount to register it with the person named under F1 - directions for the game.

AT LEAST THIS IS THE CONCLUSION THAT I HAVE COME TO!

Well, you have to admit, if you played this far into the game then you liked it!

DRUID'S MOON

Solution by Tony Melville, played on the Spectrum 48k

Start wearing a gold pendant, shoes, trousers, shirt, ring.

Open drawer, look, get flask (empty), look under bed, get money, search pockets (you have a key), turn key (in wardrobe), look, get suitcase, unlock suitcase, drop suitcase, drop key, get torch.

N, DOWN, DOWN, get stick, get receiver, get ten pence, insert coin, press button, drop handset, S, E, get knife, W, N, W, UP, listen carefully, look, talk man, look, get parchment, read parchment.

UP, N, lie altar, S, DOWN, S (you see a pike), wedge jaws with stick, fill flask (water), N, UP, N, N, DOWN, DOWN, N, W, S, get mistletoe, examine mistletoe, get berries, squeeze berries into flask, drop leaves.

N, get watch, exam watch, press button (20th March '87), wear watch, N (in a hut, you see a blind dog and a hermit), say hello, get drink, pat dog, E, S, E, enter hut, examine skins (Celica stops you), give her water, examine skins (you see a strange picture), go out.

W, W, N, UP, drop pendant, drop pendant, touch cross, get pendant, switch on torch, S, read tablet (clues), N, wait, wait, wedge rock (with knife), E, N, W, N, W, N, UP, UP, S, exam people, gaze people, talk man, give pendant.

The End

SynTax

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

Originally produced for the ST, the first issue was in July '89 and an Amiga version, which runs using an emulator in an external drive (but not on the Amiga 500 Plus or the Amiga 2000, sorry) is now available. The emulator is provided free with your first disk. The ST and Amiga versions are colour-coded issue by issue. The new PC version, programmed by Graham Cluley, runs in a similar range of colours and includes Bumblebee Red and Cheese and Onion flavour!

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

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

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

MYSTERY OF OLD ST. JOSEPH'S

Solution by John R. Barnsley, played on the ST

You have arrived in the historical town of Port St. Joseph and decide to explore the area to see what you can find out about its past. The author hints at a mysterious gold medalion (we shall use his spelling in this solution!) and mentions museums and libraries. There is no score feature and very little else to guide you in the right direction.

START: On the Oildock on the east bank of St. Joseph's Bay

E - UP - (from the top of the tank you can view the surrounding area) - DOWN - W - N - GET PIN AND EXAMINE IT - (this will be used to pick a lock later on) - E - E - E - GET FLASHLIGHT AND EXAMINE IT - W - W - N - (there is an empty boxcar here with an open door) - ENTER BOXCAR - (it moves off) - LEAVE BOXCAR - (this is the only way to get to this location at "Highway 71 Crossing") - S - (to the steps of the Gulf Co. Public Library) - ENTER LIBRARY - E - EXAMINE BOOK - OPEN BOOK - READ BOOK - (you read of Captain John Dreggs and how he wore his gold medalion even at his death and burial; the first mate was Jake Smith) - W - LEAVE LIBRARY - N - ENTER BOXCAR - (it now moves south) - LEAVE BOXCAR - (you are now at the southeast corner of town at "Niles Road Crossing").

W - N - (to the gates of the Old St. Joseph Cemetery) - ENTER GATE - READ HEADSTONE - (the grave of John Dreggs) - DIG MOUND - (you dig a six-foot deep hole with your bare hands!!) - EXAMINE CASKET - OPEN CASKET THEN EXAMINE IT - EXAMINE MEDALION - (it is a cheap replacement - so where is the real one?) - CLOSE CASKET - (I'm superstitious!!) - UP - LEAVE - S - W - ENTER SCHOOL - SW - TURN ON FLASHLIGHT - LOOK - ENTER LIBRARY - EXAMINE LOGBOOK - (some of the pages are loose) - OPEN LOGBOOK - READ LOGBOOK - ("Port Records for St. Joseph Bay 1900-1925") - READ PAGE - (you learn that the "Vagabond" arrived here on 15th June 1914 and that after the burial of Dreggs, she set sail again on 1st July under the direction of Smith) - CLOSE LOGBOOK - LEAVE LIBRARY - NE - TURN OFF FLASHLIGHT - LEAVE SCHOOL - N - GET HAMMER AND EXAMINE IT - (this has a strange use at the end!) - N - W - W - ENTER MUSEUM - EXAMINE CABINET - (the top drawer is labelled "Florida Prison Records 1875-1900") - UNLOCK CABINET WITH PIN - OPEN CABINET THEN EXAMINE IT - (you see a file) - READ FILE - (note that Jake Smith was imprisoned for theft and piracy!) - CLOSE CABINET AND DROP PIN.

LEAVE MUSEUM - E - E - N - READ SIGN - (for a message from the author) - N - W - N - GET KEY AND EXAMINE IT - N - GET DIVING GEAR AND EXAMINE IT - S - S - W - ENTER BOAT - EXAMINE CAP - (it's not needed so leave it - doesn't fit you anyway!) - DOWN - EXAMINE CHART - READ CHART - (note that Eagle Harbor is 2 moves WEST from here and that the sea bouy is 3 moves NORTHWEST from the Mouth of the Bay) - UP - (you cannot START, SAIL, SWITCH ON, so...) - TURN KEY - (to get the engines going) - W - S - (to Black's Island where you see a bottle that you cannot TAKE) - EXAMINE BOTTLE - (it's full of cloudy water) - OPEN BOTTLE AND EXAMINE IT - (this empties the bottle and you now see some weathered paper) - GET PAPER AND READ IT - (a note from Jake saying that a storm, 3 miles north of the sea bouy, is causing the ship to sink) - N - W - (to Eagle Harbor) - LOWER ANCHOR - (the author's idea of a break before the final session!).

PULL CHAIN - (to raise the anchor) - E - N - (dense fog now surrounds you, but you know from the charts that the sea bouy is 3 moves NW from here) - NW - NW - NW - (to the sea bouy; from the message in the bottle, you know that the ship was in trouble 3 moves NORTH from here) - N - N - N - (no need or facility to lower the anchor here!) - PUT ON DIVING GEAR - DOWN - (you now see the wreck of the "Vagabond") - ENTER SHIP - (you have limited moves here before the shark attacks you!) - DIG CHEST WITH HAMMER.

OPERATION STEALTH

Provided by John R. Barnsley, played on the Amiga

NOTE: At various points in the game, control of John is taken over by the computer. The commands are your actions/inputs before and after the automated sequences.

