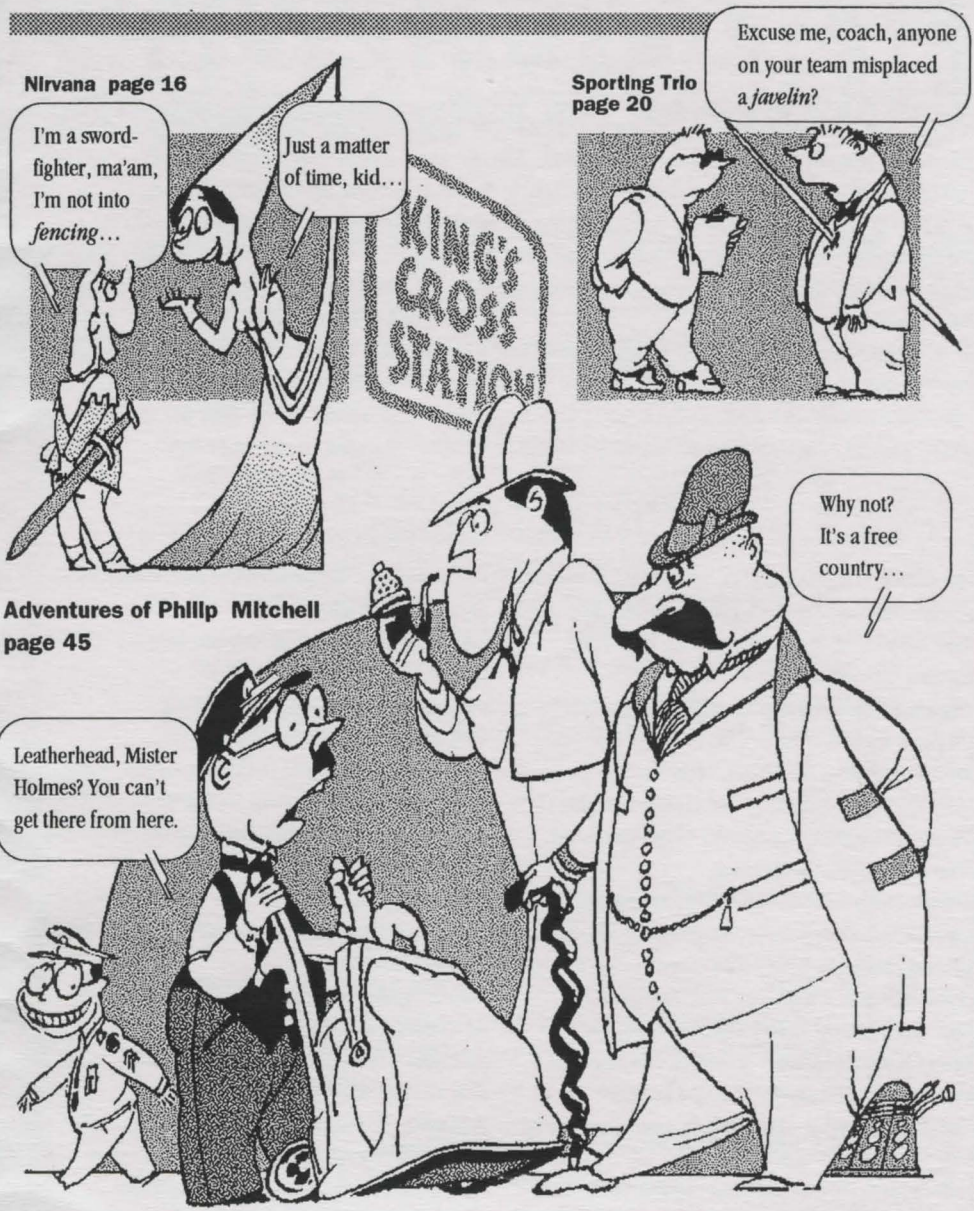
ISSUE NUMBER 9

RED HERRING

FEBRUARY,1993



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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*

Adventure Probe, 52 Burford Road, Liverpool L16 6AQ. *Cheques/POs to Adventure Probe*

Adventure Workshop, 36 Grasmere Road, Royton, Oldham, Lancashire OL2 6SR. *Cheques/POs to P. M. Reynolds*

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 T Kemp*

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

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

Labyrynth 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*

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, Birmingam B12 8QT. *Cheques/POs to John Ure*

Special Reserve, PO 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 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX. *Cheques/POs Zenobi Software*

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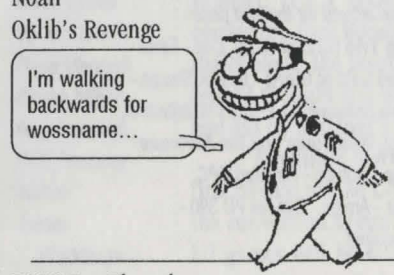

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Get Info

Danger! Adventurer at Work 2 - by Simon Avery - The Guild - Amstrad & Spectrum - £2.00

Deep Probe - by Jon Lemmon - Compass - Spectrum - £1.99 (Outside the UK - £2.99)

Goblin Towers - Classic Quests/Audiogenics - C64 tape or Amstrad CPC tape £12.95, C64 disk or PC £14.95, Amstrad CPC disk or Amstrad PCW £19.95.

Grimoire - by Richard Lee - SynTax (Public Domain) Disk Library - PD 130 - ST

Helvera - Mistress of the Park - by and available from Bob Adams, 81 Uplands, Welwyn Garden City, Herts, AL8 7EH - PC, ST & Amiga - £3.00

Nethack - SynTax (Public Domain) Disk Library - PD 290 (PC) & PD 127 (ST)

New England Gothic - AGT for PC, ST & Amiga - SynTax (Public Domain) Disk Library - PD 363 / ST - PD364 / Amiga - PD445

Life of a Lone Electron - by Gareth Pitchford - Zenobi

Nirvana - SynTax (Public Domain) Disk Library - PD174 - PC

Noah - Spectrum PD Library - Spectrum - 99p

Oklib's Revenge - by and available from Sue Medley, 9 Warwick Road, Sidcup DA14 6LJ - Amiga, PC & ST - £5.00

PAWS for Thought Volume 1 - The Guild - Spectrum +3 - £5.00 disk only

Return To Earth - SynTax (Public Domain) Disk Library - PD 393 - Amiga

SimLife - Maxis/Mindscape - PC only - RRP £45. *Shop around for the best price*

Sporting Trio (Cricket Crazy, Cup - Final Frenzy and Gold or Glory) - by C.A Sharpe - Alternative Software, A1 Primary Distribution, Pontefract, West Yorks, and The Adventure Workshop, Oldham - Amstrad CPC

Survivor - Amiga - SynTax PD 390 - 1 meg required

STUCK IN AN INFOCOM ADVENTURE?

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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.

E D I T O R I A L

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Red Herring is edited by Marion Taylor & Sue Medley. Published by Marion and Friends. Design and cartoons by Ken Taylor.

Well done everyone who entered the 8-bit Crossword Competition. Results and solution on page 23. We have another Competition for you in this issue - not a crossword this time. It's being sponsored 'again' by Special Reserve, thank you, folks. Details and entry form at the back of the issue.

I'm often asked why we don't have a Game Rating System in Red Herring. Well, for one thing, I don't like them, having had one forced on me when editing AdventureSpot on Micronet. To be honest, I never knew how to rate adventures in percentage terms and thought it was a pretty useless thing to do anyway. Reviews are personal opinions and should be taken as such. Some reviewers go crazy at the first sign of a spelling mistake (mind you, there are some humdingers around and I've often been tempted to make a list of them), others don't mind too much just so long as the game itself is okay. For example, in this issue there are two reviews of Danger! Adventurer At Work. 2. Phill Ramsay, admittedly a Simon Avery fan, liked it but Andrew Craig, who doesn't appreciate Simon's humour, didn't. In the review of PAWS For Thought, Geoff Lynas points out that three people, including himself have differing opinions of Corya. There are loads of other examples. So, game ratings are out... in Red Herring anyway.

Les Mitchell has been forced to close Goblin Gazzette due to lack of support. It's a great pity, because Les had been doing a very good job of converting Bare Bones from a Solutions-only into a full-blown fanzine. As well as the content, the layout and design were looking very good and he'd put a great deal of thought and work into it. Hard luck, Les, I'm sorry you had to close... but you did try and that's the main thing.

Adventure Workshop are about to branch out into the 16-bit market. Their first release will be Clive Wilson's "The Darkest Road" for the PC. Clive has done the conversion himself using the AGT system. Initially Adventure Workshop's 16-bit games will be released as Shareware with a registration fee of £5.00, but of course, you can buy them from Adventure Workshop at the same price. "The Darkest Road" isn't available yet, Phil is waiting for his licence from AGT, when that arrives (soon) the game will be advertised.

The Guild are also branching out with a PD Library for the Commodore and Spectrum. Each title will be on sale for £1.00 each (contact Tony Collins at The Guild for a full list). The PD Library won't just be for adventures, Tony is hoping to expand it with non-adventure related software. Any author who would like to add his/her game to it, please contact Tony.

And finally... it has been *politely* pointed out to me that, although I said that the two volumes of Lost Treasures Of Infocom were widely available this is not so. A case of "ooops... sorry". Any PC user having difficulty finding them should try ECU, Unit A2/A3, Edison Road, St. Ives PE17 4LS (0480 49889). I'm informed that they are a reliable mail order firm and that their prices are the cheapest so far found. Mac users try MacLine and MacWarehouse.

Marion

BYTES & PIECES

The Guild have several new Spectrum and Commodore releases in the pipeline including games from Dorothy Millard, Frank Oliver and Simon Avery (including Dances with Bunny Rabbits!). Several Zenobi games are also being converted to the Commodore starting with Dr. Jekyll and Mr. Hyde, Bored of the Rings, Bugsy and Arnold the Adventurer. Tony has also secured the C64 rights to convert the remaining Clive Wilson games (Tears of the Moon, Darkest Road and three other titles).

Zork fans will be pleased to hear that Activision are working hard on Return to Zork. Like LGOP2 it is a graphic adventure but the puzzles will be much more intricate and it is said to have a 'revolutionary' interface. The art work will incorporate live actors.

Zenobi have taken on the range of Delbert the Hamster software. Contact Zenobi at the usual address for a price list.

Ultima Underworld II is out now (around £40.00 for the PC) and sounds a vast game, containing eight new worlds below Britannia including a city buried in ice, a floating castle and an ancient tomb. It features smoother animation and more detailed creatures plus new terrain features (shifting floors, water currents, thin ice) new spells and nastier puzzles and traps.

Tegel's Mercenaries is another newie from Mindcraft. It's a strategy game where you lead a squad of 20 men, women and aliens on various missions for General Tegel. You can also use the built-in scenario kit/working interface developer to design your own missions.

The Amiga version of Amberstar has apparently been withdrawn... it's full of bugs! It will be re-released as soon as a playable version is available. Whenever that will be!

If you enjoyed SimCity, what about using your skills in ancient Rome? Construct and defend cities to advance the Roman Empire, building amphitheatres, forums, temples, aqueducts etc. and walls to protect the inhabitants. Battle sequences are also incorporated..

SSI move into horror with Veil of Darkness as you do battle with the evil Kairn. Using a point and click interface, auto-mapping and a choice of combat levels, it sounds a good one to 'get your teeth into'!

If you've completed Mindcraft's Magic Candle I and II, you'll be pleased to hear Magic Candle III is on its way. Destroy the monsters of the Blight using your team of heroes, armed with weapons and magic.

Also from those busy people at Mindcraft comes Star Legions, a space war simulation from the creators of Star Fleet.

JUST OUT... PC GAMES BIBLE by Robin Matthews & Paul Rigby. Over 2,000 games of all types reviewed - the good, the bad and the ugly! No punches are pulled. £12.95. Available at bookshops or from Sigma Press, 1 South Oak Lane, Wilmslow, Cheshire SK9 6AR. Telephone : 0625 531 035. Credit card orders accepted. IBFN 1-85058-332-3

Sue

FEEDBACK

"... It was with great interest that I read the letter from Tim Kemp in both SynTax and Red Herring. Sadly I think he is totally wasting his time trying to convince Gilsoft, Incentive or any other major software house that they should release a 16-bit adventure game system.

Let's face facts, the one thing they are concerned about is making a profit and the days of text adventures selling on a mass market is over. Tim rightly states that there are some 16-bit writing systems available but to suggest that, because they do not have a programming team working on them and a multi-thousand pound backing, they will be substandard, is a suggestion that does not always hold true. Look at GAC, for example, this had all the backing of a major software house but can you honestly say it was a first rate product?

Now some of the systems available are not exactly works of art and some are substandard but if you are determined to write a text adventure at least they are there. Of the current crop I believe TADS is by far the best of the lot. This fine system is already available for the ST, PC and MAC but an Amiga version is what people really need.

I doubt even if Tim could persuade Gilsoft to do a 16-bit version of PAW it would be any better than TADS. I would suggest Tim, and other readers who are interested, would be better spending their time to petition Mike Roberts at High Energy to do an Amiga version of TADS. At least here we have a person who is interested in text adventures and striving constantly to improve his already excellent system. You only have to ask anyone who has used TADS to realise that it is certainly not substandard.

I'm sure Tim's heart is in the right place but major software houses... you're wasting your time. Get your pens out and start writing to Mike Roberts at High Energy and tell him we need an Amiga version of TADS!

PS: The ST and PC versions of 'The Four Symbols', written using TADS, are virtually finished and should be ready for release early to mid March (end of plug!)..."

The Grue! Ormskirk

High Energy Software can be contacted at PO Box 50422, Palo Alto, CA 94033, USA *Sue*

"... I'm very pleased you printed my letter concerning the lack of a REAL adventure writing system for 16-bit computers in the last issue. I didn't mean to overlook all the other adventure writing utilities out there that are available from most PD suppliers. That means that the people responsible for writing them certainly don't deserve to be overlooked either. Their efforts are valiant ones, and I have nothing but admiration for their talent and for also supporting adventures. The games written using the systems you detailed (namely AGT, EAMON, AGTBIG, TADS, STAWS, CAT, GAGS, ADVENTURE WRITER, TACL and FRAC) are, I'm sure, very good indeed. Well, the ones I've seen using TADS, EAMON and AGT were pretty good at any rate. My main point was that those LARGE companies that should be bringing us great adventure writing utilities are failing to do so, and are failing to exploit a market that is not catered for in any way shape of form by the big boys of the computing world (MICROPROSE, ORIGIN, ELECTRONIC ARTS, OCEAN etc.) I repeat that it is VIRGIN territory, and that anybody coming up with something good (i.e. something PAW-like or even QUILL-like) must have a good chance of cleaning up.

What I finished up saying in my original letter was that I thought a 'well designed' 16-bit

adventure writing system would be a sure fire winner. Perhaps I should have added that if a properly designed, marketed and backed-up system were to appear (one that was able to display graphics in one form or another) then things would get off to a good start. A decent (official?) user group could be formed, where cheap data disks containing digitised graphics (general themes like fantasy settings, monsters, building components etc.) could be made available. We then have the scenario of a group of users springing up (backed by an official publication perhaps?) who could exchange information, programming tricks and tips, images, ideas and knowledge (and games). Hey, isn't that just what DOMARK did with the 3D Construction Kit user group they set up?

I, like most people. hold little hope of seeing a 16-bit text adventure creator spring forth from the likes of GILSOFT - though if it did would you deny that it would be the best / easiest to use / most fully featured adventure creator on the 16-bit market? I do, however, hold out hope that one of the 'big guns' will see the light and at least think about doing something sometime in the future. Perhaps they are merely overlooking the graphic adventure market, or simply need to be reminded that not all adventures are text adventures (hence my please for you (the readers, not me. M) to write to places like DOMARK to sound them out)). Take a look at the SPELLCASTING series of games or those from MAGNETIC SCROLLS and tell me that some form of SPLIT SCREEN text/graphic adventure creator couldn't be appreciated by the masses, and also be put to good use by budding adventure authors..."

Tim Kemp, Norwich

I remember, about a year or so ago, one of my friends enthusing about a professional all-singing, all-dancing text/graphic adventure writing program for the Amiga. It was American and called VISIONS (I think). How well did that do? Anyone know? *Marion*

"...I read with interest the article by Mr. Johnston in your Red Herring Magazine. I would however point out that the article is basically flawed. Never has a software house been referred to as 'Pirate' since the magazines, which are advert dependent, would not be permitted to do so. Anymore than they have a choice of software they can offer as supposed 'Freebees'. The term 'Pirate' is reserved. by software houses and their lackey magazines, for the software buying public. The 'Buzz Word' for the activities of the software houses is "CLONE" ! Thus It is perfectly O.K. to use "A Manic Miner Clone" or a "Hobbit Clone" when referring to a software house rip-off. However The dictionary defines Clone as :- A perfect image or copy. So while the theft is still as indicated in Mr. Johnston's article, use of the word clone is preferred by the software houses and magazines to distinguish between the class of thief.

While on the subject of dictionaries, could I point out that the spelling of your Fanshaw character is wrong. The Oxford Dictionary of Spelling gives the following :-

FEATHERSTONEHAUGH as the correct Victorian spelling - pronounced as FAENSHAW The phonetic spelling of the word has obviously produced the FANSHAW that you use..."

Hamish Mclan, Manager,
Loch Nagar Fish Farm

Featherstonehaugh is too hard to spell! *M.*

"...I accept the points put forward by Hamish McIan but disagree that the article is faulty. I merely wished to indicate that using 'pirate' for 'thief' was corrupting our language. Who today would say that they had a 'gay' time at a party, yet in my youth it would have been a normal expression of having thoroughly enjoyed yourself. It may please the thief to call himself by some other name to hide from himself and/or others that he is a thief but I am afraid that "a rose by any other name will still smell the same!" The latest buzz-phrase is "this is a reworking of an old 8 bit classic" which translated means that the author having no artistic ability of his own, stole a piece of software from a now defunct company and rewrote it as suitable for 16/32 bit machines - Still theft according to copyright laws..."

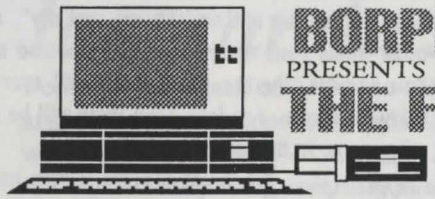
Jim Johnston, Auchtertool

"...It's not hard to tell that you are not a PC fan. On page 6 in the last issue I find "Alone in the dark a 3D animated game with a horror theme should also be out soon but needs an optimum speed of 33Hz!" A 33Mz what? 386SX? Possibly. 386DX? Also possible, but that's considerably faster. It could even be taken to mean a 486DX, which would rule out all but a few percent of PCs..."

Bruce Mardle, Isle of Wight

Yikes... All those tekky words... How do you expect me to know the answer to anything like that? Wot's Hz mean, anyway? I asked for an explanation from Tim Lomas, but I didn't understand past the first couple of words! PCs... shudder... horrid, nasty, complicated things, I'd rather have my trusty XZ81.

Marion



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"This game is a a little gem" Adventure Probe
"One of the better games around" Syntax
Rated 18/20: The Strategy Club.

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West Lancs L39 1 QH

DEEP PROBE

Reviewed by Joan Dunn, played on the Spectrum

At the beginning of the game you have the option to input COMPASS, VOCAB, and INFO. INFO is very important as it tells you... 1. How to use the helmet. Type "O" gives you a record of how much oxygen remains. It can be recharged by use of the nozzle. Each time you recharge your helmet, you use power. 2. Anttilis power. Type "A" gives you the number of power cells remaining, this appears on a display line at the top of the screen. 3. Pressure. Type "P" to find the pressure appearing as a small box on the screen. 4. Torpedoes. Type "T" to see the number available on a display line at the top of the screen.

You also receive messages from your Captain. These appear as moving words at the top of the screen, accompanied by a "beep" as each word passes. They give very important information.

There is a window in the first location and you should examine this constantly to ascertain what is happening outside the sub. There are numerous buttons, a lever, a panel and a keypad. These all give essential information and are clearly marked. The keypad needs three digits to move the Anttilis to a different sector... so keep a look out for figures. As you move underwater, there is a change in screen colour to a pale green and this gives you quite the right feeling of swimming in the sea.

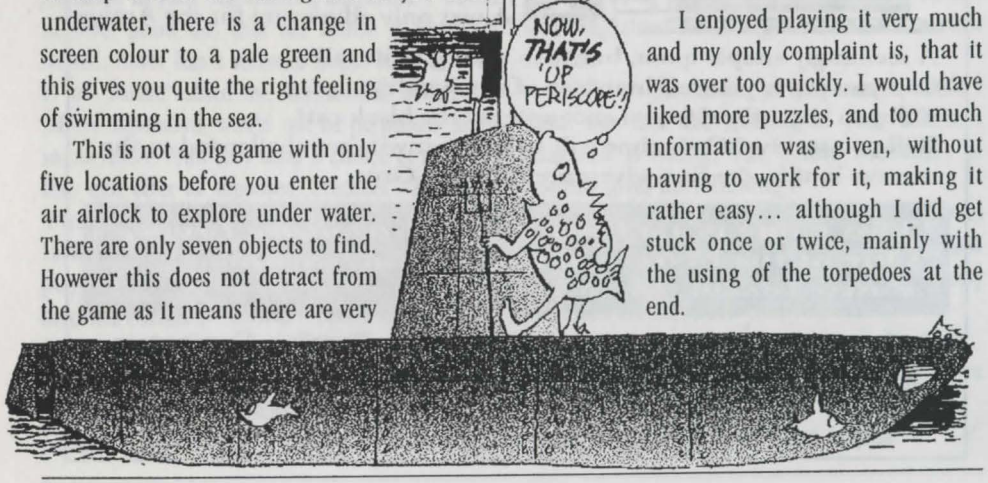
This is not a big game with only five locations before you enter the air airlock to explore under water. There are only seven objects to find. However this does not detract from the game as it means there are very few empty locations, which personally I prefer.