YOU START AT SANTA PARAGUA AIRPORT

EXAMINE THE COIN SLOT ON THE MACHINE TO THE LEFT - USE THE COIN ON THE COIN SLOT - (you get a newspaper) - ENTER THE DOOR TO THE LEFT - ENTER THE RIGHT HAND TOILET - OPERATE BRIEFCASE - TAKE PEN - EXAMINE PASSPORT - TAKE AMERICAN PASSPORT - TAKE THE DOLLARS - OPERATE CALCULATOR - (a secret compartment will now open) - TAKE UNUSED PASSPORT - EXAMINE NEWSPAPER - (you read the name of a country... this is RANDOM) - SET PASSPORT FALSIFIER TO THE COUNTRY MENTIONED IN THE NEWSPAPER - (using the UP/DOWN icon) - USE UNUSED PASSPORT ON OPENING - OPERATE RED ENTER BUTTON - (out comes your new passport!) - OPERATE BRIEFCASE - (to close it) - LEAVE TOILETS.

USE FALSE PASSPORT ON CUSTOMS OFFICIAL - (he will allow you to pass unhindered) - SPEAK TO WELCOME HOSTESS - (she will give you a telegram which you should read) - EXAMINE THE TELEGRAM - (it mentions "Mr. Martinez on Flight 714") - EXIT TO THE LEFT - (in front of the glass wall and continue onto the next screen) - USE AIRLINE TICKET ON GUARD - EXIT LEFT ABOVE "SALIDA" SIGN - TAKE BLUE BAGGAGE - (belonging to Mr. Martinez) - OPERATE BAGGAGE - EXIT TO THE RIGHT - ENTER THE DOOR ON THE RIGHT - OPERATE ELECTRIC RAZOR - (the razor is a tape recorder and gives you information about a meeting) - USE ELECTRIC CABLE ON PLUG SOCKET - (you'll now get a message... "Meet at Mimosas Park, wear a red carnation") - TAKE THE CABLE AND THE SHAVER AND LEAVE TOILETS - USE FALSE PASSPORT ON CUSTOMS OFFICIAL - EXIT TO THE LEFT - LEAVE THE AIRPORT THROUGH THE AUTOMATIC DOOR.

WAIT AT THE TAXI STAND BY THE SIGN - ENTER THE TAXI WHEN IT ARRIVES BY YOU - EXIT TO THE LEFT - ENTER THE BANK - USE NOTES ON BANK TELLER - (he'll change it into Santa Paraguan currency) - USE NOTES ON BANK TELLER - (if you don't do this TWICE then you won't have enough money for the bracelet) - EXIT TO THE RIGHT - EXIT TO THE RIGHT AGAIN - USE COINS ON FLORIST - TAKE RED CARNATION - USE CARNATION ON JOHN - EXIT TO THE LEFT - EXIT TOP LEFT BEHIND THE BANK - CLICK ON THE PARK BENCH UNTIL JOHN SITS DOWN - (your contact comes along and gets shot... he gives you a KEY and a CARD) - EXIT BOTTOM RIGHT QUICKLY AFTER YOU RESUME CONTROL.

ENTER THE BANK - USE KEY AND CARD ON BANK TELLER - (he'll open the safe room for you) - EXIT BOTTOM - USE KEY ON BOTTOM RIGHT SAFE - (or whichever one corresponds with the number you have on the card) - TAKE LITTLE BOX - (you must take the box BEFORE you take the envelope) - TAKE ENVELOPE - (some Russian agents will now capture you and take you prisoner!) - OPERATE GROUND - (and you'll find a piece of metal) - USE CORDS ON PIECE OF METAL - (by John's elbow... this will sever your ropes) - OPERATE METAL - (this is a Pickax) - WALK SLIGHTLY UP AND LEFT OF WHERE JOHN WAS SITTING - OPERATE PICK AXE - (repeat this at different positions until a hole starts to appear in the wall - find the particular part where there is a draught coming through - and then...) - OPERATE PICK AXE - OPERATE PICK AXE - OPERATE PICK AXE - WALK RIGHT, THROUGH THE HOLE IN THE WALL.

NOTE: On the next three screens, you need to swim over to the RIGHT of the screen but keep coming up for air and allow your oxygen bar to be fully rejuvenated. PRACTICE MAKES PERFECT! Use the LEFT mouse button to move towards the RIGHT, avoiding the rocks. When you appear out of the water... EXIT TO THE LEFT.



EXIT BOTTOM LEFT BELOW BANK - (there's a man here selling inflatable BRACELETS) - USE COINS ON MAN - (to buy a BRACELET) - GO TO HOTEL - ENTER HOTEL - OPERATE the LIFT BUTTON - (and select the SECOND floor) - (once there, get out of the lift) - USE STEPS TO THE THIRD FLOOR - (the lift does not go to this floor so you must use the stairs!) - EXIT BOTTOM - GO TO THE LAST DOOR ON THE RIGHT AND OPERATE IT - ENTER ROOM - (once in the room, Julia will point a gun at you... then, the men from S.P.Y.D.E.R. along with Otto - your double - will kidnap you and take you on a boat trip.

ON THE BOAT: (when the men start talking...) - OPERATE BRACELET - (the men will then chuck you overboard!)

IN THE SEA: When you are near the bottom - OPERATE BRACELET - SWIM TO GIRL - (by holding down the LEFT mouse button) - OPERATE GIRL (QUICKLY!) - (she will then be freed and you'll return to the surface where one of Julia's pals is waiting in a boat. He'll take you through the Jungle to Resistance HQ and then to General Manigua's place).

(The next bit will take a bit of practice, so keep trying and saving regularly until you complete all the mazes.) GO THROUGH THE MAZE UNTIL YOU FIND A KEY - COLLECT IT AND GO TO THE EXIT, USING THE ROTATING DOORS TO AVOID THE GUARDS - OPERATE HALL DOOR - ENTER ROOM - OPERATE STATUE'S ARM - USE LITTLE BOX ON SAFE DOOR - OPERATE VALIDATION BUTTON - USE 'UP' AND 'DOWN' ARROWS TO CHANGE NUMBER.

(If a light on the box goes on this means that the number shown goes in that position... if '5' is shown and light '3' goes on, then number 5 is the number of the code. When all numbers are in the correct position... OPERATE LOCK COMBINATION... when all four numbers are in the right place... TURN LITTLE BOX OFF.)

TAKE BOX - OPERATE LOCK COMBINATION - TAKE ENVELOPE - (there is now another arcade sequence... avoid the shark fins until you've caught up with the other jet-ski, then avoid the rest of the jet-skis which are chasing you) - CATCH MAN AVOIDING ROCKS - AVOID MEN - (you end up in the sea) - (Head for the seaweedy screen and EXAMINE all the SEAWEED until you find the one with "something odd" beside it) - EXAMINE SEAWEED - GET ELASTIC BAND FROM SEAWEED - OPERATE PALM TREE AT BOTTOM RIGHT - OPERATE BUTTON - (and go towards the entrance, then...) - OPERATE HATCH - USE PEN ON LOCK - (the cage lock) - USE WATCH ON LEFT WALL - USE WATCH ON RIGHT WALL - MOVE IN FRONT OF GRILL - WAIT UNDERNEATH IT THEN OPERATE GRILL - FINISH MAZES - (as before) - MOVE ALONG WALL TO LEFT OF MIDDLE SHOWER - OPERATE SOLDIER - TAKE NAPKIN - TAKE LACES - TAKE BOOTS - TAKE CLOTHES - TAKE GLASS - USE LACES ON SOLDIER - USE NAPKIN ON SOLDIER - EXIT BOTTOM - EXIT BOTTOM ON THE LEFT - ENTER TOP DOOR.