You need to make several trips outside the sub to do repairs and explore, and must remember the routine each time of clearing or filling the airlock of water and opening or closing the hatch, otherwise you end up in a watery grave!

You make certain repairs and then move to a different sector. Your aim is to destroy the aquacity and the aquamen who are threatening the world. A fissure has opened on the ocean floor and released the aquamen, who are half men, half fish and are covered with scales. If they can capture humans, they can process them in huge cylinders and convert them to make more fish men... In fact, you have a very lucky escape from this fate.

You must find the secret chamber and confront the aquaking, then return to the Anttilis and destroy the city. You are then informed that your mission is accomplished, however you are still not "home and dry", and must make your escape from the doomed sub. You wonder whether the Anttilis will ever be salvaged again... so let's hope there will be another game in the series.

I enjoyed playing it very much and my only complaint is, that it was over too quickly. I would have liked more puzzles, and too much information was given, without having to work for it, making it rather easy... although I did get stuck once or twice, mainly with the using of the torpedoes at the end.



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! •

NETHACK

Reviewed by "Stalker", played on the PC

I remember playing HACK some years ago on my ST. Then it had more command switches to learn than M.S.DOS. (And that is saying something.) Nethack has improved since then. The interface is much friendlier. There is an online help, and an online inventory system, this saves you memorising what the on-screen characters signify.

I am getting ahead of myself, let's go back to the beginning. Nethack came through the post in a 3 1/2 inch disk, archived. It was a bit of an adventure to get the game up and running, the READ ME text says, 'the two zipped files are self extracting' - not so! You will need a copy of the PKUNZIP program handy to de-archive it.

(UNZIP program has now been added to the disk. Sue).

Even when it was installed on the hard drive my problems where not over. Nethack needs ANSI.SYS in the CONFIG.SYS file to run, and I don't use this file with my system, also Nethack is not so friendly with SMARTDRIVE, or EMM386. In the end I configured a boot up floppy to run Nethack.

OK the game is up and running, each dungeon is randomly generated at the start. It also offers to pick a character for you or you can choose your own from within the games list of twelve characters, the usual D&D characters are here, and a new one, called Tourist (someone in the design team must have a sense of humour).

Once you have chosen your character then it is into the fray, and as with its predecessor, you also have your family pet for company, it could be either a dog or a cat.

You start with a blank screen. All that it is visible is the room that you're in, this is where the charm of a game of the this genre lies, it always makes you want to explore the unknown.

Weapons and magic items are abundant and combat is rife. You can either attack monsters in hand to hand fighting, by moving on to the pixel that they're on, or you can 'throw" weapons at them i.e. a spear, arrow or even holy water from a distance.

The game is completely keyboard driven, with extensive use of the shift and alt keys. I find the system is easy to live with.

Nethack is a very difficult game to play in the standard mode. With plenty of pluses and minuses, some examples of the latter are:

As each dungeon is created randomly, it is possible to survive all types of combat, only to die through the lack of food, which may not be found till the 5th or 6th level.

Because of the weird names of the magic artifacts, and of the lack of description, it is also, like myself, possible to strangle yourself by wearing an amulet which was cursed. I had no way of knowing this, of course.

There is an IDENTIFY scroll that you can use, but you've got to find one first, or find a magic book in which the spell written. This enables you to learn it. I was heavily loaded down with artifacts before I found my first Identify scroll, the problem was, on which article do I use it on? I had so many.

There is also the problem of potions, do I try a potion first and perhaps poison myself? Or do I wait to find the Identify scroll? Talking of problems, (which we were, weren't we?), there is the SAVE GAME routine.

It is possible to save the game if you quit first, then, when you reload the saved game the program erases the saved game file. [Pain]. Therefore if you get killed you have to restart from the beginning again. [Bore].

There is an EXPLORE MODE that you can play. This lets you use the save game option, but won't allow you to score any points, and if you

can't score any points, you don't know how well you have done.

On the plus side, Nethack has some depth. You can dip your arrows or darts into poison potions to make them more lethal (if you know which potion is poison, that is), you can wear blindfolds so that the eye monsters cannot paralyse you. [If it is not cursed, if it is cursed you cannot remove it till you find a REMOVE CURSE spell, and have to continue the game blind]. It is also helpful if you have a copy of UNEARTHED ARCANA by your side as this explains what damage each weapon can do.

There is also a guidebook file that you can print out, it is 40 pages long, but don't believe all it says, as I found out to my cost. In the book it says 'it may take you several attempts at searching to find a secret passage" In one game it took me 32 attempts, then by that time I was fainting from starvation, and eventually died 3 turns later.

One bug that I found in the game was when a monster stole a ring from my finger. Then, when I killed the monster and recovered the ring, the game would not let me put it back on "as I was wearing gloves". Funny, because the monster had still managed to steal it.

Nethack is a game you will either love or hate... Me? I am still not sure!!

GOBLIN TOWERS

Reviewed by Sue, played on the PC

Rumour has it that somewhere in a huge forest is an old castle which has existed for centuries and contains vast amounts of treasure to be collected by any adventurer brave (or foolhardy) enough to enter it. Many have tried and failed, now its your turn and you start the game in a small cottage, hoping that the rumours that the castle's treasures are guarded by a hideous beast are a load of hogwash.

If that sounds like a very unoriginal start for a game, I'd have to agree with you, for Goblin Towers, despite the copyright 1987 label on the PC disk I played, actually dates back to the dim and distant past of 1985. If you've been playing adventures since then, you'll remember as clearly as I do that mid-80s adventures were not at all sophisticated. There were exceptions to this rule, of course, but Goblin Towers isn't one of them.

The game has fairly terse descriptions (also the norm for those days) and though the parser can cope with more than just verb/noun entry, most of the time that's all you'll need. Saving is to RAM or disk but disk saves will often corrupt an already used disk. The same goes for all games in this series. Essentially the game is a treasure hunt through the castle, all treasures needing to be dumped back at the cottage for maximum points. There are only 52 locations, including two mazes, and few problems to solve. Most of your time (I'd reckon 2 hours) will be spent mapping the mazes.

If I'd bought this game as PD for 3 quid or whatever, I would have considered it a pleasant little diversion from heavy-duty adventuring. But at the exorbitant price I paid, despite the snazzy video case packaging complete with atmospheric picture, I felt I wuz robbed - especially as I was charged P&P on top by the distributors, Audiogenics.

A Few Hints

To open the chest - emases nepO / To get down from ledge - ezam eltsac ni epor dniF / To get rid of giant - hcnul dekcap eht mih eviG

LIFE OF A LONE ELECTRON & GET ME TO THE CHURCH ON TIME

Reviewed by Mal Ellul, played on the Spectrum

This latest offering from Gareth Pitchford is in his usual style - you have to examine and search everything. You play Edmond, an accident-prone electron. You have crash landed your 'orbital' in the city of Elektrons and have to try and get home.

As is usual with Gareth's games, you never know what he's been thinking! You come across quite a few characters/animals but working out what to do with them is a game in itself! The response to your inputs is very fast - but so is death if you get it wrong. Thankfully it has my all-time favourite command... ramsave. This command is usually my most often used and abused command and there were quite a few times it was used in this game.

Wandering into an apartment, as you do, I came across a suit. Walking across the landing I found myself in the nursery with a screaming baby. I could rock him but his parents were never very thankful when they came up!

I also came across a trumpet but when I joined in with a band, no-one took any notice of me at all. I had expected a bit more on my debut performance! I also found a creature in some bushes and tried playing for him/her/it but didn't get any reward from him/her/it either! I eventually managed to cross the lake and came across a laboratory, but for all the advance I made there I need not have bothered.

At the moment I seem to have obtained a lot of unusual objects (fanbelt, gold leaf, snard ion etc.) and am still trying to work out what, if anything, to do with them.

I don't think Gareth Pitchford's games are the easiest of games to play, but every now and then you solve something so obscure you just have to find out what else is in the game!

A Few Hints

Pills - latibro hcraeS / Bag - reward hcraeS / To find slot - tnempiuqe enimaxE / To find snard ion - slairetam enimaxE / To find gold leaf - sevael hcraeS / To examine pills - elttob ytpmE

On the B side of the cassette is a game called Get Me To The Church On Time. This is a sequel to First Past The Post. As with the first game, you have to search and examine everything as two locations could come up with nine objects!

You start off with a hangover, on your wedding morning, and your best man is in no state to be of any use. Your first task is to find some tablets or you'll die from your hangover.

I enjoyed this game as it is so humorous but unfortunately I'm not progressing very far at the moment. However I shall persevere as every time I find something it makes me come back for more.

A Few Hints

To start - sllip tae dna teg ,draobpuc enimaxE / To find brick - teliot enimaxE / To find watering can - sllaw enimaxE / To find scales - nib enimaxe dna ytpmE / To find match - nevo enimaxE

NIRVANA

Reviewed by Dave Mennell, played on on the PC

It is long ago in the magic land of Cornwall, where the Village of Lostwithiel nestles in the shadow of Bald Mountain.

There is an evil curse upon the land. Each month, when the moon is full, a young man disappears from the village, and is never seen again. He has been bewitched by Nirvana the Ice Maiden. She lures him to her marble palace atop Bald Mountain, where he faces a fate worse than death.

Nirvana can only be destroyed by ringing a crystal bell. Your quest is to find the bell, ring it in her presence and so dispel the evil curse...

You begin the game in a simple room in a cottage, and it is here that you learn your mission from old Henrietta Hubbard, the landlady.

Nirvana is building a fence, but this is no ordinary fence. The fence is constructed from young men who have been turned to stone by the evil Nirvana (hence the fate worse than death). You must avoid being put into the fence, which is scheduled for dawn, whilst searching for the bell.

The commands differ slightly from most games. Instead of the usual N, S, E, W or NORTH, SOUTH, EAST, WEST directions (which can still be used), you now have to go FORWARD, BACKWARD, LEFT, RIGHT or F, B, L, R. This takes a bit of getting used to, but doesn't take too long to master. In addition, you can TURN AROUND, and your perspective of the game - and which directions take you to which locations - will alter according to which way you are facing.

Nirvana is an extremely enjoyable game. It is quite a large - although the author describes it as a mini-adventure, and contains plenty of lengthy location descriptions, which add tremendously to the atmosphere.

There are lots of people to talk to, such as the Mountain King, Henrietta Hubbard the Landlady and Ben, who sits under a willow tree, and tells you the story of how he escaped from Nirvana, who stole his youth in vengeance.

The game also has some good problems, such as the bunghole in the bottom of the boat, the spectacles and the cat, and the Piranhas in the pool. Most of these take a little thinking about before the proper solution is found.

If I can find anything to criticise in the game, it is probably the fact that some of the problems may be set at slightly too high a level of difficulty. It seems, at first, as if some of the problems are insoluble, although with a little patience, I'm sure that anybody will be able to work out the correct solutions.

Other than that, the game is excellent for the price, and constitutes superb VFM (Value For Money). It will really take some time to solve - the author states at least 40 hours of continuous playing - and certainly has enough in it to keep even the most battle-hardened adventurer happy.

Buy Nirvana, and buy a game which is well worth the price of admission. You know it makes sense.

A Few Hints

(1) At the start, OPEN WINDOWS, to discover your mission. (2) To launch the boat safely - ENTER BOAT - GET CORK (in bottle) - PUT CORK IN HOLE - LEAVE BOAT - LAUNCH BOAT - ENTER BOAT. (3) When you have the spectacles (from the Mountain King), return to Henrietta's Cottage, then OPEN GREEN SHUTTER when you hear a cat meowing. A cat then enchants you, in order to be transported to Nirvana's Palace.

NOAH

Reviewed by Andrew Craig, played on the Spectrum

'Noah' is a text only Spectrum adventure written by Mike Young with the aid of the Quill. Mike has used the Old Testament story of divine retribution and mankind's new beginning as a basis for his game. It was a good choice. It's a tale that everyone knows, so that it's clear, in broad terms, what has to be achieved. It's also satisfying - one man whose scorned prophecies turned out to be accurate, against the rest of humanity.

After a fairly dreadful loading screen and a snazzy rendition of "The Animals Came in Two by Two", you find yourself in Noah's house. You play the part of Noah although this isn't always conveyed in the writing ("You are in Noah's bedroom" rather than 'your bedroom'). A prayer in the Prayer Closet gives details of your tasks - build an Ark, warn mankind of God's wrath, prepare food for your time afloat. Two thirds of the game is spent labouring, under a cloudless sky in a drought ravaged landscape, to these ends. The focus for much of the remainder of "Noah", on the Ark, is explained when you try to sleep - you can't take a well earned snooze until you've looked after the animals and eaten a meal. Achieving these well articulated aims is not, of course, as straightforward as it sounds.

I thoroughly enjoyed the game and at 99p it's a bargain. It's been written with beginners in mind but it has a pace and straightforwardness which had me hooked until I'd completed it. Descriptions are thoughtful and often detailed and I didn't really mind that the atmosphere isn't particularly redolent of the period - you could be working in any house / village / countryside in any number of games. The Ark is a vessel of great size and majesty (so it should be, the time it took to build!) and this is well conveyed by the writer.

A few words about playing "Noah". Doors have to be opened before you can enter rooms of buildings. I think this adds to realism, others may find it a drag. There's a Help command which is very little help at all. "Try examining things" and "Have you got the right tools?" are the two responses I managed to elicit. Come on, Mike!

You actually shouldn't need that much help. My biggest mistake was to assume that I could take food and water from the Ark's stores. You can't. There is a little maze north of Noah's house which is easily mapped - do it early on as there is no ramsave facility and you're likely to die of thirst. Lure the animals into the Ark in one move, don't try and capture them individually. There's only one locations, as far as I can see, where you can light a fire. I wonder why? It's a question that humanity, with water lapping around its collective chin, might also have asked!

Solutions are wanted for the following games:

Rendezvous with Rama
Scary Mutant Space Aliens from Mars

SimLife

Reviewed by Sue, played on on the PC

Having experienced the joys and frustrations of managing a city in SimCity, watched life and death in an ant colony in SimAnt and seen the inhabitants of a planet go through the complete evolutionary process until they ultimately colonised other planets in SimEarth, I've been eagerly looking forward to Maxis' next package. Luckily Alan took the hint ("Oh look, SimLife is out!") when we were in Silica Shop and I found myself with the game as part of my Christmas present.

Subtitled 'The Genetic Playground', SimLife is similar to SimEarth in that you are also managing the inhabitants of a planet. However, in the case of SimLife, you can control events at a far more intimate level than in SimEarth. Not only do you populate your world and watch it progress, tweaking the environment to provide the climate you prefer (or rather, your creatures do - you hope), you can get down to the basic building blocks of life... yes, you can affect the genetic make-up of your creatures.

Though the package doesn't come on many disks (two), in terms of the system needed to run it, it's a glutton. A minimum configuration is a 16 MHz 386 with 2 MB of RAM (4 MB is the preferred minimum and it will use up to 16), VGA and a hard disk. Various sound cards are supported and a mouse is recommended.

The sound card will drive you crazy. Each birth is heralded by a fanfare, each death by a heart-rending sigh, each mating by an 'oh-la-la!'. Your family will never again show so much interest in which software package you're using... the sound effects will have them mystified. They'll also have you disabling them in no time flat.

A mouse is recommended. Such a simple statement, but it was responsible for a lot of hair-pulling as I tried to get the program to run. Ever tried to use a mouse when it will only move up and down, horizontal movement having to be effected by the left/right cursor keys? Ever tried to click on a creature running maniacally around the screen under these conditions? I don't recommend it. Mindscape's technical section were surprisingly helpful: 'You've got an old mouse driver." Time for an upgrade to a newer version and everything was hunky dorey.

As with most of the other Maxis games, you can create your own scenario or play one of the ones provided. A tutorial is also provided on the disk; very sensible and a lot easier to understand than the manual which though well-written and very funny is rather daunting. You feel you've got your money's worth when you have not only a 204 page manual but also a 42 page addendum and quickstart guide AND a 32 page lab book ('keep track of those experiments, kids'). You also feel this may all be too much for you to cope with. But, thanks to the tutorial and help keys on the screen, SimLife is easy to get into.

The main scenarios cover such aspects as converting a desert area to forest, the demise of the dinosaurs, food chains vs. food webs and the natural fine-tuning that goes on in an unbalanced population to bring a gene pool back to stability. Then you can try taking a barren area, stocking it with your own choice of plants and animals, controlling the climate... and watching it all evolve.

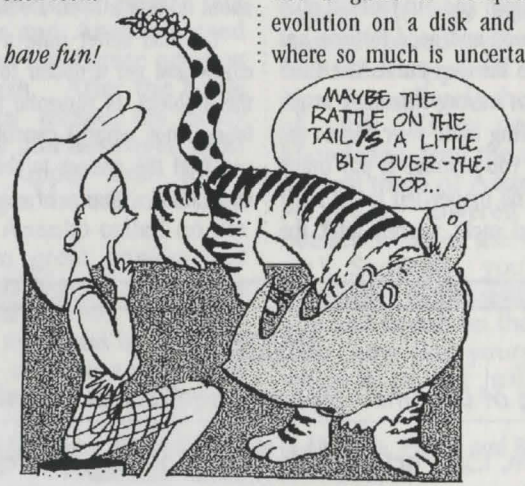
A basic zoo and botanical garden are provided on the disk for your initial experiments.

Bugs, beetles, birds, fish, amphibians, reptiles and various sorts of mammals. Herbivores, carnivores... creatures that fly, swim, walk... live in deserts, grasslands, forest... have few children or many ... short or long gestation times. Similarly plants can be trees, grasses, shrubs... need little water or a lot, even be aquatic... have seeds carried by the wind or water, sticky seeds... the list is limitless.

Add to this your own imagination and design your own creatures and plants. It's easily done using flashcards, much in the style of 'Consequences'. Pick the three parts of a plant or animal - for instance, for an animal, the head section determines size, intelligence and feeding habits; the body its type of locomotion and preferred habitat; the tail its breeding habits. Because these are shown pictorially, you can end up with a very strange looking creature with, say, the head of a rhino, body of a tiger, tail of a snake, but it's just an easy way to show the animal's characteristics. Now you need to design icons to represent the creature on-screen, adult and child. For a plant, four icons are needed to represent a seed, plant with leaves, without leaves or in flower. It's surprising how much detail you can get into each icon.

Now to have fun!

You can either let the program speciate your creations or do it yourself. Thus from one cactus, selecting 'speciate' will create a second with slightly different characteristics. If you want to do it yourself, you can enter a special screen which shows, for a plant, various sliders and buttons to control gender, structure, seed type, sprout season, flower season, seed season, evaporation rate, sprout moisture, sprout temperature and several other factors. Just make the changes you want. As you'd expect, animals are much more complicated!



There are many more facets to SimLife. To mention all of them would take too much space. I haven't touched on controlling the food supply, climate, checking the gene pool, data logging or designing your own experiments. Just accept the fact that if any feature exists in the game, you can probably change it!

This package - it seems too frivolous to call it a game but you can certainly have a heck of a lot of fun with it! - would be ideal for youngsters who are interesting in biology, especially genetics or ecology. It's also very informative for adults and the type of software that it is very tempting to 'just keep running for 5 more minutes, then I'll switch it off'. You might buy it, use it off and on for several weeks, then forget about it for a while, but I'm sure it's one you'll keep digging out over the years to go back to. It's not a game to conquer, it's never-ending evolution on a disk and in a world like ours where so much is uncertain, it's comforting to feel that life will try to survive against the odds (unless we're talking about dinosaurs but even they gave it their best shot).

Just one thing has me worried. Where will Maxis go from here? SimUniverse? The mind boggles.

THE SPORTING TRIO

Cricket Crazy, Cup Final Frenzy and Gold or Glory

Reviewed by "Kedenan", played on an Amstrad CPC

In the first game, CRICKET CRAZY, you are the Manager of an England cricket team, due to fly out to a remote West Indian island, to give the local native team a game of cricket.

You have some good players in your team and they all play their part in this text adventure with graphics. You start in the plane when a hijacker comes on board. It is a good job that you have got some good throwers of the ball because you have to get one of you to bowl the hijacker out before you can get started. You've got Gooch, Lamb, Gatting, Botham and Edmonds in your squad, so you do have some useful players!

You eventually get in the air and over the island where you make a crash landing away from the town and it's cricket ground. After many problems and much wheeling and dealing with the local inhabitants you eventually arrive at the cricket ground, when the game of cricket actually takes place in part two of the adventure.

In the second game, CUP-FINAL FRENZY, you are the Manager of a down and out football club which by a stroke of luck and good fortune has won its way through to the Cup Final. The Club is just about broke, but having managed to get them so far you are going to do your best to get them to win the final. You manage to pay many of their bills but have no money left to get their dirty shirts, shorts and socks washed after the last game. Your laundry lady has just refused flat to wash them if you don't pay her last bill; no more credit and that's definite.

Well they can't play in the nude, so there's only one thing left, and that is you'll have to get scrubbing yourself. You give the kit a good scrub and put it to dry on a heater. Well, I'll leave you to guess what happens next?

It's an interesting and amusing story up to Charles Sharpe's usual standard, with many good graphics.

The third graphics adventure with a sporting theme is GOLD OR GLORY, which takes you to the Olympic Games as Manager of the English javelin team, with one of your team with the somewhat familiar name of Tessa. You are staying at your hotel when you soon begin to suspect that the food of your team is being tampered with due to a general lack of lustre in the competitors and a general unwell feeling. If they are going to get back to their former energy, you'll have to look jolly quick and do something about it, after all you are in charge!

You had better have a quick word with the coach and get a doctor to do something about the problem. Is someone adding drugs to their food, if not, what is causing the trouble? Unless you find the answer to the problem, your girls don't stand a chance of winning the gold.

WANTED

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THE LOST TOMB OF ANANKA

When the pharaohs of Egypt died, to avoid tomb robbers they were buried inside hidden chambers which were cut into the cliffs. These cliffs were situated in a remote valley on the west bank of the river Nile, opposite Thebes. This valley was known as the Valley of the Kings. It was believed that all the tombs in this valley had been found, until the chance discovery of an ancient stone tablet. This tablet was covered in hieroglyphics and unlike those found on the Rosetta stone, were of a type never seen before. Professor Rolf Sorinson head of antiquities at the Cairo museum managed to decipher part of the hieroglyphics and had sent the tablet onto Dr. Jack Foswell, expert in Egyptology at the British museum. It told of an ancient Pharaoh called Ananka and gave this brief history...

During the 5th dynasty, the Pharaoh Menkauhor of lower Egypt formed a defensive alliance with Ananka, Pharaoh of upper Egypt. The Hittites were trying to extend their empire into Egypt. Menkauhor and Ananka joined forces and defeated the Hittite army at the battle of Kadesh. After the battle was won, Ananka turned his army against Menkauhor and destroyed him! Now controlling upper and lower Egypt, Ananka began the cult of Osiris, ruler of the dead. Ananka called on the Gods to give him great powers and they bestowed unto him all the forces of the underworld! When Ananka's reign was brought to an end in a bloody battle, Harsaphes, relative to the king Menkauhor, took the throne of Egypt. Ananka was then labelled the Great Criminal and hastily buried.

THE CURSE

According to the Hieroglyphics on the tablet, the great god Ra had placed the scroll of life within the tomb along with huge statues of the gods to keep Ananka's powers alive. The tablet also spoke of Ananka's heart being weighed in the judgement hall of Osiris and the Devourer being unleashed to walk within the tomb as guardian for all eternity, destroying all who entered !

YOUR QUEST

You play the part of Dr. Jack Foswell. After many months of hard work, you finally decipher the last part of the tablet. It speaks of a secret way into the tomb from the cliffs and gives the true meaning to the curse! Before you have a chance to warn Professor Sorinson, you receive word that he has been killed in a landslide while entering the tomb from the base of the valley. It was also reported that a strange sound was heard before the landslide happened.

You immediately head for the Valley of the Kings and using your knowledge, find the secret entrance to the lost tomb of Ananka.

As you are lowered down onto a ledge outside a cave, the rope above you is cut!. Suddenly, you hear a scream and the bodies of the native bearers fall past you and smash on the rocks below.

You now find yourself alone, with no where to go, but inside!

Adventure for the Spectrum 48k and all 128's in 48 mode. Plus D and Sam disk version.
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Payable: COMPASS SOFTWARE 111 Mill Road, Cobholm Island, Gt. Yarmouth, Norfolk, NR31 0BB.

OKLIB'S REVENGE

BY SUE MEDLEY

The story begins...

"Okay, lads," said the Sergeant, looking you and your fellow guards slowly up and down while you looked at the toes of your boots, shuffled your feet and wished you were somewhere else ... anywhere else. You just KNEW that Oklib was looking straight at you. "All I want is a volunteer to go and find this missing staff of the King's."

Even now, it's hard to believe what happened. When Oklib shouted, "Volunteer, one pace forward, now!" you suddenly felt a sharp <<jab>> in your arm and, startled, made a swift hop forward. Turning to rub your stinging arm, you noticed a strange absence of feet to either side of you. None in front either. But behind you was the Sergeant - casually repinning a medal, and you were left - totally alone - the 'volunteer'...

OKLIB'S REVENGE is available for the ST, Amiga and PC (3.5 and 5.25 disks). The 5.25 PC version is supplied in archived form for use on a hard disk due to the size of the finished adventure.

For your registered copy of **OKLIB'S REVENGE**, please send a cheque or postal order for £5.00 payable to: S. Medley, 9 Warwick Road, Sidcup, Kent DA14 6LJ.
If you live outside the UK/Europe, please add £1.00 towards postage and packing.
All payments in Pounds Sterling, please.

SURVIVOR

Reviewed by David Charnley, played on the Amiga 500

A lone survivor is left clinging to the shreds of his once proud space cruiser, now torn apart by an unknown psychopathic intruder from distant space. YOU play the survivor, who, as a crew member of the space craft which allowed an apparently distressed shuttle to dock with it, witnessed the horrific slaughter of his friends as the beast from within the ship climbed out and began its killing spree. Quite an energetic plot with potential for in-depth puzzles, strong doses of suspense and powerful action.

For a non-commercial game (this was obtained from the SynTax Disk Library) the presentation really is excellent. The gameplayer is greeted by first-rate intro sequence, far better than the norm. After that, numerous menus are available to give help, instructions and control information. There are characters with various attributes to select, which can be examined in closer detail by the accompanying files. In addition, there are nine scenarios to choose from.

However, the gameplay differs greatly from the presentation. This keypad-operated adventure suffers in the Addictive Department. Gameplay consists of stumbling around a labyrinth trying to kill as many monsters as possible. Not exactly the most original or enthralling scenario, is it? Even the fighting is poor. Combat consists of repeatedly tapping away at the 'A' button (A for attack) until either you or the alien dies. The display during combat is vaguely reminiscent of Bard's Tale, with YOU HIT THE ALIEN FOR 5 POINTS or such similar messages appearing on the screen. Items have been frequently dotted around the craft for the gameplayer to collect, such as food to increase energy or a spanner to fight with. Exciting, huh?

Obviously a great deal of time has been put into this, but unfortunately it's been directed the wrong way. Survivor had great potential but didn't come up with the goods. The lack of captivating situations and the problem of repetitive gameplay just stops you from coming back for ANY more.

COMPETITION RESULTS

Thanks to everyone who entered last issue's crossword competition. The winners were:

On the Amstrad, first Phill Ramsay, second Margaret Abbie
On the Commodore, first Miss J Sheath, second Barbara Gibb
On the Spectrum, first Neil Currie, second Jenny Perry

You all should have received their prizes by now and we hope you're enjoying them. Congratulations to the winners and thanks again to The Guild and The Adventure Workshop for providing the prizes.

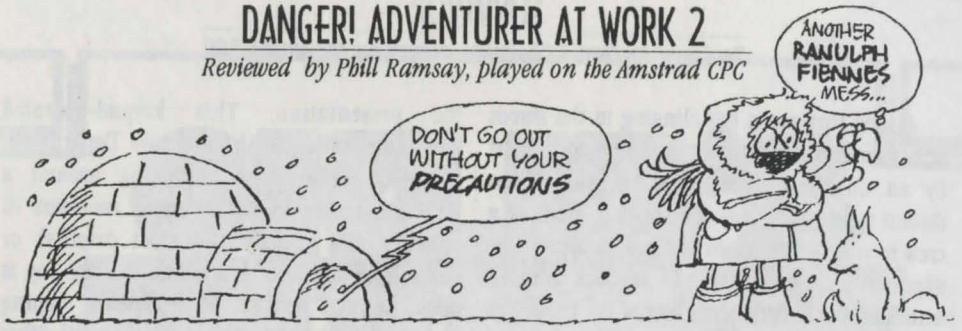
SOLUTION

Across: 3. DOOM 5. WORKSHOP 7. BASE 8. CITY (should have been 9) 10. FREEDOM 12. KEY 13. OLD 15. MYSTIC 19. DAAW 21. SLAB 22. LOST 24. END 25. UNDO 29. DESERT 32. TREASURE 33. CORNER 34. HELP 35. WARRIOR

Down: 1. FORTRESS 2. LOAF 3. DESMOND 4. MISER 6. SEAL 8. DEAD 11. DANCE 15. LAKES 16. ISLAND 17. HOTEL 20. BLUES 21. SOULS 23. THESEUS 26. TEACHER 27. FROG 28. GUILD 29. DEATH 30. RARE 31. CORYA

DANGER! ADVENTURER AT WORK 2

Reviewed by Phill Ramsay, played on the Amstrad CPC



Fresh from your success in the first game, where you had to find a place to play adventures uninterrupted, you awake one fine morning to find that the electricity has been cut off. You recall receiving the bill a couple of weeks ago which you promptly filed in the nearest bin.

Exactly how your all but inaccessible lair has been hooked into the mains or how the Electricity Board managed to take readings is a little unclear, but your quest is simple: to have the supply reconnected. However, this is (not surprisingly) more difficult than it sounds. There are many devious problems to overcome before you once again emerge victorious.

The game begins in your adventuring retreat. On your desk sits the now useless CPC 6128, and some clothes (to big to wear). Not far off from this is a teleportation device with three coloured buttons. Each, when pressed before entering the device, will preset the area of the map where you will appear after entering it. There is a beach mainly populated by nudists, a town where it is still Christmas and a frozen arctic region which may be too cold for you to explore - without precautions.

You will meet characters in the course of the game, the majority of whom can help, or who at least have an object which you might need. However, that is not the extent of the game. Remember to look under, behind and in things; you might find objects that had previously been invisible. And examine everything, you never know where objects might have been hidden.

All the problems which Simon Avery has put into this game are solvable with a little thought. Each turns out to be quite logical, but think before you act. Saving the game every so often might not be a bad idea either. DAAW2 was written with the Amstrad version of The Quill, which means that it has a basic verb/noun parser and no ramsave/ramload options. However the game doesn't suffer as a result.

Moving on to playability, I have to confess that the repeated returns to the teleportation device to select another place wherein lies an object which you need irritated me a little. It is probably nothing more than a personal preference, but having to move backwards and forwards from one scene to another often made me feel as though I was getting nowhere, even although that wasn't the case.

That one niggle apart, the game plays very smoothly and is a great deal of fun. Simon's humour is in full flow and there are giggles at almost every turn. Some of the situations which he engineers, and the solutions to the problems set, are typical examples of Simon Avery at his best. There is an over-familiar parrot, a slug which falls in love with you, a horse which will not let you ride it, a car for which there are no ignition keys and not to mention trips to between Heaven and Hell...

DAAW2 contains more than enough to keep you interested and occupied and will stimulate your interest and sense of humour in equal measure.

DANGER! ADVENTURER AT WORK 2

Reviewed by Andrew Craig, played on the Spectrum

Danger! Adventurer at Work 2 is a text-only game written by Simon Avery. You are an enthusiastic adventurer (there's a picture of you on the loading screen) bursting to be... well, adventurous. Unfortunately the Electricity Company have cut off your power supply. Your computer is as useful as a campaign to re-nationalise the Utilities. It's dead, a non starter. Your quest is to pay your electricity bill, thereby restoring power. Your (solar powered?) Transporter Unit still works and by pressing one of three buttons you travel to a tropical island, an Arctic wilderness, a present-day town. There's no problem about switching back to base and into a different landscape - something you have to do fairly often.

Considerable effort has been expended in the game's construction and in devising (often difficult) problems. This, however, was not the game for me. Others, fans of the first game or folks who are extremely easily amused, will find it humorous, quirky and surreal. I didn't. I need adventures which, through the writing and the plot, create an atmosphere which enables me to suspend disbelief and enter the creator's world. DAAW2 didn't inspire me or motivate me to become involved and I didn't finish the game.

A vocabulary list of some useful words is included. I met, for the first time in my adventuring, the verb 'to hotwire'! There is no score (it would have been particularly useful in this game) or ramsave facility.

A Few Hints

The parrot? - ti tiH / The bat? - ti raeW / Wizzle? - ti yaS / The washing powder? - ti laetS / The hat? - namwons eht no ti tuP

PAWS FOR THOUGHT: Volume 1

Reviewed by Geoff Lynas, played on the Spectrum +3

I'll begin this review with an apology. Sorry Sue. This is the second time I have had a stab at reviewing a compilation of adventure games and the second time I have been very late in returning anything. In fact last time I ended up feeling so guilty I returned the disk un-reviewed after many months. There seems to be something daunting about setting out to play up to five totally unfamiliar games with any degree of thoroughness. Your recent letter pointing out just how long I had been in possession of the disk (and a week of enforced inactivity, due to illness) spurred me into action - so here are the results.

My task was to review "Paws For Thought - Volume One", (I think The Guild are now on Volume 3!!) which is a disk containing FOUR games written with the aid of, naturally enough, PAWS. One of the games included is Dragon: Corya the Warrior-Sage which comes in two parts, so as far as I'm concerned there are five games for your money. That works out at £1 each! The other games included are:- "The Last Believer", "Dungeon of Torgar" and "Alstrad". All of these games seem to have been around for a while at the time of receiving the review disk. "Corya" has been reviewed in Red Herring, From Beyond and Adventure Probe, "The Last Believer" in Probe and From Beyond and "Alstrad" in Probe and Red Herring. Only "Dungeon of Torgar" doesn't seem to have been reviewed in its own right!

"Corya" seems to have been received unanimously well, likewise, but for different

reasons, "Alstrad" was found to be pleasurable. I wouldn't argue with either of these opinions! "The Last Believer" got a rather mixed reaction with Jay Honosutomo trying to be positive about it and Storm finding its shortcomings a bit irritating. I must admit it left me a bit cold for reasons I will come to eventually. Frustration was the main emotion(?) engendered by "Dungeon of Torgar". I tried very hard to give it a fair go but once I hit the first maze, which seemed to be the only way forward, I floundered. There are a couple of objects in the maze, which have an obvious use, and a locked door but no key. However, I could not get out of the maze no matter what! I even found a 'getting you started' list in one fanzine and followed it to the letter - and it didn't work either!!! (There is a possibility that it might well have worked with the Amstrad or Commodore version as there seem to be subtle and not so subtle differences between the different versions). I felt all through the brief section of game that I covered that I seemed to be missing vital background information, e.g. you start the game carrying a parchment with many wonderful things listed on it - so what? Perhaps when the game was marketed in its own right there was a storyline included. I felt as if I had been thrown in at the deep end and couldn't swim. I also hate mazes so after three fruitless half hour sessions I gave up on it!! Perhaps you will do better. A definite MISS (for me). I spoke to Tony Collins recently and asked for handy hints - it put him on the spot a bit but he gave me a course of action to follow which may help - I'll try it later. If you end up having a go at this game try looking at the floor in the maze?

"...I felt as if I had been thrown in at the deep end and couldn't swim. I also hate mazes so after three fruitless half hour sessions I gave up on it!!..."

"The Last Believer" is an adventure-basher's adventure. Minimal atmosphere, plenty of locations and lots to discover. Each location seemed to consist of a line of fresh description followed by four lines of TO THE EAST LIES THE GROCERS, TO THE NORTH IS THE SQUARE, TO THE WEST IS THE PATH AND TO THE SOUTH IS THE WELL. This repetitive listing of directions and destinations becomes a little mind-numbing after a while. It is as if the whole game is the skeleton of some much, larger game or the author was so wrapped up in the problems creation that he/she ran out of enthusiasm for the atmospheric settings. Maybe the highly literate Tony Collins himself could have helped here. I prefer a little more atmosphere, if you don't then there's no problem! Anyway I got stuck again. I have a paddle, a lake and a coffin that I can get into but at the moment I haven't got the correct words to set sail (wait a minute, I didn't try that!). A borderline MISS.

I won't tell you about the other two games in any detail. If you want to discover more then buy the back issues (Red Herring No.4 and No.6), suffice it to say that Corya is one of those 'literate' adventures - lots of atmosphere, LOTS of descriptive text, lots of verbose characters to interact with. There is a bit of a tendency to be led along a little - getting it right sometimes results in two or three pages of ANYKEY activity before you are again prompted for input. Most of the problems in part 1 are solved by using the correct one of four magic spells that you begin the game with. It is definitely an adventure for the beginner. I finished part 1 with a score of 94% in a little under two hours - without cheating! Part 2 was more demanding but within striking distance of the end (i.e. about four more locations and the main encounter!) I hit a brick wall. My copy of the game seems to be corrupted. According to Tony Collins one or two disks went out containing a problem with one of the flags in part 2. I have one of them. The problem has since been solved so you will be able to complete the task.

"Alstrad" too seemed to be a beginners' game at the start but there is so much to do, so many red herrings and so much ground to cover more than once that the whole game became a bit of a challenge and very time consuming. Warning: it is hard to tell when you have gone wrong. I set off in a rocket ship without a vital object. When I next tried to set off with the correct object I couldn't and without reference to a solution I would still be thrashing about aimlessly trying to take off again. In the interest of seeing the game through (without having enough time to do it) I followed the solution through the latter stages. I think I must have had a bit of a problem with my disk again as a fair bit of activity seemed to revolve around collecting some edible material to give to one of those blocking creatures which would then run off. The blocking creature in question was not in fact blocking my way at all I discovered (I just walked past it)! I'm sure your version will be sound or I am failing to appreciate the author's wicked sense of humour!! Both "Corya" and "Alstrad" were HITS.

So there it is, you have a disk that contains a beginners game, a harder game, an intermediate game and a pig! Three traditional 'fantasy' scenarios - dragons, dungeons and magical curses - and a comedy! Two good-uns, a so-so and a duck-egg!! Is it worth buying?

I'm not sure what the marketing strategy is behind producing 'compilations'. Are they samplers for the other games the software house has to offer? Are they an opportunity to move the odd slow selling game in the company of more appreciated offerings? Are they just an attempt to shift old titles that have had their day? Let's be gracious and say that they are an expression of the software companies desire to give value for money to their customers. If that is true let's see if this compilation makes the grade. "Corya" was marketed individually at £2.50, "Alstrad" at £2 as were the other two! Total of £8.50. Compilation cost £5. So even ignoring "Dungeon of Torgar" (which you might well get more use from than I did) I think that, on balance, any beginner/intermediate player would be spending money wisely on this disk. I think I would have been happy paying £5 for Corya on its own!!

As a sampler disk Tony Collins should have dropped "Dungeon..." and included a SciFi adventure to give it a more rounded feel. I'm going back to "The Last Believer" now, I'm sure it's just a matter of finding the right words to get to the next stage of the story! Overall verdict (taking everything into consideration) - a qualified HIT.

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NEW ENGLAND GOTHIC

Reviewed by Steve Clay, played on the Amiga

'Gothic' is a text-only adventure written using AGTBIG and is supplied on a single self-booting disc. The story follows a young lady claiming her inheritance and her attempts to make good the $400 debts left by her Aunt Eliza. The introduction hints at a secret that is to be found in Aunt Eliza's house.

The quest begins on a train approaching Seatown, your destination. You have about a dozen moves before the train comes to a halt. This time should be used to check your inventory and examine the items you possess. Timing is fairly critical here and you need to leave the train at exactly the right time or you end up staying on and it's "game over" or you leave too soon and make a nasty mess on the tracks.

Once off the train you can begin to explore Seatown. The locations are fairly long although trying to examine anything within the main body of the text is generally a waste of time, useful messages are tagged on the end of location descriptions. It isn't hard to see almost half the locations very quickly. Although sudden death is a constant problem. These sudden deaths began to annoy as I felt what I had done hadn't warranted a "game over" message. I hadn't warranted a "game over" message. I followed a road leading away from the town only to be told that I had left the town never to return. There is no need to end an adventure like this. The point should be to keep the player playing, not frustrate them at every turn. Strangely I came across a short path leading into a dark wood, surely a warning? Actually no, there is no problem with the dark wood, in fact it hides a cottage where some useful goodies can be obtained.

AGTBIG seems a fairly impressive utility. The function keys have been utilised very well with all ten performing one of the standard commands such as GET, DROP and EXAMINE. On the down side though, you have to reboot every time you 'die' and in this game that's an awful lot of rebooting. The parser seemed unable to handle AND; maybe I should have tried a full stop as this seems to be an American habit.

The puzzles in the game are fairly obvious, the real puzzle being to avoid the sudden deaths. There was one puzzle that had me stumped and reverting to the help sheet I did what I was told and the program failed. The game couldn't be completed. This added to earlier problems with a previous copy of the game and I lost all interest in it. The Atari ST version works okay apparently but the faults on the Amiga version drove me mad. At one point I typed GO THROUGH DOOR for my efforts I was informed GO THROUGH DOOR._ DUMMY 5 GO THROUGH DOOR. The bugs within the game and the sudden deaths around every corner left me hoping the young lady suffered crippling death duties and ended up living in a burnt out hovel. I really enjoyed this game to start with, now I never want to hear its name again!

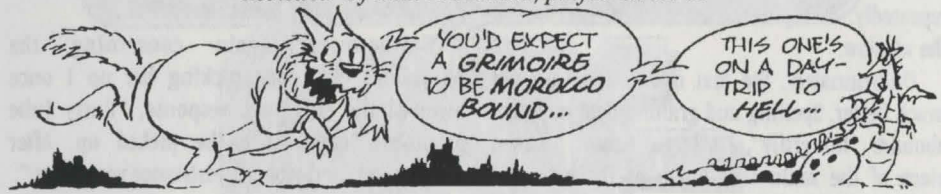
Disclaimer: I played this game on an Amiga A600. It is possible that there is a compatibility problem between the utility and the A600. Anyone care to find out? (As far as I know, they are compatible.) However there may be a problem with incompatibility between the version of AGTBIG used to compile the Amiga version and the version used by the author when the datafiles were written on the PC.

A Few Hints

START - wait until you are told the train has stopped before attempting to leave. Open the door any time prior to this. To leave the train ROOD OG / When dealing with similar items state the adjective of the required object / Watch the Score at the top of the screen. If you enter a location and there is something of value the score changes.