OPERATE BOTTOM RIGHT DRAWER - EXAMINE THIRD DRAWER UP ON THE LEFT THEN OPERATE IT - EXAMINE THIRD DRAWER UP ON THE LEFT - TAKE LACES - USE LACES ON JOHN - EXAMINE BOTTOM RIGHT DRAWER - TAKE THE STAMP - EXIT BOTTOM - EXIT RIGHT - ENTER DOOR - EXAMINE CLOTHES - TAKE MISSION INSTRUCTIONS - USE GLASS ON FOUNTAIN - OPERATE THE UNTIDY DESK - TAKE LIFEBOAT - EXIT LEFT - EXIT TOP ON THE RIGHT - EXIT TOP RIGHT - EXIT TOP LEFT - ENTER RIGHT DOOR - USE GLASS ON OFFICER - TAKE STAMP - (while the officer is drinking) - EXIT BOTTOM - GO TOWARDS THE EXIT ON THE RIGHT IN THE FIRST CORRIDOR - GO TOWARDS THE BOTTOM RIGHT EXIT IN THE SECOND

CORRIDOR - GO THROUGH THE DOOR IN THE THIRD CORRIDOR.

EXAMINE CIGARETTE CASE - OPERATE CIGARETTE CASE - OPERATE FIRST [BLUE RING] CIGARETTE - USE CIGARETTE PAPER ON GLASS - (a fingerprint appears) - EXIT RIGHT - EXIT BOTTOM - ENTER DOOR - TAKE INK PAD - (right of the chair) - USE STAMP ON INK PAD - USE STAMP ON MISSION INSTRUCTIONS - EXIT LEFT - EXIT TOP - USE FINGER PRINT ON FINGER PRINT ID - ENTER DOOR - EXIT RIGHT - USE MISSION INSTRUCTIONS ON MAIL BOX - EXIT TOP - USE ELECTRIC CABLE ON ELECTRIC SOCKET - (next to the trashcan) - OPERATE RAZOR - USE RAZOR ON TRASH CAN - EXIT RIGHT - (the bad guys are there, holding your girlfriend as a prisoner).

WAIT - (until a distraction is caused by the razor, then...) - USE THE BOTTOM [RED RING] CIGARETTE ON THE RED BUTTON OF THE COMPUTER - (after the computer has blown up...) - OPERATE OTTO - (do this next bit QUICKLY!) - (after the fight...) - USE COMPACT DISC ON LASER READER - EXIT THE DOOR ON THE TOP LEFT - TURN RIGHT WHEN CLEAR OF THE DOOR - (to save your girlfriend... you pick her up and you both hold onto the bottom of the escaping helicopter... the helicopter flies out of the top of the exploding island... the next screen shows a close-up of you and your girl hanging onto the helicopter... be quick to...) - OPERATE/USE ELASTIC BAND ON BOMB - (when falling from the helicopter and the second screen appears) - OPERATE LIFEBOAT...

Doctor Spyder meets his maker and you have saved the world!

DEMON FROM THE DARK SIDE

Solution by Bernard Wood, played on the Spectrum

NE, GET RUBY, EXAM BODY, PULL ARROW, SW, S, GET SWORD, EXAM STATUE, READ SYMBOLS, SAY MECLA, EXAM STATUE, E, GET LIFE SPELL, S, EXAM SLIME, GET MASK, D, EXAM WATER, CAST LIFE SPELL, EXAM PLANK, USE PLANK, CLIMB PLANK, N, EXAM STATUE, USE RUBY, S, D, BREAK STAIRS, IN, GET TORCH, GET ROPE, GET BONE, OUT, WEAR MASK, S, GET TELEPORT SPELL, LIGHT TORCH, N, DROP MASK, THROW ROPE, CLIMB ROPE, N, N, E, E, SE, KILL DRAGON.

S, IN, GET FIRE SPELL, D, D, TYPE HELP, GET WISE, GET KEY, UNLOCK DOOR, DROP KEY, CAST FIRE, LIGHT TORCH, W, GET GLOVES, WEAR GLOVES, E, GET WISE, W, EXAM BODY, GET COIN, E, DROP TORCH, E, E, GET HORN, BLOW HORN, GIVE COIN, NE, NE, THROW BONE, N, GET COLD CREAM, S, CLIMB STALAGMITE, NE, N, USE COLD CREAM, N, W, GET WISE, E, S, S, NE, EXAM FIGURE, GIVE HORN, EXAM FIRE, D, E, E, CALL SID, E, CALL SID, E, S, GET SMOKE SPELL, S, EXAM POND, GET ROOT, EXAM SPIRIT, GIVE SWORD, GET ROOT, N, N, W, W, W, N, N, GET WISE, USE TALOS, GET ICE STONE, THROW ICE STONE.

N, N, N, E, GET ROPE, GET HOOK, TIE ROPE TO HOOK, GET GRAPPLING HOOK, W, N, E, OPEN DOOR, E, D, D, E, EXAM SACKS, DROP ALL, GET STODGE, GET SMOKE SPELL, GET TELEPORT SPELL, GET GRAPPLING HOOK, S, EXAM LEAVES, GET STAFF, CAST SMOKE, GET STAFF, N, W, U, THROW HOOK, CLIMB ROPE, W, CLOSE DOOR, W, S, W, U, W, CAST TELEPORT, IN, N...

GAME COMPLETED.



ADVENTURE P. D.

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NON 03: Utility Disc. Mainly David Wild programs. Azerty, Basic +, Desk, Disc Editor, Easy Erase, Forms Management System, Hack Basic Extensions, Keyword, Menu Maker, Minicad, Minicad+, Pedit, Pilot Language, Quadratic Graph Plotter, Thinchar, Wordsearch Generator.

NON 04: Utility Disc. Mainly David Wild programs. 8 Bit Printer Patch, Amgraoh, Calendar, Calendar Printer, Database (not the same as NON 01), Directory Printer, Disc Cataloguer, Disc Cataloguer 2, Key Adventure, Label Maker, Label Printer, Label Base, Letter Head Maker II, Minilist, Pagemaker, Catalogue Printer, Rambase, Telephone Coster.
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Tape Only

TPE 01: Caves 90, Once A Knight Is Enough, Cave Capers, Stripty, The Caves Of Treasure.
TPE 02: Ghost House, Use Your Loaf, The Race, Supastore, The Antidote I-II.

DRAGONSOFT

Tape And Disc

MIX 01: 39 Solutions / MIX 02: 36 Solutions / MIX 03: 46 Solutions / MIX 04: The Phill Ramsay Collection - Four adventures written by Phill: The Sphere of Q'Li, The Weirdstone, Hades, Sys (Save Yours Sister). / MIX 05: 40 Solutions / MIX 07: The Big One. 161 Solutions at a special price of £3.50, excluding disc. 3.5" disc is needed (800k format). Disk includes all of MIX 01 - 03 and MIX 05. Has special program to view/print all 161 files.