THE GRIMOIRE

Reviewed by Alan Brookland, played on the ST



Ah, college days; they say that they're the best days of your life, but how true that old adage is for the students of South Yorks. Polytechnic? After a disastrous series of exams and missed classes, most students are willing to grasp at any straw, or course offered to them. You, surprisingly enough, are one of these students. With the spectre of finding gainful employment looming over you, the Parapsychology course seemed like a good idea. The adventure opens within a teaching room within the polytechnic, fortunately, just as the lecture is finishing. However, on your desk sits an assignment, the bane of every student's life. "Write an account of early lycanthropy techniques with reference to any contemporary grimoire". Fairly easy, if slightly tiresome, you might think, heading off to the University library. Things become slightly harder however, when you arrive. Evidently, the library would seem to have been hit harder by Government cutbacks than most. A vista of empty shelves stretches out at you, bare save for a single lamp, perhaps placed there to light the paths of knowledge. It would seem that in the best higher education traditions, your lecturer has set an essay on an unavailable book, thus removing any danger of having to mark any work.

The Grimoire places you with the task of obtaining a grimoire, and completing your essay, although it is soon obvious that this will require more than simply popping down to the town bookshop. Pitted against you in your mighty quest, other than the desire to simply pop down the bar and forget about it, are a menagerie of mythical monsters, from vampires to werewolves, including a rather fearsome dragon, all out to rend you limb from limb. Now, personally, I'm quite happy with legendary creatures, in moderation of course, but their inclusion does little to placate the critics of such games, implying Satanistic slant to adventuring. This is an attitude The Grimoire seems to crave, however. Upon the first, of many deaths, from a shambling monster in the dark, you are greeted cheerfully with the calming thought, "You miserable sinner! You are bound for hell!", followed by a nice picture of the place itself! Now, I realise that I had popped into the Polytechnic bar before starting the search, but this seems rather extreme. However, things do not improve. It seems the trip to hell can be avoided through the possession of a religious artefact. All well and good, but when the artefact in question is the undergarments of a certain female saint, things start to plummet downhill once more, even if you draw a discrete veil over how these are acquired. These points are largely a matter of taste however, and, if the adventure had seemed slicker in operation, they could be overlooked. However, throughout the game, little things seem to combine, making it simply frustrating. Initially, while the graphics are passable, if nothing stunning, they have a nasty habit of portraying your current viewpoint in rather an abstract way. Take the first location for example, the college classroom. The room, naturally enough, has a window and a door, and these are shown in the picture, to the right and left respectively, leading to the assumption

that the door is to the west. Not so, I discovered repeatedly, as I plummeted back to hell out of the window.

Unfortunately, the text descriptions are not much better. Spelling and grammatical mistakes abound: "hungrilly", "A large, heavy, brocken piece of the main roof beam of the cottage", "darked door", etc. Many objects are also described with a noticeable lack of detail. For example, the polytechnic cat is portrayed upon first viewing as "Furry Julie", rather than an animal, a description that had me wondering; until I managed to catch up with, and examine her. Yes, that's right, 'The Grimoire' has various mobiles, although all they seem to do is wander vaguely around, often in a completely illogical way. Take the aforementioned cat, for example. After a period of groping around in the sewers beneath the polytechnic, with the cat, it is possible to reach an area of countryside. Now, although the journey involved dodging a selection of nasty creatures and rowing across a lake, in a boat that vanishes immediately afterwards, as soon as she is dropped the cat can instantly make it back to the start. No mean feat, especially considering the only way back I could find involved a trip to heaven!

Furthermore, again concerning the ubiquitous cat, upon picking her up I once received the enigmatic response, "Furry Julie graciously consents to be picked up. After determined (and violent) resistance you desist.".

The amount you can carry also seems to be variant in rather a strange manner. Coming across a piece of roofing beam, it is possible to carry it around, after dropping everything else you are carrying. If the same beam is then creosoted however, it becomes impossible to lift, unless you remove all your clothes as well! How the weight of your shoes can effect how much you can lift isn't explained, but then how covering a beam with creosote makes it so much heavier isn't mentioned either.

The Grimoire is a game with a certain amount of potential, despite the above criticisms, and, if its form of humour appeals to you, you might well enjoy it. However, if you are seeking encounters with Lovecroftian style monsters, I'd personally go for Infocom's 'Lurking Horror', rather than this.

HELVERA - MISTRESS OF THE PARK

Reviewed by Sue Medley, played on the PC

It seemed like a great idea at the time, a nice, relaxing trip to the park. You had a pleasant day, sitting in the sun, watching the children play and generally having a good time. Evening came and the park emptied. Collecting your picnic things, you walked towards the exit... It got darker. Then...

<*Whump*> You walked into an invisible barrier. You felt along it. Yep, there it was again. You were trapped in the park!

Mist started to roll in from the lake. Lightning flashed, illuminating the park keeper's cottage - which, just for a second, looked more like a Gothic castle. The mist thickened... became fog... you couldn't breathe... and collapsed.

Coming round in a dungeon, chained to a wall, you were confronted by a woman dressed in black. She laughed, an evil sound, and told you of her 'creatures', mentioning their unpleasant eating habits.Only one thing could save you, you'd have to perform a task for her. Agreeing, you were told you must collect the seven magical spheres and put them on the Golden Altar, thereby lifting the curse of darkness from both the woman, Helvera, and her house. The deal

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made, a collar was fitted round your neck, a device to stop you leaving the park. You were permitted to sleep in a comfortable bed, then taken to a cell with a guard who resembled a Cyclops! The guard left the room, saying he was going to get you a 'nice tasty meal'; something told you it would be a good idea to escape before he came back.

This is the storyline of Helvera, originally an Amstrad CPC adventure but now available in an expanded version, with more locations, objects and text, for the PC, ST and Amiga and programmed using AGT. (FSF are going to convert it for the Spectrum in the near future). I played the PC version. It's text only with a white on black display, your inputs highlighted in yellow - a pleasant colour combination. There are 54 locations in the game and scoring is out of 500 points. The introduction, on-disk documentation and instructions are good and HELP will bring up a verb list.

As you'd expect from the title, Helvera is a humorous game. Unlike some games, which feel they have to be packed with jokes for the player to find them funny, Helvera has the balance just right and gives you an occasional chuckle with some object descriptions, responses and so forth.

The action, as you'd expect, takes place in, around and underneath Helvera's house. There aren't many outside locations because of the collar you're wearing which, as your 'hostess' explained, restricts you to the immediate area. The house has all the mod cons you'd expect and the tunnels beneath it are suitably damp and dark. The author has programmed in occasional messages about hideous screams, unearthly laughter and the incessant dripping of water to add to the atmosphere. But generally the location descriptions, messages and responses are on the short side for a 16-bit adventure.

As you search for the seven spheres, death is often lurking, waiting to strike the unwary adventurer. As with many AGT adventures, you are sometimes given an option to be resurrected when you snuff it. This puts you back in the starting location and gives you the opportunity to RESTORE. No problem. However, at other times, you're DEAD DEAD and will be chucked back to the DOS prompt. This means a reload and is off-putting when you're stuck at a puzzle and trying all sorts of weird ideas that kill you whenever you get it wrong. I would have preferred an option to be resurrected each time.

Some of the spheres are very easy to find; others are more difficult. Two in particular were found through solving quite complex series of puzzles. Generally the puzzles aren't too hard but, having said that, I got stuck right at the end with one sphere still to find. Another puzzle was complicated somewhat by the fact that one object was called a 'bottle of polish' but actually turned out, on examination, to be polish remover, which put a whole new slant on things.

Bob Adams asks just £3.00 for this adventure which is very good value for money. It may not take you weeks to finish it, but it should take a good few evenings.

OKLIB'S REVENGE

Reviewed by Terry Brawls, played on the Amiga

In the beginning there was "STAFF OF POWER" for that most adventurous of 8-bits, the Spectrum. And now, for your delectation and delight, if not for your Amigas, Ataris and PCs, is 'Oklib's Revenge', authored yet once again by Sue Medley.

More, a comprehensive overhaul of the original than a "bit of a rewrite", it offers more puzzles and locations, lengthier texts all round, and a beefed-up plot-base for extra atmosphere.

As it was written with Softwork's AGTBIG toolkit, a utility I'm not at all familiar with, in terms of never having seen the program itself, or any adventure written with it, this is of necessity a pure "game" review, rather than a study of "game-utility" usage.

Comparison with the Quilled Spectrum version are unavoidable, Sue felt that this utility and only 48k, stayed her hand somewhat. However with just over 120 locations, the disk is almost full, there being room for only 2 saved games. (Admittedly, there is some irrelevant code that can be deleted to make more room.) Instructions-wise, "OKLIB" has a bit of a deficiency; after a couple of screens of scene-setting text, the game starts, with no mention of system-use (such as how to talk/interact with characters) or, indeed, the point of the game (other than "get the Staff"). Help is at hand! Try typing "LISTROOMS' and "LISTNOUNS"!

Anyway, it turns out that you're rather an unwilling "volunteer" in a quest to recover King Arcon's missing Staff. The instigator of this unhappy affair is your Palace Guard Sergeant, Oklib. (Groan! I've heard of backward Satanic messages...), who seems to have a bit of a grudge against you, for one reason or another. One moment you're standing in line with your comrades enduring Oklib's latest harangue, the next you're flying through a space/time vortex to land with a thud at the start location of a computer-generated adventure! The Spectrum version instructions may amplify things a bit. The Staff was stolen by the evil magician Zyx and to recover it you must embark on 4 sub-quests in order to find a ring, a sword, a shield and a warhorn.. Only with the aid of these sorcerous objects can you hope to be able to face Zyx...

"...One moment you're standing in line with your comrades enduring Oklib's latest harangue, the next you're flying through a space/time vortex..."

Of course, "OKLIB" may not follow this exactly; I've got the ring, I'll soon have the sword, but the rest is still in the future - for the beauty of the game lies in the fact that it differs from the original, sometimes subtly, often grossly (in a nice way), resulting in a completely different playing experience. And why not!

The locations are well-written, objects well-defined and movements between locations are all logical. Sometimes you come across the odd described feature or object which, upon attempted manipulation, is apparently not there after all - hi ho! Generally though, the game has an excellent "feel" to it.

Hmm... AGTBIG. Issue 8's article on writing utilities was very interesting. Reading between the lines and based on my own experiences so far with Amiga adventures - there's nothing in the 16-bit world yet that can touch PAW, or even Quill with Patch and Press. "STAFF OF POWER" - written early/mid '80s, had a choice of 2 fonts, RAMSAVE, RAMLOAD, lightning-fast system operation, a "timing" feature where you had to complete the game in 400 moves and, of course, all in 48k. "OKLIB'S REVENGE" has none of those features and is, in fact, much "slower" than the Spectrum version - but that the utility's fault and in no way alters the fact that it is a thoroughly excellent game, worthy of inclusion in anyone's collection.

Apparently Sue is entering "OKLIB'S REVENGE" is this year's AGT competition. I see no reason why it shouldn't do very well. Good Luck! And to close... it's nice to see that the Frost Giants have thawed out - a bit!

RETURN TO EARTH

Reviewed by Dave Charnley, played on the Amiga 500

Since the dawn of time, there have been many games of the trading genre. Some have climbed the slippery ladder of success, such as Elite, while others haven't even managed the first rung. Return to Earth is one of the newer PD trading games to appear for the Amiga with German/English copies available. The scenario stands ever so upright like this: You take the role of one Golan Trevize, Senator of Terminus who has quite a curious nature. I say this since his objective, and therefore the objective of the game, is to discover the cradle of mankind.

In order to find where the heart of the human race lies, the player must set off in search for the ancient legend - PLANET EARTH. However, if you haven't already guessed, we're in the future and with the home planet long forgotten, going to Earth isn't as easy as being able to jump in the family Skoda and nip off down to Sainsbury's. No, sir. There are only a small number of people in the universe who know the location of Earth and before you can even speak to them, Senator Trevize needs to have successfully completed a number of tasks. Trading needs to be carefully mastered and combat grasped if survival is an aim.

Presentation is pleasing to the eye and options are easily accessible and selectable, using the standard "point 'n' click" system. It is possible to save and load games through a disk menu. A helpful addition is the availability of document files from Workbench boot, so you're not forced to go blundering in.

Initially, the game is uncaptivating due to the lack of inspiration. The only situations available were trading at space stations and combat for the beginning player, According to the doc. files, the opportunities are there later in the game to meet people who help you to find Earth, but to be honest I wasn't inspired to find them. Trading consisted of flying goods from one station to another; buying at low prices and selling for high. Combat with beam lasers was like aiming two straight, single polygon lines converging on the cursor at a moving sprite. To liven things up a tad, space police could have been included for example. Unfortunately, there isn't much scope for adventure.

Return to Earth is a game which in my mind would only really appeal to hard-line fans of the trading genre. A lack of variety damages a potentially excellent game.

USING SHAREWARE FAIRLY

by Sue Medley

Most of us have used Public Domain and Shareware programs at one time or another. What exactly is Shareware? At first sight it might not seem to be any different from a Public Domain program - you often get them from the same source and they cost the same amount. The difference is that, unlike PD authors, shareware authors retain the copyright to their programs and the disks are distributed on a try-before-you-buy basis. If you continue using the software after a certain period (often 30 days is quoted) and find it useful, you are requested to make a small payment to the author or wipe the disk.

If you register shareware, not only do you get a warm glow for being honest, you may get other benefits too. Usually you'll get a disk by return which contains the registered version of the program or some vital information. Some unregistered games are pure demos, or may be without a 'save' routine. Others are 'trapped' so that you cannot complete them without registering, in which case you'll be provided with a full version by the author. Or you may need to input a code or to have some form of paperwork, such as a map to a particularly diabolical maze, giving information necessary to proceed. Other authors give a 'bonus' such as a free copy of an earlier game they wrote. With utilities, you may also be able to buy a full manual or the source code at a reasonable price.

You'll then be on the author's mailing list and will probably be notified of updates to the program, special offers on other games and so forth. Some authors will not give help with their programs if you haven't registered, which is fair enough - they put the time into writing them!

Registering shareware is no problem if the author is in Britain but the vast majority of shareware I've come across comes from abroad, notably the USA. Occasionally shareware libraries will accept payment for foreign programs or authors may nominate a colleague in this country to accept payments on their behalf. Generally, I prefer to pay my own fees and deal direct with the authors. Some will take payment by credit card; nice and easy. But otherwise you can always get a draft, made out in dollars, from your local bank. Unfortunately, many banks change an exorbitant amount for this service. Mine charges £6 which is unrealistic if all you want to send is $10.

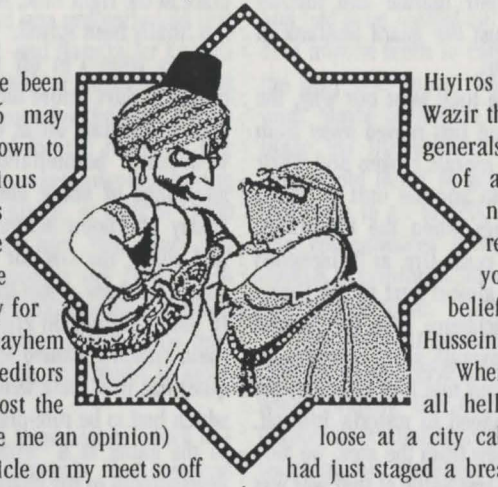
I've got round this by ordering dollars in notes through my building society. (Some travel agents will do this too, I'm told). Every so often I ask for $60 in $10 bills. Last time they (the Woolwich) charged just £3, very reasonable, and the dollars took under a week to come through. That means I can always keep some dollars handy for shareware payments. I put the notes inside a letter in a normal envelope and just post them. You can register the envelope if it makes you happier but so far I haven't had a shareware payment done by this method go astray.

So if you use a shareware program regularly, please consider registering. As you can see, it isn't hard to organise, whichever method you choose. I've always found the authors are very pleased to hear from someone who has enjoyed using their program or playing their game. Occasionally I've heard of people sending off a payment and hearing nothing - if that happens to you (it is very rare), well, at least YOU'VE been honest!

But one word of warning. If the name and address of the author is on a READ.ME file on the disk, remember that an unscrupulous person may have altered it. It's much better if the registration details are built into the program and then you can be sure they're genuine.

PLAY BY MAIL

by Tim Lomas



Those of you who've been around since issue 6 may recall my little jaunt down to Dorset for the previous Delenda meet, well, it's February and it's time once more to brave the wilds of that fair county for another weekend of mayhem and chaos. Our dear editors (who happen to be almost the only ones who ever give me an opinion) both enjoyed the last article on my meet so off we go again into the depths of Delenda.

For anyone who's never heard of Delenda est Carthago (and has therefore never read my column in issue 2 or 6) here follows a very rapid precis. 'Delenda est Carthago' is a power / roleplaying game run by Waveney games. It is based on a technology level approximating the early middle ages (swords and knights and stuff) with a couple of extras thrown in for good measure, Dyan for example who possess significant mental powers which may as well be magic for all the rest of us know. Two significant power blocks exist, based on the religious beliefs, the Hiyiros side consists of the Caliphate, a society based on the Ottoman Turks, obviously Islamic, the Flaminian side is based on mediaeval Christendom. The Flaminians are further split into a number of countries, they have a numeric superiority but tend to co-operate less. Oddly enough the Hiyiros are in the west and the Flaminians in the East, the reverse of the 'real' world.

I'm on the Hiyiros side, I play Murad Aziz, the Second Vizier, he's the number 2 in the power structure, second to the Grand Vizier; Ibrahim Deyra, the Kapudan Pascha, that's the Hiyiros Grand Admiral and Wazir the Wild, one of the best generals in the game but a bit of a madman, he's not named for fun. He's a religious fanatic, to give you an idea of his beliefs, he makes Sadam Hussein look like a teddy bear!

When we left the last meet all hell was about to break loose at a city called Beltsey, our army had just staged a breakout to meet up with the relief army, a couple of characters had been captured and Murad and Wazir were tearing hell for leather to get to the city.

Well, just after the meet the battle took place, large numbers of fairly green Hiyiros troops facing a smaller number of Flaminians who were much more experienced. Wazir, being Wazir decided to hit them fast and hard, knowing he was facing large numbers of guard level archers and knowing exactly what sort of damage they could do to his inexperienced troops given half the chance, especially when commanded by Essex du Barry, one of the few men who have more battle experience than he did.

So, ten thousand Hiyiros cavalry with Wazir in the middle of the front rank smashed into a phalanx of guard archers and pike at full charge, this meant that they took little damage from the archers who had no time to work before the cavalry got to them (archers fight at a disadvantage at close quarters) but rather more from the pike men who were mixed in with them. The losses in the first round of battle were massive, about 9000 troops in total died, the Hiyiros light cavalry flanked the Flaminian lines

and caused massive damage to the flanks, effectively breaking their morale and forcing their retreat, leaving just the guard phalanx at the centre to worry about.

At this point a little luck went our way, the unit Wazir was with had just moved away from the front line with it's morale broken and Wazir was busy transferring to another unit to return to the thick of things when the Flaminian commander sued for a cease-fire, as it happened Wazir at the time was almost next to the Grand Vizier, purely by co-incidence, also the Second Vizier who was both overall army commander and also his brother. They told him to accept the cease-fire and he managed to restrain himself. The Flaminians withdrew from the area, we took the city again and the last battle of that war was won.

So, what's been happening since then? Well, we decided that since the Telindoi (one of our neighbours) were to blame for most of the wars over the last few years it was time we finally removed them from the face of Linden, we'd just signed a treaty with the Selyans (our other neighbours) which enabled us to move on the Telindoi in peace. As we get towards the meet we have the second largest city in Telindoon under siege and also have a naval blockade reimposed after they broke our first one and defeated the smaller part of our navy. The Selyans decided to go and take out the other half of Telindoon to reimpose their rule on the area which was the case until Telindoon rebelled against Selyas 200 years ago. They have the largest city (the Telindoi capital) under siege.

So... it's all set for a fun meet, it looks as if it might be fairly quiet this time but there are worrying rumbles on the horizon. The Pope has been rumoured to be very displeased about our invasion of Telindoon and even unhappier about the Selyans invading as well. There are reports of Hospitaller Knights in Selyas, numbers unknown and we've been having a few logistical problems getting cash to the right place at the right time, at least the third problem has finally been solved.

This time I'm off to Bournemouth for a couple of days before the meet, my wife wants to take a few days off as well so off we go on the Wednesday beforehand, this gave me the advantage of being able to pop along on the Friday afternoon before most people got there and collar the GM for a few hours while she wasn't too busy. I met the Grand Vizier who lives in Bournemouth on Friday and off we went. The main reason I wanted to get the GM when it was quiet was that there were a number of situations which had to be role-played live, fairly irrelevant to the game as a whole but important to the development of my characters.

The Second Vizier (that's Murad) has developed a close friendship with the Grand Vizier over the past game year (since the last meet) and there's a possible wedding in the air, after a couple of sessions resolving some of the details I also had Wazir to sort out, he's planning to get married and I needed to run a couple of role-playing sessions with him as well, being an Islamic society of that era marriages are arranged, Wazir's mother has been busy arranging his wedding and as she had recently passed through the same town as him we had to sort out a few details. Wazir is not the sort who does as he's told and his mother is a very strong willed woman (played by the GMs), he had definite ideas about the sort of woman he wanted to marry and she was busy convincing him that the one she'd got lined up would be perfect. Eventually that all got sorted out and we spent a couple of hours chatting generally before I sauntered back to Bournemouth for the evening.

Saturday dawned bright and early (and damned cold as well), I got a lift from Bournemouth and arrived at about 9.15. Having been spotted arriving the Grand Vizier shot out of the front door, grabbed me and dragged me into the back garden, with strict instructions to say nothing to anyone until we'd spoken. Intrigued I complied and was promptly told that a large force of Templar and Hospitaller Knights had just invaded the sanjak of Rostor, a sanjak which had been fought over for the past 2 years and which we controlled for the moment. Our Bey (governor) had been taken prisoner, having declined to oppose their attack, at odds of 11000 / 209 I could hardly blame him. This attack had apparently been sanctioned by the Pope which was a direct breach of the treaty signed between the Caliphate and the Papal States some time ago. It looked like all hell was about to break loose as usual.

Finally being allowed to go and get stuck in I wandered back into the house to find everyone awake except for one poor soul who was still managing to sleep in the middle of bedlam. I finally managed to find the Grand Master of the Hospitallers to find out what the hell was going on, mainly to get confirmation that he'd done as I'd heard reported and broken his sworn word. The Pope had broken a treaty signed in his religious capacity and yes, those Templars had finally discovered how to find their way to the front line. It's the first time, they missed the last 3 crusades!

"...we have Elasoon under siege and blockaded, a second army in the field and an invasion taking place..."

Following it all so far? OK, we now have the situation that we have Elasoon under siege and blockaded, a second army in the field and an invasion taking place. The invasion actually seems to have stopped for now as they're most unhappy at Henri Grene, the Regent of Selyas who has now been castigated by the Pope and both Grand Masters for invading a fellow Flaminiannation instead of helping them against us. No-one seems to bother remembering that the Selyans have helped the Telindoi the last 3 times they've launched attacks against us and had to be hauled out to save their skins, nor does anyone seem to care that poor old Henri is the only one (apart from us) sticking to his word. Maybe we'll have to see what we can do to make his life easier. The Templars have of course told Henri to get out of Telindoon, he's told them to go to hell, they've told him of the 'dire consequences' if he doesn't do as he's told, implies excommunication to me, maybe I can help on that score.

This means it's time to go and have a quick chat on Compuserve with one of the US players who's playing the Archbishop of al-Arlen, a Flaminian Archbishop in our capital. I've been watching his messages on CIS for quite some time now and he looks to me as if he's just ripe for a bit of gentle pushing, I get the definite impression that there's a schism forming between the Eastern and Western halves of the Flaminian church. Now, if that was to happen it might be very useful, it'd reduce the power of the Pope, give us someone to talk to that didn't live over the other side of the world and more to the point it might produce some interesting results if any of the Flaminian nations went with the schisming section of the church. Maybe I can do something to help Henri after all!

That sorted out I've got an hour or two to spare, time for a quick game of Junta I think, followed by a spot of lunch, cheese, delicious bread from the local bakers yesterday (I know, I went with them to help carry it back) and pickle, it's all we have time for and no-one's going to the trouble of getting anything else done. I lost the Junta game, as usual! The other thing about these weekends is that an awful lot

of games playing goes on, the trouble is I tend to be too involved in the game related stuff to have time to spare two or three hours to play anything else. Oh well.

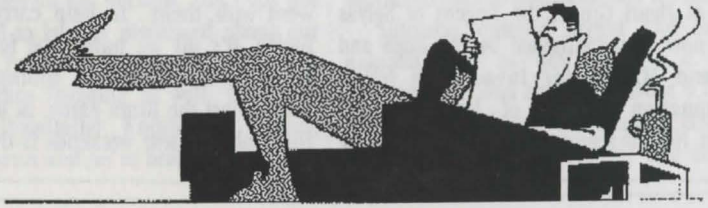
Right, lunch over, it's Grand Divan time, the Grand Divan is the advisory council for the Grand Vizier, this year we're organised and we had a pretty little agenda all set up, the US players had had a copy of it sent to them so they knew in advance what we were due to discuss. As usual things went all over the place, half the time was spent discussing the invasion by the Templars and Hospitallers, two items never got done at all and were just passed on the nod and the Beylerbeyi of Quendil (one of the regional military governors) resigned his post after having sent a pre-emptive letter to the Caliph. What had looked like being a nice quiet Divan with lots of mutual back patting turned into a mess, it all got sorted out eventually. The Beylerbeyi was told he'd be replaced but he was to carry on for the moment, we actually managed to get the good bits in, how well we'd done on our road building project since the last year (very well actually, thank you for asking), how we'd sorted out the end of the crusade and things were going reasonably well, all that sort of stuff. Luckily the caliph wasn't too displeased with his Viziers, we'd seen a little of the chaos before it came and had a private audience with him before the Divan to do a bit of buttering up, explaining the problems we were expecting to face, the action we were planning and asking for his opinion, not that we actually wanted his opinion but he tends to get upset if he thinks no-one cares what he thinks. A little diplomacy never hurts when it's a case of keeping your head!

Well, that's about the lot for this month, I've had to write this in a hurry, the meet was very close to the last deadline for the issue and it was just too good a chance to miss to get another article out of Delenda. I did plan to actually write the majority of the article at the meet itself but I never found the time. I could have tried to write it in the hotel room in Bournemouth but oddly enough my wife seemed to think that as I'd deserted her all day the least I could do was to take her out for dinner in the evening.

What it means is that you've got a very rushed article, it's written very much as I thought, I've got two game turns to do this evening which didn't get done last week because I wasn't here and my mapping programme has to be recompiled and uploaded to the US distributors in the next 48 hours, in other words I'm short of time so you'll have to forgive me if this looks like it could have done with a bit of proof-reading and polishing, I'm not going to have time!

I've no idea what I'm going to cover next issue, if you've got anything you'd like to see just drop me a line and let me know! I think it's time I dropped back to a beginners article or maybe two. I'll see what I've done before and see if I can expand on that a little.

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



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IT BUGS ME

by James Johnston

So there I was, minding my own business, playing an old text adventure on my Speccy. It's called 'The Village'. This quilled adventure is on a copy of the tape magazine 16/48 which expired around 1985. The storyline is a blatant copy of 'The Prisoner' theme (Presently enjoying a re/re/run on television. Anyway, I had the candle and there was a match visible - take match - I see no match here - get match - I see no match here. Oops! It's a BUG! After spending some time trying to produce an input that would allow the game to continue, the game was tossed aside as unplayable - no match - no light - sudden death.

And then I thought ...

What exactly is this 'thing' we call a bug? Collin's Dictionary and Thesaurus defines the 'bug' we are talking about as "a fault, as in a machine". The thesaurus goes on to expand this to:- blemish, catch, defect, error, failing, fault, flaw, gremlin, imperfection, snarl-up. I consider that to be a fair description of what we call a 'bug' in the computer sense. There is, however, a tendency amongst computer buffs to think of bugs as mildly irritating, unimportant glitches in the programs we use. In my opinion, this attitude is wrong.

Let me explain what I mean. We all use cars. Not only do we use them but we expect them to be reliable. I do not think anyone would be pleased to own a car which failed to start every other time and on which the brakes failed at random intervals, due to 'bugs' in the system. Put another way, is your mechanic of sufficient expertise and competence to provide a proper service to your car.

How about a practical example of incompetence? Some years ago I found that the car I owned required some engine maintenance. Not wishing to spend the money to have it repaired at a garage, I undertook the job myself. The job involved removing and replacing the cylinder head and to do the job I had to remove, temporarily, the parts that were in the way. The job completed, I started to put it all back together again. While tightening down the head bolts with a socket - improvising with a high tensile three cornered file as a lever - the file snapped. I replaced the broken file with the proper bar and finished the job. As I had disconnected the hydraulic brake pipes, I reconnected them then bled the system and topped up the reservoir with brake fluid to make sure they worked.

Didn't I do well !!

The following day, while driving on a busy dual carriageway, I reached an intersection just as the lights began to change. I put my foot on the brake and NOTHING HAPPENED. I immediately switched my foot to the accelerator and with my hand on the horn, drove across the changing lights as fast as I dared. I drove on gears and hand brake to the nearest phone and called the AA. We found that the brake system was drained of fluid. The AA mechanic removed the brake pipes and found a tiny splinter, from the broken file, had lodged in the sealing nut of one of the brake pipes, allowing the fluid to be pumped out when the brake was used, until it

was empty. The 'bug' was caused by my incompetence in using a useless substitute for the proper lever bar (which was available but not at hand) and obviously I had taken on a job which was beyond my capabilities (not realising that high tensile metal could fragment at the fracture).

The laws of this country require that if you offer goods or services to the public, they must be of Merchantable Quality, free from defect and fit for use. Thus when you buy your car (or washing machine or whatever) and you find that it does not work properly, you can insist on your rights under the law (i.e. the return of your money). If it was some time before the defect (bug) came to light then the manufacturer may decide to repair the goods to merchantable quality and return them to you but they must take one of the above actions under the law. If, however, you have tampered with the item in an attempt to determine or rectify the fault (bug) before contacting the manufacturer, he may refuse to do anything, on the grounds that the fault may have been caused by you and your tinkering.

The reason I mention all this detail is to indicate how a manufacturer must act if he hopes to stay in profitable business. He must produce his product to what he regards as merchantable quality, then he must set up procedures to ensure that the product is thoroughly tested to see that it is free from defect (bugs) and fit for the use (as defined by him). Only then can he offer it to the public. No excuse is tolerated on a premature marketing of goods or services. For these same reasons, I say that computer hardware/software which is, sold to the public containing faults (bugs) must have been produced by persons who lacked the competence or ability to produce it 'bug free' and the promotion and sale of hardware/software known to be faulty is contrary to the laws of this land as defined in the Trades Description Act and the Sale of Goods Act.

So what should you do if you find a fault (bug) in your hardware/software. You should return it to the place you purchased it from and give details of the fault (where and when it occurs), request a 'bug-free' copy and failing that, you money refunded. I can assure you that any genuine software will be only too pleased to rectify the fault indicated and supply you with the updated working copy. If you fail to receive satisfaction (and cannot afford the legal costs of a civil action) you can always resort to publicising the details in one/all of the popular magazines either as an article or letter. State the facts and stay within the libel laws, It may not help you directly but may put others off buying faulty hardware/software.

What about a disclaimer? Suppose the company prints a disclaimer saying that they are not responsible if their product is faulty (bug ridden) and causes you loss due to product failure. No disclaimer is worth the paper it is written on. No person who offers goods and services to the public can write his way out of his responsibility or obligations under the law nor can he diminish or cancel your rights and protection under the law by any means, written or otherwise.

And then I thought ...

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THE ADVENTURES OF PHILIP MITCHELL

A personal view by Richard Hewison

A number of people might be thinking "Who is Philip Mitchell?". Well, the truthful answer is - I don't really know! My research failed to uncover any information regarding the man himself. However, what I do know is that he was (and probably still is somewhere) a programmer who, back in the early 1980's, headed a team of fellow programmers to create a couple of classic adventure games on the early 8 bit machines like the 48k ZX Spectrum, the Commodore 64 and the BBC Micro Model B. Philip worked for Beam Software (Australian in origin I think) and if you still need a clue then his first game on the Spectrum caused quite a stir for being probably one of the first ever text adventures to be accompanied by graphics. It was of course that classic of early adventures - The Hobbit, based on J.R.R Tolkien's famous novel.

Melbourne House published 'The Hobbit' in 1983 initially on the 48k Spectrum and later on the Commodore 64, 48k Oric 1 and a text only version on the Acorn BBC Micro. (Graphics were omitted on the latter due to the memory limitations of only having 32k to play with!). The recommended retail price was a then very steep £14.95 (compared to the average Spectrum game cost of between £5.95 and £7.95). The game itself came adorned with a painting of Smaug the Dragon on the cover. Inside the black box was a small booklet and the cassette, nestled snugly into a flimsy plastic holder.

My first look at 'The Hobbit' came on a friends expanded 16k Spectrum, as I didn't have one of the rubber keyed wonders at the time. The loading screen was a fair rendition of the box artwork and after about five or six minutes the game had loaded. For a second the screen turned white and then the first location graphic was drawn onto the screen. Up until then I'd never seen graphics in an adventure (having only played text adventures on the BBC) and I was very impressed! As any 'Hobbit' player will know, the first location was the "...comfortable tunnel like hall...". The picture showed a roundish green door at the end of a hall with a chest sitting in the middle of a cyan (purple) floor. Each line was drawn on screen as I watched, then the floor was filled with cyan ink. I was a little disappointed to see the picture scroll up the screen to make way for the remainder of the location text but by that time I was already hooked, especially when Gandalf proceeded to give me a map. He then opened the round green door and walked out on me! Thorin just kept telling me to "Hurry up"! (It was only later that he started sitting down and "...singing about gold").

'The Hobbit' was the first adventure to incorporate what could now only loosely be described as artificial intelligence. However, in its day it was a revelation, as was the parser that allowed complex commands to be typed in using the INGLISH command language. It had a vocabulary of 800 words and allowed not only the use of verbs and nouns (e.g. TAKE BISCUIT) but it also allowed adverbs (e.g. QUICKLY TAKE BISCUIT), prepositions (e.g. WITH, UNDER, ON, OFF) and it allowed you to string a number of commands together with the use of "AND". You could also talk to other characters in the game

using the SAY TO command and by doing this you could give them commands to perform for you. In fact, on a number of occasions there was no way of solving some of the puzzles unless you asked Thorin and Gandalf to help you out. All these features were naturally a major improvement on other inferior adventures available at the time. Of course the parser still failed to understand plenty of what I typed in, but the delay in responding when it didn't understand was at least a lot shorter than when it did!

'The Hobbit' was also the first text adventure that I had seen that ran in real time. If you sat and typed nothing in for a while the game would WAIT and time would pass in the game world. It was possible for characters to wander off on their own and it was even possible for important key personalities like Gandalf to get killed in a different location whilst you were doing something else. In the event of this happening the only way out was to restart the game, as Gandalf was a rather important character.

'The Hobbit' was extraordinarily successful and looking back it is now obvious that we wouldn't have got half of the adventures that we eventually did on the Spectrum if the Hobbit hadn't been as successful as it was. Popular Computing Weekly started a weekly adventure helpline column (penned by Tony Bridge, who has since become as infamous as Lord Lucan for not being seen for many years!). Countless people would write in asking for help. The most popular problems were "How do I get out of the Goblins Dungeon?", "How do I escape from the pale bulbous eyes?", "How do I get the ring?", and "How do I escape from the Elven King's dungeon?". Some people got stuck in the game at the same point for over a year before they would be rescued. Adventurer's today seldom get stuck like that anymore, mainly due to our accumulated experience and the fact that there are more people playing adventures and more adventures to play. The plethora of magazines today give solutions and tips each month covering all of the major adventure releases. Back in the early 80's, we were still an underground community by comparison.

Melbourne House even went as far as publishing an entire book dedicated to playing and solving 'The Hobbit' with maps and various tips and hints. Whilst hintbooks are almost common place today, back in 1983 they were unheard of.

('The Hobbit' was later released in a special disk only version for the Commodore 64 with music and I think it might even have had extra location graphics. A BBC disk version also appeared if I remember correctly).

With 'The Hobbit' a great success (despite the numerous bugs - more on those later!), Philip Mitchell and his team could have done the obvious and moved straight onto 'Lord of the Rings' (which they also had the license for). However, instead they chose to leave Middle Earth behind for the moment and concentrate on another literary legend instead. After 15 months of hard work they revealed 'Sherlock', based on the exploits of Sherlock Holmes. The game appeared in late 1984 for the 48k Spectrum and the Commodore 64 and again cost £14.95.

Throughout the development of 'Sherlock' it was not known if graphics would be included. Memory was tight but in the end a few pictures made it in, although less in volume (and some might say quality) they served their purpose. The plot wasn't based on any one Sherlock Holmes novel, but rather it tried to emulate the spirit and flavour of the novels with a new case for the infamous detective designed specifically for the game by Philip Mitchell.

'Sherlock' used a refined but superficially similar system to 'The Hobbit'. The INGLISH parser remained intact, although the commands you could give to the other characters (Lestrade,Watson etc.) became more complex. The real time element raised its annoying head again. Time played an important part in solving the game. To emphasise the point, a digital clock display appeared on screen at all times. As with many who dunnit style games since (Mag Scrolls 'Corruption' comes to mind), you had to be in a certain place at a certain time if you were to have any chance of solving the case. The game itself was spread over a couple of days and involved an amount of travelling in handsome black cabs and using the railway time table that came in the box to catch trains to and from such exotic locations as Leatherhead. (I can remember someone pointing out that in reality you can't actually get a train to Leatherhead from Kings Cross Station as you can in the game, not even back in Victorian times).

The plot involved murder and the discovery of a body in peaceful Leatherhead. As the plot progressed things became more involved until by the end the case concerned foreign spies and a threat against the whole of the United Kingdom. As Sherlock Holmes, the player had to collect evidence and present it to Lestrade. If all went well the game progressed nicely. If not, you could easily get stuck at one point and miss the next set of vital clues as a result. Timing was crucial.

(One interesting trivia item was that the extensive vocabulary understood by the INGLISH parser didn't understand the surname "Holmes"!)

I got the impression that 'Sherlock' didn't go down as well with the game buying public (or the magazines of the time) as it's predecessor had. I found it a frustrating game at times. Quite often you could do exactly what you were supposed to do to uncover a clue yet it would not work. Later on I learnt that if you did certain actions earlier in the game (like sitting in Watson's armchair in the initial location whilst he was still in it instead of sitting in your own) then important parts of the plot would fail to trigger off later on, even though the two were completely unrelated as far as the plot was concerned. This kind of bug was unfortunately commonplace.

Some people actually took great delight in finding new bugs. The evaporating river in 'The Hobbit' is a prime example which I witnessed on a couple of occasions. Unfortunately the kind of bugs present in 'Sherlock' got me right up to the end but the final shoot out failed to occur, even though everyone who needed to be there was in place ready and raring to go!

"...Some people actually took great delight in finding new bugs. The evaporating river in 'The Hobbit' is a prime example..."

(Melbourne House didn't publish a book to help players stuck in 'Sherlock' like they had done with 'The Hobbit'. All they did was send out a rather unhelpful hint sheet that was very thin on content).

With 'Sherlock' out of the way, Philip Mitchell turned his attention back to the land of Hobbits, Elves and Middle Earth. It took another year and a bit to complete, but 'Lord of the Rings' Part One finally appeared in late 1985. It came in a box the size of a brick. This was so that the game could house the first paperback instalment 'Fellowship of the Ring'. It was a nice idea, but the price of the game was now £15.95 which I think made it the most expensive Spectrum game ever at the time. The box also had to accommodate two cassettes this time around, as the game was so large that it had to be split into two parts. On completing the first part, you could save your game and load it into

the start of the second part to continue. The second part could be played on its own, but as a result it was harder to complete without the advantage of having done the first. Also included was a beginner's version of the first part for inexperienced adventurers who needed to get to grips with the system.

There were a couple of innovative features included in 'Lord of the Rings - Part One'. For a start you could control up to four characters (Frodo, Sam, Pippin or Merry) and you could quite happily switch between them. The screen layout was different from anything I'd seen before. Each Hobbit had his own face illustration and the character you were currently in control of would appear at the top of the screen. The main part of the game was displayed on what looked like the top sheet of four pages of paper. In the left hand border the hobbit faces were shown. If certain faces were displayed in the border of the pages behind the front then they weren't in the same location as the hobbit you currently controlled.

This innovative (and never repeated since) style had its problems. The update time was slow. Each time you moved to a new location, you had to wait for each one of the other characters to follow you there. (This not only applied in the text but the faces had to be removed from the other page borders then placed in the front page border to signify that there were now in the same location). After a while this became rather annoying and there was no way of turning it off.

'Lord of the Rings - Part One' did have a few location graphics but they were obviously thrown in as an after thought as they were limited in number and were very poor. The game starts in the same "comfortable" location as 'The Hobbit' did, but you wouldn't have been able to tell from the new location graphic. Very little was actually drawn, with the plonking down of large slabs of meaningless colour preferred to trying to produce a proper location graphic.

The game manual admitted that extra events had been thrown in that weren't in the novel but it also stated they were "totally in keeping with the fantasy world created by Tolkien". This is a debatable point. I can't be certain but I'm reasonably sure there weren't any 'Heavy metal Orc bands' in The Fellowship of the Ring or any of the other novels!

I didn't like 'Lord of the Rings - Part One'. The system used was trying to be too complex for a humble 8 bit computer to cope with properly. The graphics were very poor and you had to be some kind of patient mind reading insomniac to solve it! (Apologies to all those who did solve it, but I found it slow and very frustrating).

It took two years for the second part of 'Lord of the Rings' to appear, but appear it did in mid 1987. However, compared to the first part, 'The Shadows of Mordor' was quite small, coming on only 1 cassette packaged in crystal cassette case. It was at least a lot cheaper (only £7.95) as a result. The cover illustration showed Frodo standing beneath a giant spider, impaling it with a glowing blade. Nearby lay Sam, cocooned and awaiting his fate.

On a 48k Spectrum the game was text only. On a 128k machine graphics would pop up every so often on their own. (48k users could view all of the graphics as a slide show loaded separately from the game). The graphics were a major improvement over those found in 'Part One', but they were still quite crude when compared to other illustrated adventures of the time (Terry Greer's pictures in the Interceptor games Heroes of Karn, Jewels of Babylon etc. on the Spectrum come to mind).

'The Shadows of Mordor' was naturally based on the key events described in J.R.R Tolkien's second book in the series 'The Two Towers'. You started the game by choosing whether you were to play Frodo or Sam, and it didn't take long to find Smeagol lurking around. To get him to help, you had to tie him up with rope and make him promise to behave himself before you let him go free! A great deal of co-operation was then required to build a raft to cross the swamp. The Black Riders made an occasional appearance but they were very easy to avoid. By simply waiting in the same location they would fly off and leave you alone!