Maps on Paper: 30p each. SAE for details.

All PD selections are £1.00 unless otherwise stated, on your own tape or disc. When sending your own tapes, use unused TDK C60 or C90 - or if discs, use Maxell or Amsoft discs. In either case send also, a Stamped Self Addressed Jiffy Bag of suitable size. If not sending your own disk, add £3.00 All cheques, postal orders to be made payable to - Adventure PD.

For further details and for details of the Adventure PD Club, send a stamped, self-address envelope to: Adventure PD, 10 Overton Road, Abbey Wood, London SE2 9SD, or Telephone 081 310 9877 between Noon and 11 p.m.



SynTax Public Domain Software Library

Disks cost £2.50 each unless stated otherwise, including P&P in UK/Europe. Outside these areas please add £1.00 to TOTAL cost. Cheques/POs should be made payable to Sue Medley, 9 Warwick Road, Sidcup, Kent, DA14 6LJ. PC owners, remember to say which size disks you require! ST disks which will run on the Amiga using the emulator on PD 182 are marked (AM+Em). Many of the text PC adventures will run on the ST using any PC emulator. These are a selection of the available disks including ones that have been popular over the last few months and the latest additions. A full list of disks can be obtained from Sue at the usual Sidcup address.

ST DISKS

STAC Games

Text/graphics unless stated

- PD 6: Wizard's Tower V1.65
- PD 8: The Payoff
- PD 89: Snatch and Crunch - "adult", text-only
- PD 94: Treasure of the New Kingdom
- PD 130: The Grimoire - updated version
- PD 175: Trials and Tribulations of an Apprentice Wizard
- PD 437: Operation Blue Sunrise - new version, now shareware
- PD 438: Slayer - multiple choice with RPG characteristics
- PD 439: Black Dawn - text/graphics with RPG characteristics

AGT Adventures. Text-only

- PD 38: The Adventure Game Toolkit - shareware v1.3
- PD 39: AGT Source Code 1 - 10 AGT adventures. Requires AGT disk

Buy both PD 38 and PD 39 for just *£3.50*

- PD 245: AGTBIG - write larger games
- PD 41: A Dudley Dilemma
- PD 42: Tark
- PD 64: Star Portal - D/S
- PD 65: Susan - adult only
- PD 66: Tamoret - D/S
- PD 67: Pork - Zork spoof
- PD 68: Son of Stagefright
- PD 72: Pork II
- PD 73: Pyramid of Muna
- PD 74: Quest for the Holy Grail
- PD 75: Sir Ramic Hobbs and the High Level Gorilla
- PD 76: The Battle of Philip
- PD 146: Dragon Slayer - adult
- PD 183: Disenchanted
- PD 218: Magic Mansion
- PD 223: Pyramid
- PD 225: Storms
- PD 261: Deena of Kolini and Lottery - adult
- PD 262: Betty Carlson's Big Date and Christian Text Adventure

- PD 269: Elf's Adventure
- PD 308: Ghost Town
- PD 314: Castle of the Alchemists
- PD 319: Apprentice
- PD 333: Hotel Notell
- PD 337: Deadly Labyrinth
- PD 341: The Lost Stone Mansion
- PD 346: The Spelunker's Tremendous Cave Adventure

- PD 348: Tales of Tavisa
- PD 350: The Tomb of the Ancient Pharaohs
- PD 363: New England Gothic
- PD 365: Mop and Murder
- PD 418: Crusade
- PD 440: Droolig and the King's Gold
- PD 442: Christian Text Adventure

TADS - all these TADS games, and TADS itself, need 1 meg.

- PD 177: Text Adventure Development System. Register to get full instructions. Includes the game Ditch Day Drifter.
- PD 178: Deep Space Drifter
- PD 378: Unnkulian Underworld: the Unknown Unventure
- PD 379: Unnkulian Unventure II: the Secret of Acme

MISCELLANEOUS ADVENTURES

- Text-only unless stated otherwise.**
- PD 40: Darkness is Forever. Text-only in medium res, occasional graphics in high res
- PD 46: Treasure Hunt Jersey - mouse-controlled graphic game
- PD 126: World CAT - "C" Adventure Toolkit for text games
- PD 248: CAT - shareware, D/S, contains ST and PC versions, needs C compiler
- PD 249: Awe-chasm - adult, D/S
- PD 356: Everyday Adventure

STOS games

- PD 93: Treasure Search + source code. Great effects, simple treasure hunt game, especially good for kids. D/S
- PD 441: Grandad and the Quest for the Holey Vest - shareware, register to get code for later stages. Excellent

- graphics. D/S, 1 meg

RPGs

- PD 5: Hack! v1.03, with ramdisk, D/S
- PD 37: DDST
- PD 127: Nethack v2.3.1 MEG, D/S
- PD 258: Mystic Well - very good DM-style game. Shareware version, so no save routine

ALEX VAN KAAM'S map disks

All D/S with slideshow program. (AM+Em in low res)

- PD 61: Bloodwych maps
- PD 129: Bloodwych Data Disk maps
- PD 131: Xenomorph maps
- PD 362: Nightmare maps/solution

JOHN BARNESLEY'S Game Help Disks (AM+Em)

- PD 59: Bard's Tale 1 Game Help Disk, maps and text, D/S

Other RPG Help

- PD 11: Dungeon Master maps and demo of the DM cheat
- PD 60: Chaos Strikes Back D/S disk of maps, including isometric 3D version of level 5
- PD 156: Chaos Editor and Bloodwych Editor
- PD 162: Chaos editor, Chaos hints/pix, Populous DM
- PD 180: A new DM dungeon created using the editor
- PD 251: Five Chaos dungeons created using the editor
- PD 252: Five more Chaos dungeons
- PD 253: SimCity editor, terraformer, cheat program and printer option
- PD 310: Captive help, maps, text files etc. (AM+Em)
- PD 368: Sim City extra cities vol. 1 D/S
- PD 370: Sim City extra cities vol. 2 D/S
- PD 425: Captive Maps by Ivan Broad, created using the Mapper program on PD 158 (AM+Em)

TALESPIIN games

- PD 176: Mountain, SDI and Mansion - written by children for children
- PD 181: The Wolf and the Seven Kids -

- aimed at 5-9 year olds
 - PD 381: Wizard's Dungeon
- UNCLASSIFIABLE!**
- PD 158: Mapper - draw, save and print maps for RPGs and text games (AM+Em)

MIND GAMES

- PD 86: Drachen - German colour version of Shanghai

UTILITIES

- PD 33: ST Writer Elite now v4.5. Excellent PD word processor which saves as ASCII
- PD 403: Intro Maker - write intros for your adventure games.

ART PROGRAMS

- PD 428: Art Tutor - shareware, register for manual and Paint Package. Written with STOS.

PC DISKS

If a program is too large to fit onto a 5 1/4" disk I'll show it by a (*). This means the program will be supplied ARcAded on 5 1/4" disk so you'll need to unARC it onto a hard disk to run it. Most games, especially the text adventures, will also run on the ST using a PC emulator.

ASSORTED ADVENTURES

- Text only unless stated.**
- PD 53: Crime, Island of Mystery, The Haunted Mission, Nuclear Submarine Adventure, Terror in the Ice Caverns
- PD 57: Golden Wombat of Destiny
- PD 62: Quest for Kukulkian, Under the Ice
- PD 153: Jacaranda Jim now v 4.03
- PD 157: Humbug now v 4.5, saves to disk as well as RAM.
- PD 170: Advanced Xoru - evaluation copy of text adventure
- PD 174: Nirvana
- PD 196: McMurphy's Mansion
- PD 197: Four With Battune (Museum, Caverns City, Battune in Wonderland and Battune the Sailor)
- PD 264: Another Lifeless Planet (and Me with No Beer...)
- PD 273: Four More With Battune (Battune Becomes an Actor, Battune - Crime-fighter, Battune goes on Safari and Battune Meets Sleeping Beauty)
- PD 274: Supernova by Scott Miller
- PD 283: Pirate Island, Castle of Hornadette and Stoneville Manor

- PD 285: Fifi's Whorehouse, Softporn Adventure (both adult only), Basic Adventure and Funcity Adventure.
- PD 286: T-Zero - Time travel adventure
- PD 295: Alien, Dark Continent and Nebula
- PD 298: Masquerade, Escape from Maya's Kingdom and The Thief's Adventure
- PD 375: Dunjin
- PD 414: Pork, original version, not the AGT one
- * PD 417: CIA, Escape from New York (both need Basic), IBM Adventure and Dungeon1, the original Lebling/Blank et al adventure!

TADS Text Adventures

- * PD 288: TADS adventure writing system plus Ditch Day Drifter
- PD 289: Deep Space Drifter
- PD 329: Unnkulian Unventure I - The Unknown Unventure
- PD 330: Unnkulian Unventure II - The Secret of Acme

CAT - C Adventure Toolkit

- PD 266: CAT - write your own text adventures, needs C compiler.
- PD 357: Everyday Adventure

AGT Text Adventures

- PD 198: AGT - write your own text adventures. £3.50 (multiple disks)
- PD 237: AGT Utilities - AGTBIG, POPHINT, PRETTY, SCRIPTER
- PD 167: Betty Carlson's Big Date
- PD 168: Deena of Kolini - adult
- PD 195: Andkara
- PD 219: Magic Mansion
- PD 224: Pyramid
- * PD 226: Storms
- * PD 229: Crime to the Ninth Power
- PD 265: Crusade
- * PD 267: Son of Stagefright

- PD 268: Elf's Adventure
- PD 278: Quest for the Holy Grail
- PD 307: Ghost Town
- * PD 309: A Dudley Dilemma
- * PD 315: Castle of the Alchemists
- * PD 320: Apprentice, the Testing of a Magical Novice
- * PD 326: Sanity Clause
- PD 328: Disenchanted
- PD 338: Deadly Labyrinth
- PD 342: The Lost Stone Mansion
- PD 346: The Spelunker's Tremendous Cave Adventure (spoof Colossal)
- PD 348: Tales of Tavisa
- * PD 349: The Multi-dimensional Thief
- PD 351: Tomb of the Ancient Pharaohs

- * PD 352: Mop and Murder
 - PD 363: New England Gothic
- OTHER ADVENTURE WRITING SYSTEMS**
- PD 394: Adventure Writer
- RPGs**
- PD 171: Moraff's Revenge
 - PD 173: Dungeons and Dragons
 - * PD 290: NetHack v 3
 - * PD 296: Vampyr - Ultima-style colour RPG
 - * PD 305: PC Hack v 3.6
 - * PD 408: Maze Quest
 - * PD 432: Realm of Harkom Vol 1, The Axe of Fargrim. Written using the Bard's Tale Construction Kit, needs 2MB hard disk space. 4 disks! £5.00

ARCADE ADVENTURES

- PD 279: Dark Ages
- PD 395: Xmas Lemmings
- * PD 404: Match 10
- * PD 405: Jill of the Jungle
- * PD 409: Duke Nukem
- * PD 411: Secret Agent and demo of Aliens ate my Baby Sitter
- * PD 412: Cosmo's Cosmic Adventure
- * PD 413: Goodbye Galaxy (Keen 4)

MISCELLANEOUS

- PD 292: Questmaster - design your own Sierra-style adventures.
- PD 299: Editors for Pools of Radiance and Bard's Tale 2 plus fixer for Bloodwych
- PD 367: SimCity extra cities volume 1
- PD 369: SimCity extra cities volume 2
- * PD 422: Character editor for Eye of the Beholder II by Hartman Game Utilities

AND THE REST...

- PD 433: Biorhythm Plotter
- VARIOUS PC-ONLY DISKS**
- Provided ARcAded or need a hard disk or high density floppies to run. 3.5" disks only, sometimes high density.
- PD 230: Humongous Cave - an expanded version of Colossal - AGT
 - PD 327: CosmoServe, an adventure for the BSS enslaved - AGT
 - PD 344: Sherwood - AGT
 - PD 349: The Multi-dimensional Thief - AGT
 - PD 385: Hugo's House of Horrors
 - PD 402: Astronomy programs and fact files, excellent
 - PD 407: Lorrintron, RPG

PD 410: Wolfenstein 3D, plus some add-ons
 PD 423: Last Half of Darkness, graphic adventure
 PD 424: Magic Candle II playable demo, 3.5" high density disk, needs hard drive and 4meg space
 PD 430: Hugo II - Whodunit
 PD 434: Ultima Underworld Demo, 3.5" high density disk, needs hard drive
 PD 435: Gateway Demo, 3.5" high density disk, needs hard drive
 PD 436: Hugo III - Jungle of Doom

AMIGA DISKS

TEXT and TEXT/GRAPHIC ADVENTURES

PD 192: The Golden Fleece - text
 PD 193: The Holy Grail - text, 1 meg
 PD 275: Midnight Thief - text or text/graphics adventure by Dylan Thomas. 1 meg. Not A600
 PD 429: Catacombs - icon-driven, graphical adventure
AGT Adventures
 PD 353: AGT text adventure writing utility. 2 drives recommended.
 PD 426: AGTBIG for the Amiga

Unless stated otherwise, AGT games need two drives to run, but they are gradually being replaced with one-drive versions.

PD 359: Battle of Philip...
 PD 360: Tark
 PD 361: Quest for the Holy Grail
 PD 366: Andkara
 PD 371: Pork
 PD 372: Pork 2
 PD 396: Star Portal (1 drive)
 PD 397: Dudley Dilemma
 PD 398: Love's Fiery Rapture
 PD 419: Disenchanted
 PD 420: Lost Stone Mansion
 PD 421: Tomb of the Ancient Pharaohs
 PD 443: Castle of the Alchemists (1 drive)
 PD 444: Apprentice (1 drive)
 PD 445: New England Gothic (1 drive)
Other AGT games are being added all the time.

OTHER ADVENTURE CREATORS

PD 400: TACL - adventure writing system plus four example adventures.
 PD 427: FRAC - autoboots, A600 compatible, verb/noun entry. Manual on disk.