'Mordor' wasn't very large when compared to other adventure releases of the time. It only had a couple of real tricky puzzles and most of those involved getting other people to perform tasks for you. I remember finishing the game without really knowing how. One moment I was wandering around and the next moment I was being told I'd won! The end of the game left you on the edge of Mordor, having got past Black Riders, Orcs, swamps and giant spiders along the way. Unfortunately, the wait for Part Three proved to be infinite because Melbourne House was sold to a rival publisher, (Virgin Mastertronic I think).

Beam sent out video cassettes to a number of prospective publishers in 1988 outlining their latest products, including the third (and final) part of 'Lord of the Rings'. I don't know whether programming had started on Part Three, because what was on the video was a text-only adventure that could easily have been Part Two on the Spectrum. As it turns out the third part never appeared in any shape or form and the license ended up going to Interplay (who have since turned out two rather average r.p.g products).

Looking back, my personal favourite is still 'The Hobbit'. My strongest memories of the other games are the slow game system, the poor graphics and the bugs. In a strange way Philip Mitchell & his team were ahead of their time - the 8 bit machines just couldn't cope with the game system they created. If they had a good PC to create their games on who knows what they could have gone on to achieve?

Thanks must go to Sue Medley and John Wilson for their invaluable assistance in researching this article.

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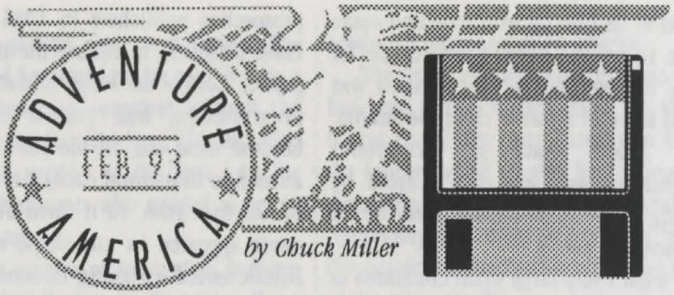

ADVENTURE AMERICA

by Chuck Miller

The past two months have been rather quiet on the adventure front here in America. Though several titles have been released, the great majority are still on the waiting list. There are, however, some interesting developments to discuss.

Just Slipped Under the Door

Ultima Underworld II: Labyrinth of Worlds has shipped. However, due to problems with corrupted files on my master disks, I have been unable to install the game thus far (a replacement copy just arrived today). Unfortunately, by next issue this adventure will be old hat. The news I have heard from other players indicate that it is improved over the original Underworld and that it provides a very enjoyable playing experience.

The conversion of Space Quest IV to CD-ROM touched down here about a month ago (Space Quest V, though, is still under development). The CD-ROM conversion of Willy Beamish also just arrived. Both are significantly enhanced in the audio departments and offer enjoyable entertainment for the dollar (or pound). While I can recommend both to the PC CD-ROM owner who has never played either title, there is really little that has changed to make the games a worthwhile investment to those who have already played the original disk-based versions (unless, of course, you can find a buyer for your floppy copy in order to upgrade to the CD version). If Sierra/Dynamix would add additional puzzles and play time to their conversions, the value in upgrading would be greater. As it now stands, the call is a close one.

Vegas - Gambling on the Future

Though we did not attend the Winter Consumer Electronics Show in Las Vegas, Nevada, word of several new adventures have trickled down to us. MicroProse is working on another graphic adventure using the engine developed for Rex Nebular and the Cosmic Gender Bender (this game, by the way, is a must buy). It is titled Return of the Phantom and is based upon the book that inspired several classic films. No release date is set at this time. Another game scheduled to arrive from MicroProse is a showpiece product titled DragonSphere, an RPG also being built on a modified version of the Rex Nebular game engine.

Tsunami will be releasing Blue Force, an animated adventure by Jim Walls (designer of the Police Quest series). Blue Force is a law enforcement title focusing on the activities of a motorcycle patrolman. It will feature puzzle solving and, unlike the Police Quest games, will have no action sequences (Yeah!). Tsunami is also planning to release a fantasy adventure based upon Larry Niven's Ringworld. Revenge of the Patriarch is to be the first Ringworld installment. If this were not enough, Tsunami is also working on Protostar: War on the Frontier, a hybrid title similar to the Starflight and Star Control games. Exploration will be a key element.

A smattering of other titles to watch for are a new Tex Murphy adventure from Access, Activision's Return to Zork, Interplay's Stonekeep, Day of the Tentacle from LucasArts, Iron Helix from Spectrum Holobyte, ICOM's Beyond Shadowgate, New World's Dark Side of Xeen, Ultima Underworld VII Part II: The Serpent Isle from Origin and Eye of the Beholder III, Dark Sun and Veil of Darkness all from SSI.

Be My Guest

I would be remiss at this point if I did not mention Virgin Games and Trilobyte's CD- ROM extravaganza, The 7th Guest (which should be available about the time you read this). It is official now that the game will ship on two CDs and require at least a 386/SX MS-DOS compatible system to run (we have had a beta version here for about a month now and it runs just a tad slow on our 386/33MHz machine). A minimum of 1MB RAM and a fast SuperVGA card are also necessary, as is a CD-ROM drive with at least a 140K transfer rate.

Though the beta version is not fully functional, we have had enough time with the game to give the finished version a hardy recommendation. This puzzle-based gothic horror game is the first truly stunning CD-ROM title created for the MS-DOS compatible and will probably result in the sale of many CD-ROM upgrade kits just so that gamers can play it. The 7th Guest is a superb product that will help redefine computer gaming. A sequel is already in the works for release at the end of 1993.

That's All Folks!

Well, so concludes still another installment of Adventure America. If all goes well, several long-anticipated titles should finally be out by the time the next column goes to press. A few are almost ready to ship right now. Until then... Happy Adventuring!

Chuck Miller

THE ADVENTURER'S BACKPACK

by Chuck Miller

The adventurer's backpack is a very 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.

Since the last issue of Red Herring, I have come across two very useful items: The Official Book of King's Quest VI, Third Edition and a character editor for Planet's Edge. Let's reach into the backpack and take a look at both.

The Official Book of King's Quest VI, 3rd. Ed.

New from COMPUTE Books is their latest "official" release covering all King's Quest games from I to VI. This helpful resource (which can be had for a mere $16.95 US) is definitely the most thorough of the Official series and the single most helpful source of information on Sierra's King's Quest games. Right up front I will say that if the player desires the most authoritative and complete resource for King's Quest, The Official Book of King's Quest VI is it! The only shortcoming that I found in this work is that it employs line drawings rather than actual screen images to illustrate the games.

This third generation resource is quite in-depth in the material covered. Chapters devoted to each quest provide help in the form of traveler's tips, hints, points of interest, maps, "Most Often-Asked Questions", plus a full guided tour. A complete points list is also available so

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You haven't lived until you've died in MUD

that one knows just where they missed those extra few points. In addition to assistance for each King's Quest installment, chapters are devoted to an interview with Roberta Williams, the history of Sierra On-Line, "The 25 Golden Rules of Questing" and several appendices including a very interesting one on the making of a quest.

In summary, the official word is that The Official Book of King's Quest VI, Third Edition is by far COMPUTE's best release to date in an adventure resource. It also has some great general purpose reading within its pages. I heartily recommend it and tip my hat to its author, Donald B. Trivette, for a job well done.

Planet's Edge Character Editor

We all know that some games just naturally seem to need some careful "adjusting" here and there to enhance game play. Well, Jack Hartman has come to the rescue again with his character editor for Planet's Edge.

This new shareware editor from Hartman Game Utilities is well-designed and offers all the basics in editing save game files. Upon loading the program, the player is presented with a menu offering three selections: Edit Crew Stats, Edit Raw Materials and Edit Crew Backpacks (crew back-packs can only be edited by the registered shareware version). When editing crew stats, selecting a crew member will enable the player to edit many of that member's characteristics, including his or her hit points, intelligence, agility, luck and skills. In addition, many game restrictions are removed. So, even though characters are limited to only six skills each, they can be assigned up to all sixteen. Editing of raw materials is also available in the freely redistributable version of the editor.

Becoming a registered user opens up an extended feature - in this case, the ability to edit crew backpacks. This allows the player to add, delete or recharge any item carried in the crew members' backpacks, including items such as ship and technical plans. If you would like to receive a registered copy of this editor, just send a bank check (drawn on a U.S. bank) or money order in U.S. funds in the amount of $10.00 to Hartman Game Utilities, P.O. Box 73706, Houston, TX 77273-3706, USA.

Post Those Parcels

Well, so much for the latest batch of adventure resources, each of which will find itself in 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:

Chuck Miller,
Enchanted Realms, P.O. Box 33656,
Cleveland, OH 44133, USA.

RAINBIRD THROWS A HELPLINE

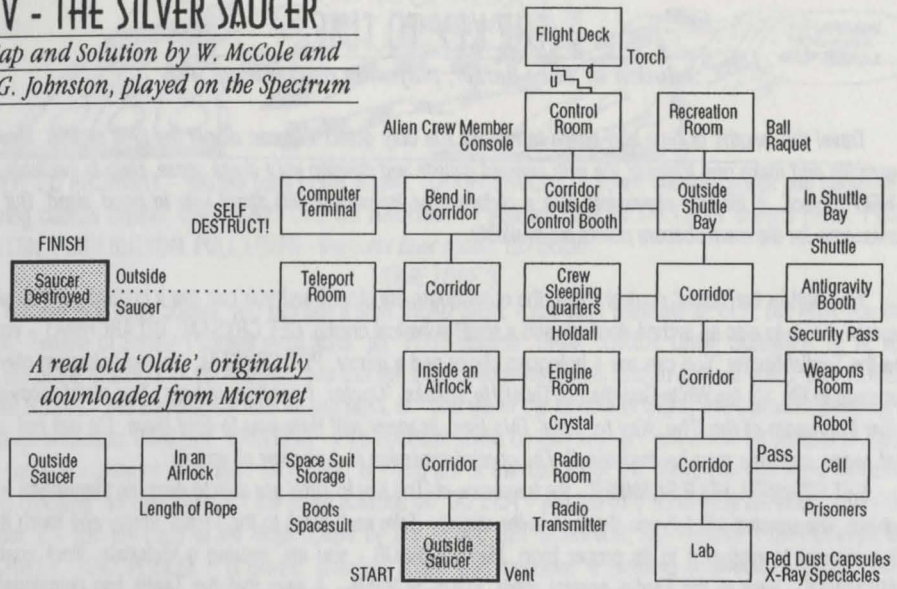
COLOSSAL ADVENTURE

Played on an Atari 800XL

1. To catch the Bird, do not hold the Rod.
2. Snakes don't like birds.
3. Wave rod to create a Bridge.
4. Whenever a Dwarf appears, throw axe at him - but do not forget to pick it up again.
5. Water the seedling - but do not overdo it.
6. Drop the pillow before dropping something fragile.
7. Before climbing the beanstalk, fill a container with oil.
8. Quickest way back to the Storehouse is by saying "PLUGH".
9. Pay the Troll with eggs.
10. After crossing, "FEE FIE FOE FOO" will return Eggs to original location.
11. Feed a hungry animal.
12. Trolls do not like Bears.
13. Free the Bear but keep the chain.
14. Dark Room too dark? Deposit emerald then say "PLUGH, PLOVER" then go N, E.
15. To get back to the Storehouse, say "PLUGH, PLOVER, PLUGH".
16. Cannot always get into room with Vase - this is because entry is random. Keep trying NW from Swiss Cheese Room until successful. Be patient!
17. When Lamp starts flickering, get coins and go to the Vending Machine in the Vending Machine Maze.
18. Lost in the Vending Machine Maze? From West End of Hall go S, W, W, E, E. The return route is W and E.
19. Do not be afraid to attack the Dragon. Get his Rug. It is a treasure.
20. The Pearl has run away? Look down, down below.
21. If Pirate steals one of your treasures, get it back from his hide-out in the Pirate Maze. Also get his Chest.
22. Don't know your way in the Pirate Maze? From Hall of Mists try S, E, S, S, S, N, E, E, NW. Return via SE and N.
23. The End Game will start only when all treasures have been collected. Elf will appear and ask you a question to which you should answer "YES".
24. "Blast" will explode the dynamite.
25. Stuck in the Stone Maze? From top of ladder go E then Down.
26. Use the rod for another bridge.
27. Free the three groups of Elves.
28. Give the Elixir to the Elves that need it.
29. To stop the water, lock the Door.
30. To lure the Spider to the edge of parapet, wave the Pentacle - then throw it away.

V - THE SILVER SAUCER

Map and Solution by W. McCole and J. G. Johnston, played on the Spectrum



A real old 'Oldie', originally downloaded from Micronet

Having read the story line presented (relating to the aliens who left the spaceship), you now stand outside the space ship ready to explore...

WARNING! If you go west from 'in an airlock' where rope is, you land outside the ship and are killed by an alien. If you TAKE CRYSTAL in the engine room the ship blows up. It is not needed for the solution

EXAMINE VENT, INVENTORY, UNSCREW VENT (Don't try unscrew screws as screws is not in the vocabulary), DROP SCREWDRIVER, NORTH to a corridor in the ship, WEST to a Space Suit Store, GET SUIT, WEAR SUIT, GET BOOTS, WEAR BOOTS, WEST to an airlock, GET ROPE, EAST, EAST, NORTH, NORTH, NORTH to a bend in the corridor, EAST, EAST to outside the shuttle bay, NORTH to Alien Recreation Room, GET BALL, SOUTH, SOUTH, EAST to Antigrav Room, TIE ROPE TO RING, PRESS BUTTON (You float to the ceiling, EXAMINE CEILING (You now see a security pass), GET PASS, CLIMB DOWN ROPE, PRESS BUTTON, WEST, SOUTH, SOUTH, SOUTH to Lab, EXAMINE JARS (mentions jar with red dust), GET JAR, NORTH, WEST to Radio Room, SMASH RADIO to stop the aliens sending for assistance, EAST, NORTH, NORTH, WEST to Crew's Sleeping Quarters, THROW RED DUST, DROP JAR, OPEN HOLDALL, GET MAGNET, EAST, SOUTH, EAST to Weapon Room, THROW MAGNET (it disables the Robot) GET GUN, WEST, SOUTH, INSERT PASS, EAST into cell, EXAMINE EYES (They belong to the Earth Prisoners who will now follow you), WEST, NORTH, NORTH, NORTH, EAST to Shuttle Bay (the prisoners board the shuttle and take off, leaving you to complete your work), WEST, NORTH, ZAP ALIEN, DROP GUN, EXAMINE CONTROL, FLICK SWITCH (Opens door to computer terminal), SOUTH, WEST, WEST to Computer Terminal, SELF DESTRUCT (Instruction to computer immediately starts a timed countdown to destroy the ship, so you have a limited number of moves before the ship blows up!), EAST, SOUTH, WEST, ENTER TELEPORT, THROW BALL... The ball bounces around the room and hits the teleport button activating the system. You are teleported outside, clear of the ship which now blows up.

THE KEY TO TIME

Solution by Dave Barker, played on the Spectrum 48k

Travel the lengths of time and space to recover the only object that can dispel the time storms. Meet old enemies and make new friends? Vie with android guards and develop your dress sense. Help is available,enter 'HELP object'. A lifelong obsession with a certain time traveller would stand you in good stead. But help messages for the more obscure points are available.

You start in the Tardis' control room, the outer doors are closed and you can see a control console with a screen. There is also an arched doorway and a small spherical crystal. GET CRYSTAL, GO ARCHWAY - you are in the Tardis' library. You can see a hologram player and a mirror. PUT CRYSTAL - in the hologram player, it springs to life. It's the White Guardian of Time! *He speaks, 'Doctor, I need your help. You must recover the five fragments of the 'The Key to Time' This time scanner will help you to find them. Do not fail, or all of space and time may be destroyed'. The crystal explodes in a shower of sparks.*

GET SCANNER, HELP SCANNER - the fragments of 'The Key to Time' are able to disguise themselves as any object. The scanner will tell you if one is in the vicinity. Take each piece to the Tardis' library and touch it with the scanner to restore it to its proper form. LOOK MIRROR - you are wearing a Victorian frock coat. GO ARCHWAY - back in the Tardis' control room. LOOK SCREEN - it says that the Tardis has dematerialised. EXAMINE CONSOLE - you can see a large red lever and a black button.The central core rises and falls. PUSH BUTTON - the console core stops moving. PULL LEVER - the outer door opens. GO DOOR.

TIME ZONE 1

You are in a dusty store room. E, N - you are in an old food store, you can see a rusty tin of baked beans. GET TIN, S, E, S - you are in a metalwork shop, you can see a pair of pliers and a hacksaw. GET HACKSAW, OPEN TIN - the beans are 'off' so you throw them away and keep the empty tin. DROP HACKSAW, N, E - you are in a strangely decorated room, a shrine, perhaps? You can see a statue of Davros, the creator of the Daleks, and also a red Dalek which is facing away from you. USE TIN - the blinded Dalek spins in circles and fires wildly. EXAMINE SCANNER - the scanner is showing local time activity. GET STATUE, W, W, W - you are back in the store room by the Tardis. GO TARDIS - you are back in the Tardis' control room. PUSH LEVER - the outer doors close. GO ARCHWAY - you are back in the library. TOUCH STATUE - it glows, changes shape and becomes a shining tetrahedral crystal. DROP CRYSTAL, GO ARCHWAY - you are back in the Tardis' control room. PUSH BUTTON - the console core begins to move. PUSH BUTTON - the console core stops moving. PULL LEVER - the outer door opens. GO DOOR.

TIME ZONE 2

You are in a large field. N - you are by a tent in a pleasant valley. GO TENT - inside the deserted tent you can see an unlit torch. GET TORCH, S, W - you are in a volcanic flue, you can see a crack in the rock. GO CRACK - everything is dark! LIGHT TORCH - you are in an entrance cave, you can see a skeleton and a crack in the wall. E, E - you are in a wide cave by an underground stream. GO STREAM - you are treading water. DIVE - you are down on the river-bed, you can see a small gold nugget. GET NUGGET, U, W - back in the wide cave. S - you are in a grotto full of pretty stalactites, you can see a cyberman and a cyber memory core. USE NUGGET - you kill the cyberman. GET CORE, S - you are in a shallow cave, you can see a cyber mining machine and a fossil skull in the rock. USE MACHINE - the skull comes free. EXAMINE SCANNER - the scanner is showing local time activity. GET SKULL, N, DROP CORE, N, W - you are in a long, low tunnel, you can see a hole in the roof. GO HOLE - you are back in the pleasant valley. S - you are back in the large field by the Tardis. GO TARDIS, PUSH

LEVER, GO ARCHWAY - you are back in the library. TOUCH SKULL - it glows, changes shape and becomes a shining cubical crystal. DROP CRYSTAL, GO ARCHWAY - you are back in the Tardis' control room. PUSH BUTTON, PUSH BUTTON, PULL LEVER - the outer door opens. GO DOOR.

TIME ZONE 3

You are in a large square, you can see a sign. READ SIGN - you can't translate all of it, but what you can reads, 'Temple of Sense. Pilgrims must leave all ????? outside'. DROP TORCH, DROP SCANNER, N, N, W - you are in the Chamber of the Acolytes, you can see a set of sensorite robes and an android guard. GET ROBES, WEAR ROBES - the android will now let you pass. U - you are in the Temple of Sight, you can see a painting of an alien landscape. EXAMINE PAINTING - it's a beautiful scene on Gallifrey. U - you are in the Temple of Taste, you can see a plate of roast beef. GET BEEF, N - you are in the Temple of the Mind, you can see a sensorite priest blocking an exit. SHOUT - the priest scurries off. GO EXIT - you are in a small dirty alleyway behind the temple. E - you are back in the large square by the Tardis. GET SCANNER, GO TARDIS, PUSH LEVER, GO ARCHWAY, TOUCH BEEF - it glows, changes shape and becomes a shining octahedral crystal. DROP CRYSTAL, DROP ROBES, GO ARCHWAY, PUSH BUTTON, PUSH BUTTON, PULL LEVER - the outer door opens. GO DOOR.

TIME ZONE 4

You are outside Regents Park Zoo, you can see a sign and an entrance turnstile. READ SIGN - it says, 'B... likes m..., and M..... likes b....., best watch out, cos both like thee'. GO TURNSTILE - you are on a long path that leads east, you can see the aquarium building and a café. E - you are in a shady avenue, you can see a tree, the animal house, the bear pit. and the souvenir shop. GO ANIMAL - you are in the animal house, you can see the monkey cage and a locked door. E - you are in the keeper's tea room, you can see a pair of wellington boots and a rope. GET BOOTS, GET ROPE, W, S, W - you are back outside the aquarium building. GO AQUARIUM - inside you can see a fish pond. EXAMINE POND - it's full of goldfish. WEAR BOOTS, GO POND - you are standing in a shallow pond, the goldfish are in fact piranha, you can see a coin. GET COIN, S - you step back onto dry land. DROP BOOTS, S - you are back outside the aquarium building. GO CAFE - inside you can see a waitress and a bunch of bananas. DROP COIN - the waitress hands you the bananas. N, E - you are back on the shady avenue outside the animal house.

GO ANIMAL - you are by the monkey cage. GO CAGE - inside the cage is a monkey and a key. DROP BANANAS - the monkey says, 'Bananas! My favourite', and disappears. GET KEY, S - you are back outside the cage by the locked door. UNLOCK DOOR, GO DOOR - you are in the store room, you can see a hunk of raw meat. GET MEAT, S, S - you are back on the shady avenue by the tree. TIE ROPE - to what? TO TREE - one end of the rope is tied to the tree, the other end goes into the pit. GO PIT - you are at the bottom of the bear pit, you can see the end of the rope and a hole in the wall. GO HOLE - as you enter the bears' sleeping area the three bears wake up. You can also see a bowl of porridge. DROP MEAT - the bears take the meat and say, 'Lovely! You can have this muck'. EXAMINE SCANNER - the scanner is showing local time activity. GET PORRIDGE, W, CLIMB ROPE - you are back on the shady avenue by the tree.