RPGs

PD 377: Moria
 PD 390: Survivor, needs 1 meg
 PD 392: Hack! Rudimentary graphics.
 PD 393: Return to Earth - strategy/trading game, icon driven, German docs.
 PD 399: Legend of Lothian - single character RPG with Ultima style top down view.

RPG Help

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

UNCLASSIFIABLE!

PD 401: AmiGraph III - dungeon mapping utility

UTILITIES

PD 182: ST emulator for Amiga, contains several other useful utilities. A500 only.

If you have any disks suitable for inclusion in the list, please contact Sue. I'd be especially interested in an ST emulator for the A600+/A600.

SYNTAX PD UPDATE

ST DISKS

3 D CONSTRUCTION KIT GAMES

461 - The Maze
 462 - Hysula

STAC ADVENTURES

463 - Mysterious Realm
 464 - Escape From Signus Alpha
AGT
 465 - Jubilee Road

RPGS

466 - Dungeonlord. 3 levels of Shareware. DM-type game from the USA.
 467 - Cailynvorn. D&D-style RPG.
 468 - Omega. Moria-style RPG. 1 Meg

PC DISKS

TEXT ADVENTURES

446 - Mutant Invasion, Intercept and Red Planet

AGT

*447 - Pyramid Of Muna
 *448 - Love's Fiery Rapture
 449 - Tark
 *450 - Battle of Philip...
 451 - Der Ring Des Nibelungen
 452 - Susan (Adult)
 *453 - Sir Ramic Hobbs...
 *454 - Pork
 455 - Pork II
 *456 - House of the Os
 *457 - Star Portal
 *458 - The Pilot
 459 - Fast Lane
 460 - Easter Egg Hunt

Solutions

Send a First Class Stamp for each solution requested and a SAE. This isn't the full list, so if you don't see what you need... ask!

A.R.E.N.A.

Adult II
 Adultia
 Adventure 100
 Adventure 200
 Adventure 550
 Adventure In Atlantis
 Adventure Quest
 Adventureland
 Altershock
 Agatha's Folly
 Alice (AGT)
 Alice In Wonderland
 Alien
 Alien Research Centre
 Alstrad
 Altered Destiny
 Amazon
 American Suds
 Amity's Vile
 Andromeda III
 Angelique
 Another Bloody Adventure
 Another World
 Antidote
 Antilliss Mission
 Appleton
 Arazok's Tomb
 Arlene
 Arnold 1: Goes To Somewhere Else
 Arnold 2: Trial Of Arnold Blackwood
 Arnold 3: The Wise And Fool Of A. Blackwood
 Arrow Of Death. Part 1
 Arrow Of Death. Part 2
 Arthur
 Ashby Manor
 Ashkeron
 Alalan Adventure
 Atlantis
 Aunt Velma
 Aural Quest
 Aussie Assault
 Avior
 Avon
 Axe Of Kolt
 Aztec Tomb
 Aztec Tomb Revisited

B.A.T.
 Ballyhoo
 Balrog And The Cat
 Bard's Tale I

Bard's Tale II
 Barsak The Dwarf
 Base, The
 Basque Terrorists In Dartmouth
 Battle of Philip
 Battletech
 Battune In Wonderland
 Battune The Sailor
 Beale Quest
 Beer Hunter
 Behind Closed Doors 1
 Behind Closed Doors 2
 Behind The Lines
 Behold Atlantis
 Beneath Folly
 Bermuda Triangle
 Bestiary
 Belty Carlson's Big Date
 Bew Bews
 Beyond Zork
 Big Sleaze
 Bimble's Adventure
 Bite Of The Sorority Vampires
 Black Cauldron
 Black Fountain
 Black Knight
 Blackscar Mountain
 Blade Of Blackpoole
 Blade The Warrior
 Blag, The
 Blizzard Pass
 Blood Of The Mutineers
 Blue Raider
 Boggit, The
 Bomb Threat
 Book Of The Dead
 Border Harrier
 Border Zone
 Bored Of The Rings
 Boredom
 Bornless One, The
 Borrowed Time
 Bounty Hunter
 Bralaccas
 Brawn Free
 Breakers
 Brian And The Dishonest Politician
 Brian The Bold
 Brimstone
 Buckaroo Banzai
 Buffer Adventure
 Buggy
 Bulbo And Lizard King

Bungo's Quest For Gold
 Bureaucracy
 Burlough Castle Buttons

 Caco Demon
 Cadaver
 Cadaver: The Last Supper
 Calling, The
 Camelot
 Can I Cheat Death?
 Canasto Rebellion
 Captain Kook
 Case Of The Beheaded Smuggler
 Case Of The Mixed-up Shymer
 Castle, The (W. Pooley)
 Castle Adventure
 Castle Blackstar
 Castle Colditz (K-Tel)
 Castle Eerie
 Castle Master I
 Castle Master II
 Castle Of Mydor
 Castle Of Riddles
 Castle Of Terror
 Castle Of The Skull Lord
 Castle Thade
 Castle Thade Revisited
 Castle Warlock
 Cave Capers
 Cave Explorers
 Cavern Of Riches
 Challenge, The
 Chambers Of Xenobia
 Changeling
 Chaos Strikes Back
 Chrono Quest I
 Chrono Quest II
 Circus
 Citadel Of Chaos
 City For Ransom
 City Out Of Bounds
 Classic Adventure
 Claws Of Despair
 Cloak Of Death
 Cloud 99
 Codename - Iceman
 Colditz (Phipps)
 Colonel's Bequest
 Colorado
 Colossal Adventure
 Colour Of Magic

Commando
 Complex
 Conch
 Confidential
 Conquest Of Camelot
 Conquests Of The Langbow
 Corruption
 Corvax: The Last
 Corya I
 Count, The
 Countdown To Doom
 Crack City
 Cranston Manor
 Cricket Crazy
 Crime Adventure
 Crimson Crown
 Crisis At Christmas
 Crispin Crunchie
 Critical Mass
 Crom
 Crown Jewels
 Crown of Ramhotep
 Cruise For A Corpse
 Crusade
 Crystal Cavern
 Crystal Frog
 Crystal Of Chantie
 Crystal Quest
 Crystals Of Carus
 Crystals Of Doom
 Cuddles
 Cup, The
 Cup, The (River)
 Curse, The
 Curse of Calutha
 Curse Of Crowley Manor
 Curse Of Shaleth
 Curse Of The Seven Faces
 Cursed Be The City
 Custerd's Quest
 Cuthroats
 Cyborg

 Dallas Quest
 Damocles
 Dance Of The Vampires
 Danger, Adventurer at Work!
 Dangermouse In The Black Forest Chateau
 Dare, The
 Dargon's Crypt
 Dark Crystal, The
 Dark Lord

Dark Lore
 Dark Planet
 Dark Side (Incentive)
 Dark Storm
 Dark Tower
 Darkest Road
 Darkness Is Forever
 Darkwars
 Dead End
 Dead Enders
 Deadline
 Death In The Caribbean
 Deathbringer
 Deek's Deeds
 Deena Of Kolini
 Deja Vu I
 Deja Vu II
 Demon From The Darkside
 Demon's Tomb
 Demons's Winter
 Denis Through Drinking Glass
 Der Ring Des Nibelungen
 Desert Island
 Desmond and Gertrude
 Detective
 Devil's Hand
 Devil's Island
 Diamond Trail
 Diplomat's Dilemma
 Doctor Goo And The Samorans
 Doctor's Demise
 Doggy Geezers
 Dogboy
 Dome Trooper
 Domes Of Sha
 Dondra
 Don't Panic- Panic Now
 Doomlords I - III
 Doomsday Papers
 Dracula
 Dracula II (C64)
 Dracula's Castle
 Dracula's Island
 Dragon of Notacare
 Dragon Slayer
 Dragonstar Trilogy
 Dragonworld
 Dragon's Breath
 Drakkhen
 Dream Zone
 Driller
 Dudley Dilemma, A
 Dun Darach

Space Rogue
Space Vixens
Spacy
Special Delivery
Spectre Of Booballyhoo
Spellbreaker
Spellcasting 101
Spiderman
Spooft
Spooky House
Spy Trilogy
Spycatcher
Spyplane
Spytrek Adventure
Squynchian Adventure
St. Jives
Staff Of Law
Staff Of Power
Staff Of Zaranol
Stainless Steel Rat
Saves The World
Slalag 23
Starflight I
Starflight II
Star Portal
Star Reporter
Star Trek: Promethean
Prophecy
Star Wreck
Starcross
Starship Columbus
Starship Quest
Stationfall
Storm Mountain
Stone Table
Slowaway
Stranded
Strange Odyssey
Subsunk
Suds
Sundog
Supergran

Survival
Survival Of The Fittest
Susan
Suspect
Suspended
Swamp, The
Sweet Sixteen
Sword Of Vhor

Tales Of Mathematica
Talisman Of Lost
Souls
Talisman Of Power
Tamoret
Tangled Tale
Targhan
Tark
Tass Time In Tone
Town
Teacher Trouble
Tealand
Tears Of The Moon
Temple Curse
Temple Of Terror
Temple Of Vran
Temple Terror
(Allantis)
Ten Little Indians
Terror Castle
Terrormolinos
Theatre Of Death
Theme Park Mystery
There's A Bomb Under
Parliament
Thermonuclear
Wargames
Thief (Corrupt Code)
Thief, The (River)
Thief's Tale
Thompson Twins
Three Musketeers
Time Lord's Amulet

Time Machine
Time Quest (Central)
Time Quest (Legend)
Time Quest (Scorpio)
Time Thief
Time Traveller
Times Of Lore
Tir Na Nog
Tizpan, Lord / Jungle
To The Manor Bourne
Token Of Ghall
Tomb Of Xeipos
Top Secret
Torch And Thing
Total Eclipse
Total Reality Delusion
Tourist Trouble
Tower Of Despair
Tracer Sanction
Trail
Transylvania
Treasure
Treasure Island (River)
Treasure Island
(Windham)
Treasure Island Dizzy
Treasure Of The Santa
Maria
Trials And Tribulations
Of An Apprentice
Wizard
Trinity
Trixie's Quest
Trouble At Bridgeton
Twice Shy
Twilight Zone
Twilight's Ransom
Twin Kingdom Valley

Ultima IV
Ultima V
Ultima VI
Ulysses And The
Golden Fleece
Underground
Adventure (AGT)
Underworld Of Kyn
Uninvited
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Upper Gumtree
Urban
Urban Upstart
Urquahart Castle
Use Your Loaf
Utopia

Valhalla
Valkyrie 17
Valley Of The Kings
Velnor's Lair
Venom
Very Big Cave Adv.
View To A Chip
Village Of Lost Souls
Village Underwood
Violator Of Voodoo
Virus
Voodoo Castle

War In Middle Earth
Warlord
Waxworks
Weaver Of Her Dreams
Welladay
Werewolf Simulator
Whiplash And
Wagonwheel
Whistle
White Door aka Crisis
At Christmas
White Feather Cloak

Who Done It
Width Of The World
Will O' The Wisp
Winter Wonderland
Wishbringer
Witch Hunt
(Audiogenic)
Witch Hunt (River)
Witness
Wiz Biz
Wizard And The
Princess
Wizard Of Akryz
Wizard Of Oz
Wizard Quest
Wizard's Scrolls
Wizrd's Skull
Wizard's Tower
Wizard's Warrior
Wollman
Wonderland
Woods Of Winter
Worm In Paradise
Wychwood

Xanadu
Xenomorph

Yawn
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Yukon

Zacaron Mystery
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Zork Zero
Zzzz

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Count, The. H. P43 (2)

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Crispin Crunchie. S. P67 (1)
Crusade. R+CH. P12 (1)
Crystal Of Chantia. S. P44 (3)
Curse Of Calutha. R+CH+ Ma. P19 (5)
Cursed Be The City. R. P20 (4)
Dances With Bunny Rabbits. R. P16 (7)
Danger! Adventurer At Work! S. P57 (5),
R. P37 (6)
Dark Storm. R+CH. P9 (2)
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Davey Jones Locker. R+CH. P25 (6)
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Death Knights Of Krynn, Part 1. H.
P65 (6), Part 2. P55 (7)
Deathbringer. CH. P66 (3)
Deena Of Kolini. Ma. P59 (1)
Deena Of Kolini. R+CH. P13 (1)
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Dragon:Corya The Warrior Sage.R.P22(6)
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Dudley Dilemma. Ma. P68 (4)
Dudley Dilemma. R+CH. P10 (3)
Dudley Dilemma. S. P66 (4)
Dungeon Adventure. H.P55(4), H.P63
(5), H. P73 (6)
Dungeon Quest. S. P56
Earthshock. R. P13 (2)
Eclipse. R+CH. P19 (1)
EcoQuest 1: The Search For Cetus.
R. P22 (7)
Eleventh Hour. R+CH. P8 (5)
Elf's Adventure. Ma+ S. P54 (2)
Ellisnore Diamond. R. P13 (3).
Ellisnore Diamond. S. P58 (7)
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Gymnasium. S. P60 (2)
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I Wish People Who Lived In Wales Had
Legible Handwriting. F. P45 (5)
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Part 1. P74. (6), Part 2. 68 (7)
Indiana Jones And The Fate Of
Atlantis. R. P18 (7)
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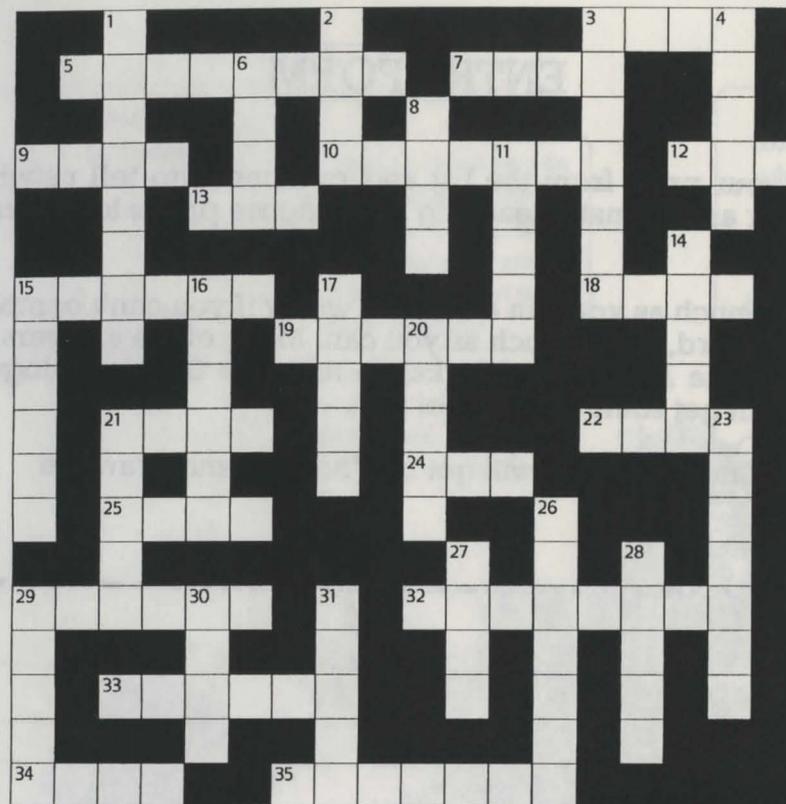
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Across