DROP KEY, CLIMB TREE - you are up a very tall tree, you can see a very large bird's nest. GO NEST - in the nest you can see a sign. READ SIGN - it says, 'Roc rides for all the family leave this nest every 15 minutes. WAIT

- until the Roc appears and carries you off. You find yourself back outside the zoo by the Tardis. GO TARDIS, PUSH LEVER, GO ARCHWAY, TOUCH PORRIDGE - it glows, changes shape and becomes a shining dodechahedral crystal. DROP CRYSTAL, GO ARCHWAY, PUSH BUTTON, PUSH BUTTON, PULL LEVER - the outer door opens. GO DOOR.

TIME ZONE 5.

Ah! You are back on your home planet of Gallifrey. You are standing in an alcove, a corridor lies to the east. E - you are in a brightly lit corridor by an open door. GO DOOR - you are in the president's reception area. S - you are in the president's office, you can see a chair. SIT CHAIR - you can see a cushion. GET CUSHION - hidden under the cushion was the Great Sash of Rassilon. GET SASH, DROP CUSHION, STAND UP, S - you are in the president's bed chamber. GO BED - on the bed you can see a pillow and sheets. GET PILLOW - hidden under the pillow was the Great Rod of Rassilon.GET ROD, DROP PILLOW, STAND UP, WEAR SASH, N, N, GO DOOR, E, E, S - you are in a computer room, you can see a computer screen. LOOK SCREEN - the screen says, 'Presidential release code now assigned to the Doctor. Code is 'PRYDONIAN'. N, N - you are in the castellan's office, you can see a cell. GO CELL - in the cell you can see the Great Key of Rassilon. GET KEY, SAY PRYDONIAN - you are back in the castellan's office.

S - you are in the central square of Gallifrey by a raised dais. GO DAIS - you are standing on the dais, you can see a small hole in the floor. PUT ROD - the rod fits into the hole and reveals a hidden staircase. zGET ROD, GO STAIRCASE - you are in a small control area, you can see a closed safe. UNLOCK SAFE - with the great key, you must be wearing the sash. GO SAFE - inside the strongroom you can see a biocomputer printout. EXAMINE SCANNER - the scanner is showing local time activity. GET READOUT, N, U, D, W, W, W, - you are back in the alcove by the Tardis. GO TARDIS, PUSH LEVER, GO ARCHWAY, TOUCH READOUT - it glows, changes shape and becomes a shining icosahedral crystal.

Congratulations! You have found all five pieces of the Key to Time, and have saved the Universe.

GATEWAY TO THE SAVAGE FRONTIER: Part 4

A Guide to Locations by Ron Rainbird, Played on an Amiga 500 (1 meg)

THE CITY OF EVERLUND

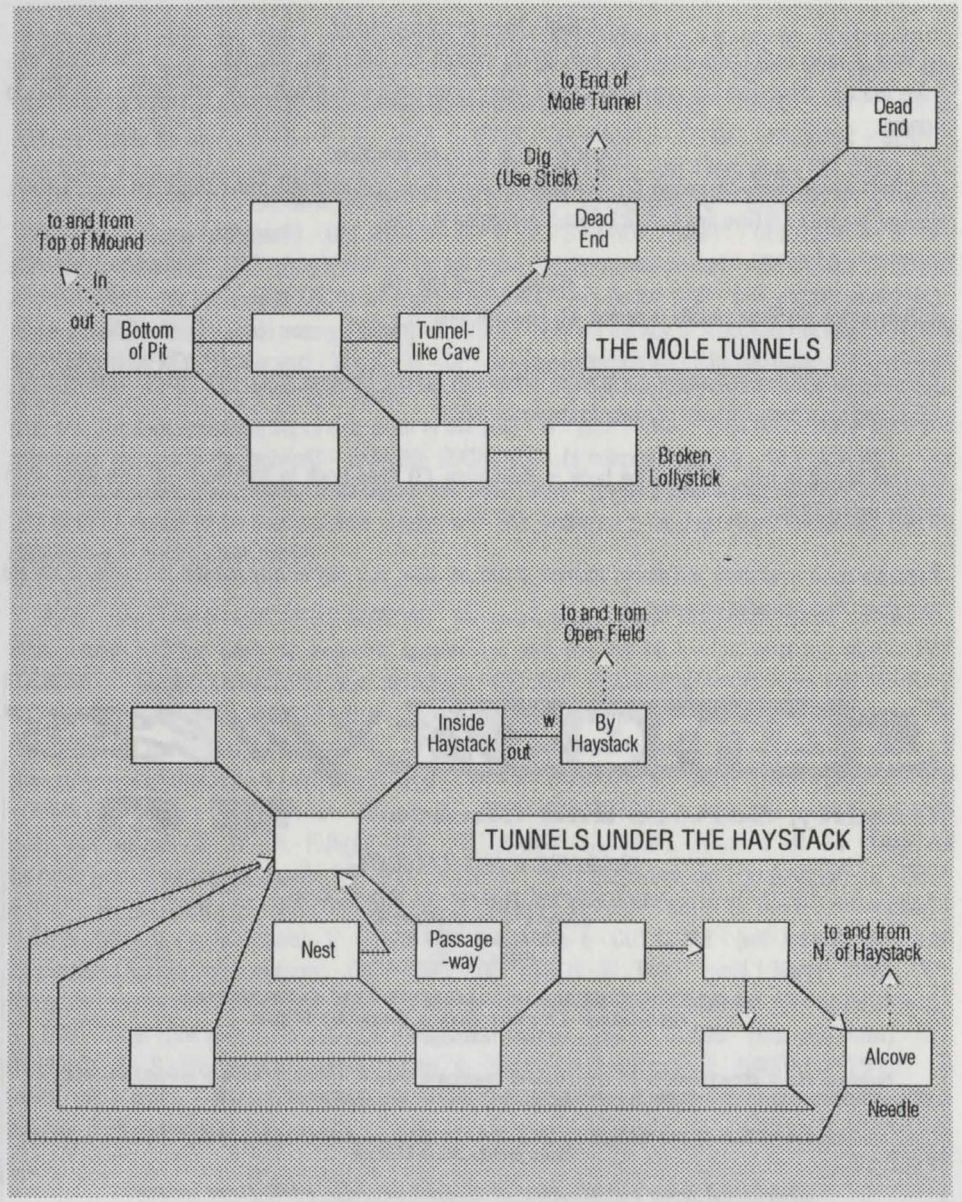
The main object in this location is to rescue the important Magic-user Amanitas.

MAP REF.	DETAILS	MAP REF.	DETAILS
0 - 0	Gnolls.	13 - 8	Gnolls.
11 - 0	Zombies.	0 - 9	Secret door to enemy complex.
15 - 0	Skeletons and Zombies at night.	2 - 9	Gnolls.
6 - 1	Ghouls.	8 - 9	Inn.
8 - 2	Secret entrance.	9 - 11	Boat Rentals.
0 - 4	Here you may rest.	1 - 13	Owlbears.
5 - 4	Town Hall.	5 - 13	Amanitas. Fight to release him. Much information then obtained.
14 - 5	Undead by day.		
0 - 6	Battle with Owlbears. Necessary to clear the way to a secret passage.		

PROJECT X - THE MICROMAN

Tunnel mazes by Sue Medley

Only the main routes through the Mazes are shown



PROPHECY

Hints provided by The Guild

(1) Dig in farmyard (2) Get sword from palace and show it to the Archbishop. (3) Dig twice at battlefield (daytime only). Bury bones. (4) Show crown to Archbishop. This allows you to get into the castle.

GRIMNAR - Need to solve a murder.

(1) Wait in room until Calya goes for a bath.(2) Go straight into bathroom, get dress before she notices you, leave, examine dress. Use key to get into Calya's room. Open chest then smash chest with mallet. Take diary to Grimnar.

KALICK - Must marry his daughter.

(1) Climb up wall (night-time only). (2) Give daughter poem (give poet the beer), rose (chop bush in monastery), kiss her, propose. (3) Give ring to Kalick (found by digging in ruins).

FELIAS - Must find son.

(1) Rub mirror. (2) Show crucifix to demon. (3) Touch amulet.

You can now lead armies from fortress to attack Yttrias (say march). However, if you win, you are confronted by Yttrias and must know the word of power to invoke the sword.

(1) Find hermit in hills. (2) Find the book in the library. (3) Read book to find word. (4) Use word when confronted by Yttrias.

If you are quick, your army will always triumph. If you are slow, you may or may not win the battle. If you are very slow, Yttrias invades your land.

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THE CRANMORE DIAMOND CAPER

Solution provided by John R. Barnsley, played on the C64

Notes: (1) At random a man shuffles past you who may take your watch so then you are unable to see what time it is. The watch can be found in the office at the Police Station.

GET WATCH - EXAMINE TABLE - (see a bankroll of notes) - GET BANKROLL - S - W - IN - PUSH 0 - OUT - N - W - S - W - BUY GLOVES - GET GLOVES - E - N - N - E - BUY ROPE - GET ROPE - BUY KNIFE - GET KNIFE - W - N - UP - (the assistant drops a white tablet on the floor) - GET TABLET - DOWN - S - W - EXAMINE POSTER - (note the scar) - E - S - E - S - DROP GLOVES - DROP KNIFE - E - GET TRACKSUIT - SEARCH TRACKSUIT - (you find a plastic card) - DROP TRACKSUIT - (don't try to take it with you) - GET CARD - W - DROP ROPE - N - W - W - EXAMINE COUNTER - (see a piece of sealing wax) - GET WAX - E - S - S - MOVE TYRE - (find a jemmy underneath) - GET JEMMY - N - N - E - S - DROP JEMMY - GET GLOVES - N - N - EXAMINE COMMISSIONAIRE - (has a scar on his left cheek like the wanted poster) - ASK COMMISSIONAIRE ABOUT GUARD - (he steps out at 7:50 to see a girl in accounts) - IN - (to lift) - UP - OUT - (don't go east yet) - WEAR GLOVES - WAIT - (until exactly 7:50pm) - E - (don't try to get the key or it activates an alarm) - MAKE IMPRESSION OF KEY - (in the wax) - W - W - W - UP - N - (the locksmith asks if he can help) - GIVE WAX TO LOCKSMITH - (be at Rico's at 10:00pm sharp) - S - S - S - E - S - IN - PUSH 7 - OUT - E - INSERT CARD - (into slot; the door opens but the card is stuck in the slot) - N - GET TORCH - (you hear a noise; there is a dobermann chained to the radiator!) - EXAMINE BOOKCASE - (a notepad falls out) - GET NOTEPAD - (the dobermann is growling and pulling on its chain) - EXAMINE DESK - (in the drawer are the numbers '2' and '9') - LIFT CARPET - (stuck to the floor is a piece of paper with '053' written on it; the dog is barking frantically and the chain begins to break - better hurry!).

S - W - IN - PUSH 0 - OUT - READ NOTEPAD - (the guard roster) - DROP NOTEPAD - N - W - N - N - W - WAIT - (until 10:00pm when the locksmith appears and tells you that he has got what you want) - PAY LOCKSMITH - (he puts the key on the table and leaves) - GET KEY - EXAMINE KEY - (it's a door key) - E - S - S - E - S - GET ROPE - IN - PUSH 13 - OUT - TIE ROPE TO GIRDER - DOWN - (the rope comes loose as you reach the ledge and falls to the ground) - S - OPEN CHEST - (it contains various glazing tools and you see a glass cutter) - GET CUTTER - S - W - IN - PUSH 0 - OUT - N - E - E - N - UP - DROP TORCH - DROP CUTTER - DOWN - S - W - S - IN - PUSH 10 - OUT - E - N - USE TRANSMITTER - (a voice tells you to signal when ready, over and out) - S - W - IN - PUSH 0 - OUT - GET JEMMY - GET KNIFE - N - E - E - N - UP - (don't cut the cable yet as it sets off the alarm) - W - OPEN SKYLIGHT - (with the jemmy; don't go down yet) - E - DROP JEMMY - GET CUTTER - W - WAIT - (until 1:00am) - DOWN - W - PUT TABLET IN BOTTLE (of whiskey) - PUSH D - (the alarm is deactivated) - E - STAND ON CHAIR - UP - E - CUT CABLE - (with the knife; it turns off the electrified floor in the strongroom) - DROP KNIFE - GET TORCH - W - WAIT - (until 1:30am) - DOWN - W - (the guard has now drank the whiskey and is fast asleep; you have until 2:10am when the relief guard arrives) - N - DIAL 05329 - (the code is correct and the steel door opens) - E - CUT GLASS - (with your cutter) - GET DIAMOND - W - S - (you must be carrying the key) - E - STAND ON CHAIR - UP - E - SWITCH ON TORCH... it sends out a beam... a helicopter appears and lowers a ladder... you climb aboard and celebrate with a magnum of champers!!

Score - [105%].

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.

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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.

MERLIN

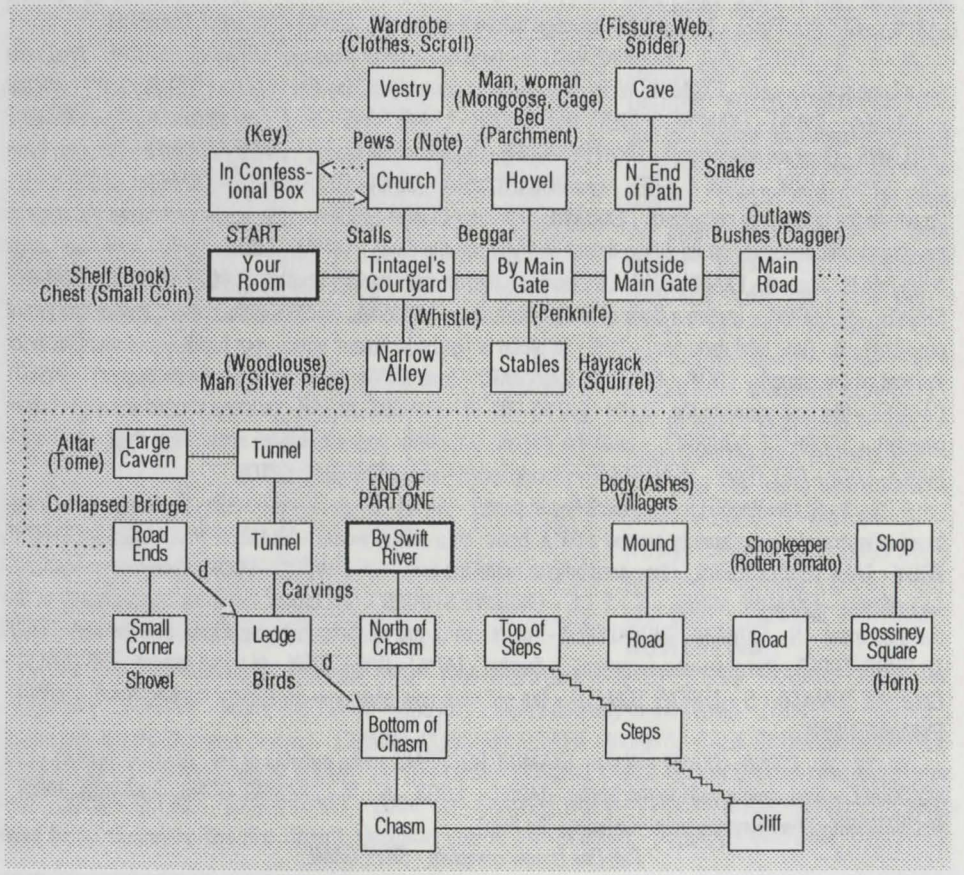
Maps and solution by John R. Barnsley, played on the C64

You are Merlin, high magician to the realm of King Arthur in the sixth century. Arthur's wife, Guinevere, has been kidnapped. It is believed she was taken to nearby Boscastle and is being held there. As all the knights are in tournament, the task of finding and rescuing her has befallen you.

ABBREVIATED COMMANDS: LOUN = LOok UNder; LOIN = LOok INside; LOBE = LOok BEhind

PART ONE

(Start in your room) - EXAMINE DOOR - OPEN DOOR - (you cannot) - EXAMINE CHEST - (you see a small keyhole) - OPEN CHEST - (you cannot) - EXAMINE SHELF - GET BOOK - EXAMINE BOOK - (you read the Sesame Spell: SESA) - SESA DOOR - (the door now opens and the book disappears) - [2%] - OUT - N - EXAMINE PEWS - LOUN PEWS - (you look under the pews and find a scribbled note) - [5%] - GET NOTE - READ NOTE - (you have found the TUVI spell) - N - LOIN WARDROBE - (you see some clothes hanging up) - [7%] - GET CLOTHES - EXAMINE CLOTHES - (for a priest) - SEARCH CLOTHES - (something falls to the floor)



- [8%] - LOOK - GET SCROLL - READ SCROLL - (the Death's Door spell - DEDO) - WEAR CLOTHES - S - (you are dragged into a previously unseen confessional box by an unknown man; he has stolen a key and begs forgiveness) - FORGIVE - (he pushes something through the partition) - [13%] - LOOK - GET KEY - EXAMINE KEY - REMOVE CLOTHES - OUT - S - W - UNLOCK CHEST - (the key now snaps in the lock) - [15%] - LOIN CHEST - GET COIN - EXAMINE COIN - OUT - S - TALK TO MAN - (he'll toss you for a silver piece) - TOSS COIN - (as your coin is two-headed, you call "heads" and win his silver piece) - [18%] - EXAMINE WALL - [19%] - GET WOODLOUSE - N - EXAMINE STALLS - (one is selling cheap whistles) - BUY WHISTLE - (with your silver piece) - EXAMINE WHISTLE - E - (you now see a beggar) - EXAMINE BEGGAR - (he is cold) - [20%] - GIVE CLOTHES - (he gives you something in return) - [21%] - INVENTORY - (you now have a penknife) - EXAMINE PENKNIFE - (closed).

N - EXAMINE MAN - EXAMINE WOMAN - TALK TO WOMAN - (she asks you to help her husband) - TALK TO MAN - DEDO MAN - (the man is healed and the couple leave you something in gratitude) - [25%] - INVENTORY - (you now have a mongoose in a cage) - EXAMINE MONGOOSE - LOOK - EXAMINE BED - (you find a faded parchment) - [27%] - GET PARCHMENT - READ PARCHMENT - (the Command Spell - COMM) - S - E - N - (you see a snake lying across a cave mouth) - EXAMINE SNAKE - FREE MONGOOSE - (to get rid of the snake) - [29%] - GET CAGE - (now empty) - S - W - S - EXAMINE HAYRACK - (you find a sleeping squirrel) - [31%] - GET SQUIRREL - (you put it in the cage before it wakes up) - [33%] - EXAMINE SQUIRREL.

N - E - N - ENTER CAVE - EXAMINE WALLS - (you see a small fissure) - EXAMINE FISSURE - (you now see a large spider's web) - EXAMINE WEB - (the spider is currently hidden from view) - FEED SPIDER - (with the woodlouse) - [34%] - EXAMINE SPIDER - GET SPIDER - LEAVE CAVE - S - E - (to some outlaws) - EXAMINE OUTLAWS - (they are advancing!) - OPEN PENKNIFE - (to release the blade) - WAVE PENKNIFE - (to scare them off) - [37%] - LOOK - LOUN BUSHES - (you find a dagger) - [38%] - GET DAGGER - EXAMINE DAGGER - E - (to where the bridge has collapsed) - EXAMINE CHASM - COMM SPIDER - (the spider walks over the edge of the chasm and descends on its silken thread and you see the cord) - [41%] - LOOK - (a thin rope now hangs down into the chasm) - EXAMINE WALLS - (to see a narrow path leading South) - S - GET SHOVEL - EXAMINE SHOVEL - N - DOWN - (notice a flock of birds below you) - EXAMINE BIRDS - (they prevent further downward progress) - N - (into total darkness) - TUVI - (a globe of light now hovers above your head... and stays there for the rest of the game!) - LOOK - EXAMINE CARVINGS - (one shows the inset of an ornate dagger) - INSERT DAGGER - (the wall opens to the North) - [42%] - N - W - EXAMINE ALTAR - (surface stained with light brown powder) - SACRIFICE SQUIRREL - (with the dagger; a monster appears, leaves something, then vanishes) - [44%] - LOOK - GET TOME - READ TOME - (Spark Touch - an ignition spell: SPTO).

E - S - S - BLOW WHISTLE - (the birds flee in panic) - [46%] - D - S - E - UP - UP - E - N - (to some long-faced villagers who are standing around a dead body on a pile of wood) - EXAMINE VILLAGERS - EXAMINE BODY - TALK TO VILLAGERS - (they need help to ignite the fire) - SPTO WOOD - LOOK - (you now see ashes) - GET ASHES - EXAMINE ASHES - S - E - E - EXAMINE STOCKS - (the crowd are throwing rotten fruit at the clamped man) - N - EXAMINE SHOPKEEPER - (he is one of the villagers that you helped with the fire) - TALK TO SHOPKEEPER - (he gives you something in thanks) - [47%] - INVENTORY - (a rotten tomato - BIG DEAL!!) - EXAMINE TOMATO - S - THROW TOMATO - (an old man now gives you an ancient hunting horn) - [48%] - EXAMINE HORN.