- 3 Reverse my mood and rescue me from Iris.
- 5 Place where Amstrad adventures are made.
- 7 Bottom part of a Ken Bond game?
- 8 Cathedral town may be cursed.
- 10 Escape to _____
- 12 May unlock a paradox.
- 13 Not young.
- 15 Into something secret and magical?
- 18 An abbreviation in a Simon Avery game.
- 19 Hunter may be tied up?
- 21 Block of stone.
- 22 Mislead.
- 24 Not the beginning.
- 25 Cancel.
- 29 Sandy place to get lost in?
- 32 Valuable items.
- 33 A "silent" place?
- 34 Aid.
- 35 Fighter.

Down

- 1 _____ of Keler.
- 2 Use this piece of bread.
- 3 Sweetheart Of Gertrude.
- 4 Scrooge was one.
- 6 Belongs to Morgan.
- 8 Not alive.
- 11 Energetic vampires may do this.
- 14 Inner, not outer.
- 15 Spite
- 16 Land surrounded by water.
- 17 Homicide or Hell.
- 20 No reds or greens in prison.
- 21 Lost a talisman?
- 23 Killed the Minotaur?
- 26 May cause trouble.
- 27 Common one may have royal adventures.
- 28 Association to produce "golden" adventures.
- 29 Ending of a life.
- 30 Not common.
- 31 Warrior sage.

ENTRY FORM

Chose your prize from the list and remember to tell us which computer and format. Please do NOT choose prizes for different computers.

Fill in as much as you can and don't worry if you can't complete the crossword, do as much as you can. Many of the answers are based on the Adventure Workshop and The Guild catalogues, so you can get some help there.

In the event of a tie Sue will get her 'hat' out and draw the winner.

Name.....

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1).....

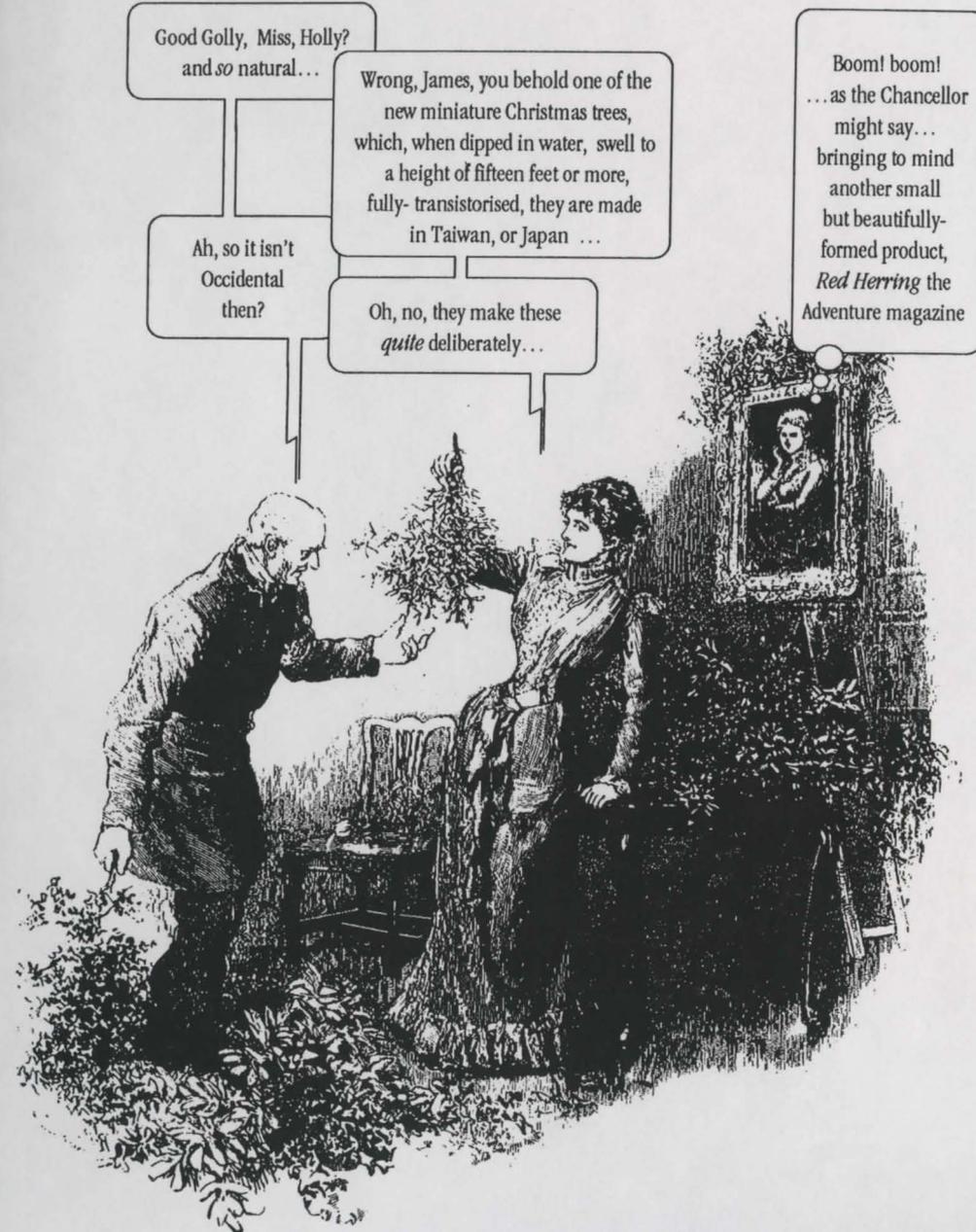
2).....

3).....

My computer is



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