W - W - W - DOWN - DOWN - W - N - EXAMINE ROCKFALL - (the remains of the collapsed bridge) - DIG ROCKFALL - (you clear a path to the North) - [49%] - LOOK - N - N - EXAMINE GONG - EXAMINE RIVER - BLOW HORN - (the Ferryman rows you across the river).

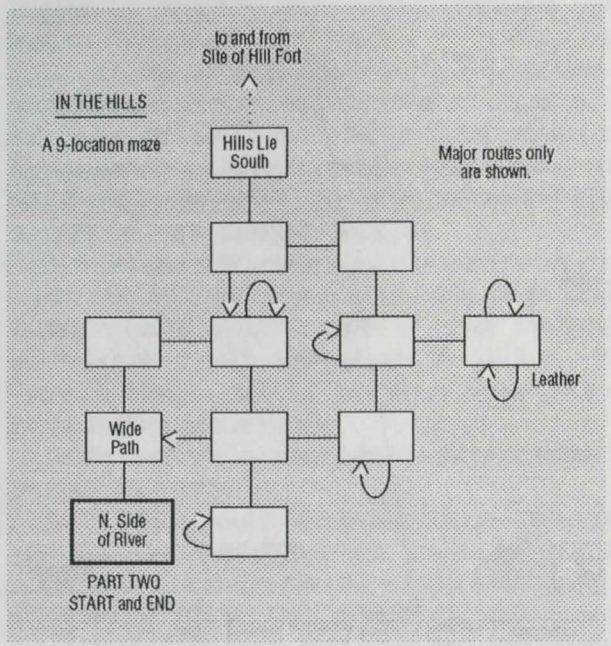
Part One is now complete - SAVE GAME.

PART TWO

(Start on the Northern side of the wide river) - N - N - (into a maze of hills) - E - S - E - N - E - EXAMINE LEATHER - GET LEATHER - READ LEATHER - (Voyeur's Mirage spell - see the future: VOMI) - CAST VOMI - (you see yourself injured on a grassy bank from an arrow wound) - W - N - W - N - N - (to the site of an Iron Age hill fort) - EXAMINE FORT - (you see a few earthen mounds) - DIG - (you unearth a hard object) - [51%] - LOOK - (a small piece of corroded iron) - GET IRON - EXAMINE IRON - DROP HORN - DROP CAGE - DROP PENKNIFE.

W - W - EXAMINE SLOPE - (you notice a cave entrance halfway up) - CLIMB SLOPE - (into the Cave) - SEARCH CAVE - (you notice a small stone in the centre) - [52%] - GET STONE - EXAMINE STONE - (cracked) - BREAK STONE - (you find and take a fossil) - [54%] - EXAMINE FOSSIL - DOWN - E - N - N - W - GET CAT - EXAMINE CAT - EXAMINE CHILDREN - E - E - E - EXAMINE BLACKSMITH - TALK TO BLACKSMITH - (he asks you to fetch some logs for the forge) - S - GET AXE - EXAMINE AXE - (blunt) - EXAMINE LOGS - N - GIVE AXE - (the Blacksmith will now sharpen it) - [56%] - S - CHOP LOGS - DROP AXE - GET LOGS - N - GIVE LOGS - (he now gives you a bow and arrows before he leaves) - [58%] - EXAMINE BOW.

W - EXAMINE WINDOW - (you see a man through the bars) - EXAMINE MAN - TALK TO MAN - (he will show you the way up to the castle if you help him to escape) - EXAMINE BARS - (the surrounding mortar is crumbling away) - DIG MORTAR WITH DAGGER - (the man now climbs through) - [62%] - DROP DAGGER - FOLLOW MAN - (he leads you to a narrow path then leaves you) - [66%] - NW - (you now see some guards) - THROW ASHES - (to blind the guards who then fall to their deaths) - [69%] - LOOK - SEARCH BRACKEN - (you find a small pad) - [70%] - GET PAD - EXAMINE PAD - (the Scarum Spell) - READ PAD - (SACRUM!! - should be 'SCARUM') - IN - (if you try to proceed 'N' into the castle then the wind prevents you!) - W - (you now see a lone soldier) - SCARUM SOLDIER - (he rushes off) - [73%] - EXAMINE BED - LOUN BED - (you find a uniform) - [75%] - GET UNIFORM - EXAMINE UNIFORM - WEAR UNIFORM.

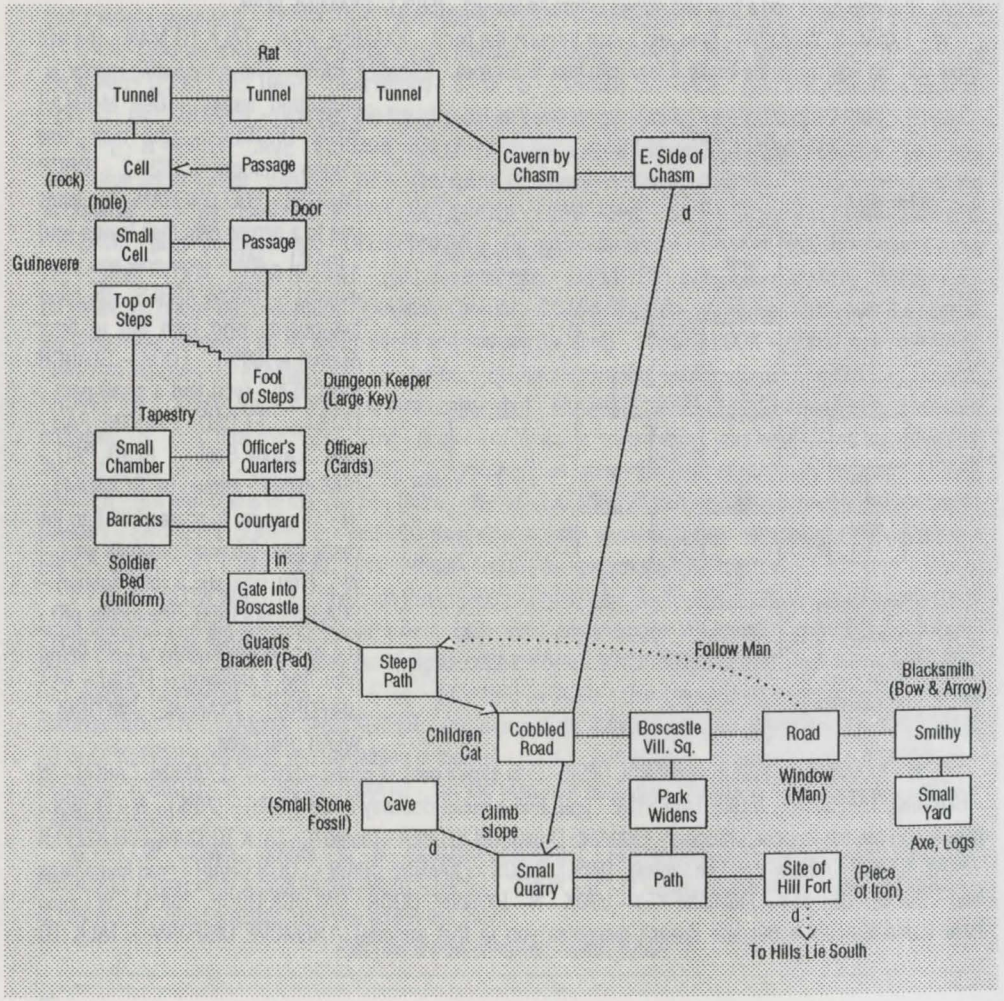


E - N - EXAMINE OFFICER - EXAMINE DESK - (you steal a pack of cards) - [76%] - EXAMINE CARDS - W - EXAMINE TAPESTRY - MOVE TAPESTRY - (you find a secret doorway to the North) - [78%] - N - DOWN - (where you see the Dungeon Keeper) - EXAMINE DUNGEON KEEPER - (bored?) - TALK TO DUNGEON KEEPER - PLAY CARDS - (you win and he leaves) - [80%] - LOOK - EXAMINE CHAIR - LOUN CHAIR - (you find a large key) - [82%] - GET KEY - EXAMINE KEY - LOOK - N - EXAMINE DOOR - UNLOCK DOOR - [84%] - W - (you have found Guinevere but she doesn't recognise you in that uniform) - REMOVE UNIFORM - TALK TO

GUINEVERE - (give her a trinket?) - GIVE FOSSIL - (she will now follow you) - [86%].

E - N - W - (the door jams shut behind you!) - EXAMINE DOOR - EXAMINE WALLS - (a loose rock!) - PULL ROCK - [89%] - EXAMINE HOLE - LOIN HOLE - INSERT IRON - (too corroded) - SCRAPE IRON - INSERT IRON - (a tunnel is now revealed to the North) - [92%] - N - E - (you now see a large rat blocking further progress) - EXAMINE RAT - COMM CAT - (the cat chases the rat way) - [95%] - E - SE - EXAMINE CHASM - (you see a button on the wall of the far side) - FIRE ARROW AT BUTTON - (a drawbridge now lowers to bridge the chasm) - [97%] - E - DOWN - (back to the Quarry) - E - E - GET HORN - S - S - S - E - S - (back to the river) - BLOW HORN - (the Ferryman carries you both back over the river) - [100%].

Getting off the boat at the South side, both you and Guinevere return to King Arthur's castle. A large banquet is quickly prepared and the King toasts your success in returning to him his wife. Congratulations! You have guided Merlin well. You have scored 100%



ECOQUEST 1: The Search for Cetus

Solution by Sue, played on the PC

This game, aimed at all ages from 8 upwards, instructs the player in the ecological impact of pollution and other environmental factors in a fun and painless way. The main character, Adam, is a young lad who gets drawn into a hunt for a missing king. The difference is that Cetus is a whale, his kingdom the underwater kingdom of Eluria and Adam's companion a talking dolphin called Delphineus. Ecoquest is a graphic adventure, icon driven, with beautifully coloured screens, and great animation and sound.

Starting in Adam's living room: (When your dad asks you to give a hand) - walk to the box (he'll ask you to help clean an oil-covered bird) - take the rag - take the detergent - use detergent on rag - use soapy rag on bird (dad gives you some fertilizer mixture and leaves for a meeting, saying you can work with the dolphin if you want).

Look at hamster cage (the hamster needs water) - get water bottle - attach bottle to cage - examine tank (to see oil in the water and on the coral) - use fertilizer mix on coral (to clear the oil) - get garbage bag - get empty soda can from desk - put it in the recycling box - look at computer (to know to look at the blackboard) - look at the blackboard (to see a transmitter attached to a cable to warn of toxic waste) - open the post on the chair (to get your card) - put the envelope in the recycling box - read the five books on the shelf - open the security door (using the code from the packaging) - 9731E.

(In the lab) - look at the propeller on one of the boats (it's covered by a metal cage to protect marine animals) - look at the board (to see the instructions for working with the dolphin) - talk to dolphin - again - again - get mackerel from bucket - throw it to dolphin - get mackerel from bucket - throw it to dolphin - try it again (he's full) - enter pool (wait until the dolphin offers his fin) - take fin (to go for a ride) - leave the pool - get the frisbee - throw it to the dolphin - pick it up - throw it to the dolphin - pick it up again - throw it to the dolphin (to your surprise, he shouts out as he gets it!).

The dolphin tells you his name is Delphineus and he has to leave to search for Cetus, his missing king. He asks you to help him leave.

Walk to the lever - pull it (to open the hatch. Delphineus leaves but some days later he's back and he wants you to go back with him when you're ready) - open the door - walk back to the lab - open the cupboard - get everything from it including the transmitter - wear the diving gear (you and Delphineus swim out to sea) - swim forward until you see the ship - swim towards the ship (you see a boy on board lose the balloons he's holding) - pick up four bits of trash (to clear a path through the garbage, then when Delphineus tells you it's time to dive) - put on the tanks.

Swim down to the seaweed (Delphineus tells you to find the way through) - swim down the blue section - then right - then down when just inside the screen (you've reached Eluria. Del tells you to visit the Oracle while he waits at the Fish Apartments) - pick up the steel cage - put all the rubbish from the Courtyard in your garbage bag - look at the bronze statue - look at Poseidon (he's holding a trident) - look at the other figure (he looks like he was once holding something).

Swim into the Temple - look at the bronze conch on the pedestal - get the conch - swim back out - give the conch to the figure on the statue (the figure blows the conch, Poseidon lets go of the trident) - get the trident - swim back into the Temple.

Look at the left wall mosaic - slide the tiles to unscramble the picture - swim to the back wall of the Temple - look at it (note the carving of the three large eyes) - use the trident on the carving (a panel opens the the Oracle appears) - speak to the Oracle - answer the riddle by clicking on the man (you see a vision of a whale) - answer the second riddle by clicking on the fish (you get a vision of a giant mutated ray) - answer the third riddle by clicking on the heart (for love; you see a vision of Cetus' fate. The Oracle tell you that you must earn the trust of the Elurian Citizens and show her this 'sign of trust' to learn a prophecy).

Leave the Temple and you'll have a chat with Del. He tells you to seek out the Mayor and the Guardian of the Greens. Swim into the Tholos (the domed building due north) - look at the gold mask (a voice speaks to you) - talk (you'll be told to solve the Challenge of the Columns) - follow the instructions and rotate them until they match (the mask falls and a hermit crab emerges) - talk to the crab (Superfluous tells you he needs a new shell) - swim out.

Swim west to the Garden - look at the whale statue (it's covered with oil) - use the fertilizer mix on it (to clear the oil. A lobster emerges) - talk to the lobster (Demeter gives you some healing potion) - get the shell (it's oily) - clear up all the trash into your bag - swim north to the Fish Apartments (you'll see Del) - get the cloth - clean the shell with it.

Swim east and back to the Tholos - speak to Superfluous - give him the clean shell (he gives you a deputy badge and you agree to get the citizens to him for a Council meeting) - swim out (you'll see the huge manta, Flesh-Eater!) - swim to the Fish Apartments - collect all the trash.

Try to enter the middle bottom apartment (Gregarious, a manatee, says you need a pass) - show him the badge (you can enter. Suddenly a blowfish gets caught in a plastic baggie and stuck in his apartment doorway!) - push him into his apartment - unwrap him (he gives you some sea urchins and leaves) - trash the baggie - swim out.

Enter the far left apartment - talk to the angel fish (he needs the algae removed from his leafy plants) - use the urchins on the plants (to clean them; he gives you a sharp shell and leaves) - swim out.

Enter the middle right apartment - talk to the swordfish (he's got some six-pack rings stuck on his snout) - cut the rings with the shell (he gives you some tweezers and leaves) - pick up the rings - cut them with the shell (you'll drop them again) - trash the rings - swim out.

Enter the top left apartment - look at the turtle (there's something stuck in his throat; you can see a string) - pull the string - use the tweezers to remove the bit of balloon (he gives you four screws and leaves) - trash the two bits of balloon - swim out.

Enter Gregarious' apartment - talk to him (he's afraid of a speedboat that hits him with its propellers. You follow him through a load of garbage, including a pump, to the surface) - talk to the fisherman (you tell him about the propellers) - attach the screws to the cage - show the cage to the fisherman (you and Gregarious attach it) - swim back down - clean up the trash again - get the pump.

Enter the top left apartment (a lionfish has collapsed) - trash the bottle of bleach - use the water pump in the window (to clear the fumes. The grateful lionfish gives you one of her spines and leaves) - swim out.

Gregarious leaves too and you all attend the meeting. Superfluous gives you the gold mask and his thanks. Del says to talk to the Oracle again. Swim to the Temple - use the trident on the panel (the Oracle appears) - give her the mask (she tells you the prophecy and gives you a copy in the form of a parchment).

Leave the Temple - swim south to the huge stone head - get the mirror (Del says some people use it to attract fish) - get the glass jar - try to open it (it's too tightly shut) - look at the statue's ear (there's a flashlight fish inside) - collect the garbage - swim east to the octopus' lair - try to get the wire it's holding (it's holding it too tightly) - drop the jar by it - swim west - return (the octopus has opened the jar) - get the jar - go back to the statue - use the open jar on the ear (to catch the flashlight fish) - go back to the octopus - show the mirror to it (it flees) - get the wire.

You'll see a <<help>> bubble floating down from above so - swim up (to find the net of bones and a trapped lobster) - use shell on net (to cut the lobster free) - swim back down - swim to west end of coral.

There's a small cave very well hidden at the top left - swim into the cave (you find a chest guarded by a skeleton) - look at the skeleton (it has a key caught under the pike it's holding) - pull pike - pull pike (it breaks, the key falls into the water) - open the chest - go back into the water - try to get the key (a lurking fish dashes off with it! It swims off east) - swim east (he turns back to the west) - swim west - get the lure - swim west again.

Arriving back at the west end of the reef you see the fish has been eaten by an anenome! Use the lure on the anenome (the key is 'coughed' up) - get the key - swim east to the crashed underwater vehicle - open the storage compartment - try to get the hammer (it crumbles) - get the saw - open the toilet cistern with the trident - get the float (from inside) - swim east - swim into the cave - use the glowing jar on the rocks (the flashlight fish swims out and illuminates the cave).

Look at the 'wall of stones' (top right) - pull rock (to make a hole; green light spills out) - pull rock (keep doing it until you make a big enough hole and the light catches something hidden behind the rocks) - look behind the rocks (to find a metal box) - try to open it (locked!) - try to unlock it (the lock is jammed) - use oily rag on lock - unlock chest with key (to find protective clothing) - get the suit (and you put it on).

Del says he'll wait behind, you swim through the hole. Inside you find metal drums which are causing the pollution. Attach float to cable (to make a buoy) - attach transmitter to cable - attach satellite buoy to drums (it sends up a signal. Divers come and collect the drums, you rejoin Del) - swim north through the exit (to find a harpooning vessel) - look at the door (the cable from the harpoon gun is jammed in it) - look at the cave on the mountainside - swim towards it (Flesh-Eater turns up and chases you both. You swim into a driftnet) - use shell on net (you free yourself but before you can free Del, Flesh-Eater dashes off with the net. Del shouts "Find Cetus!" as Flesh-Eater carries him back to his cave!).

Swim back to the boat - use the trident on the door (to lever it open. The cable goes taut and you hear the call of a whale!) - swim through the door - swim up (you find Cetus, he's been harpooned) - talk to Cetus (he tells you how Flesh-Eater tricked him so he was harpooned. The harpoon is still stuck in his mouth. Then he falls unconscious) - swim away - swim to his mouth (use hand cursor on his mouth) - use hacksaw on harpoon - swim out - swim back to harpoon (use hand cursor on whale) - pull out the harpoon - use healing potion on wound (Cetus wakes. He says he'll call Flesh-Eater out, you must save Del.)

Flesh-Eater and Cetus meet for an underwater battle. Swim into Flesh-Eater's lair - cut the net with the shell (to free Del who swims out with you following him. Back outside, Cetus distracts Flesh-Eater) - use spine on Flesh-Eater (Cetus stuns him, hoping he may eventually recover from the damage caused by the toxins).

You all swim back to Eluria. The Oracle, Mayor, Guardian of the Greens and all your friends from the Fish Apartments swim out to greet and thank you. Cetus says you have saved Eluria from ruin and made them realise mankind may even be their friend. You're given a conch to blow if you ever need a friend in the sea. Bidding farewell to Eluria you grasp Del's dorsal fin and hang on tight for the long ride home.

"Will I ever see you again?" you ask Del, and he assures you that you will, one day. You wave goodbye to Delphineus as he swims back to sea, leaving you on the dock under the twinkling constellation of the whale.

Score 698/725

HINTS and TIPS

by James Waddington

THE BIG SLEAZE

Touch Wires to start car. Examine the car before starting it up. Always lock the door of your office after you leave.

PLAY IT AGAIN SAM

Lift Handset in bar to get the dialling tone, then dial the number. At the club, Order Bourbon. To escape when tied up in the club, Cut Bonds Blade.

WIZARDS SKULL

Push Fireplace in house to find Bernard The Beaver. To free him - Open Trapdoor, Down, Examine Root, Get Root, Up, Close trapdoor then use the root to free him. The lever on the bridge needs oiling.

ANTILLIS MISSION

To get rid of the first android go back into your ship and press the button on the wall of the de-radiation chamber.

DREAMARE. Part 1

To start the car, Press Button. You need the empty bottle from the bathroom. Look In Backpack to find a Library Card. This is your first destination.

BLACKPOOL TOWER

Solution provided by John R. Barnsley, played on the C64

E - OPEN CUPBOARD - GET CUP - GET WATER - (in the cup) - W - N - EXAMINE TABLE - (you see a pencil but it's no good to write with) - OPEN DRAWERS - (find paper and fork) - GET FORK - N - (you see a dangerous-looking fire; don't put it out yet) - EXAMINE FIRE - W - UP - S - E - EXAMINE BED - GET MAGAZINE - READ MAGAZINE - (your eyes nearly pop out of your head!) - DROP MAGAZINE - W - S - S - EXAMINE BED - GET BOOK - READ BOOK - (how to pick locks) - DROP BOOK - N - OPEN CUPBOARD - (it's locked) - UNLOCK CUPBOARD - (you have no key) - PICK LOCK - (using the fork; a stick falls out - you must have read the book first) - DROP FORK - GET STICK - EXAMINE CUPBOARD - GET LANTERN - N - N - DOWN - E - LIGHT LANTERN - (from the fire) - THROW WATER - (the fire goes out leaving just ashes) - EXAMINE ASHES - (too hot; the lights flicker) - DROP CUP - W - OPEN CUPBOARD - (you see an electric meter with 10p in it) - GET 10P - EXAMINE METER - (you see a coin slot) - INSERT 10P - E - WAIT - WAIT - (the ashes should have cooled by now) - EXAMINE ASHES - (you find an ornate iron key) - GET ORNATE - S - S - E - UNLOCK DOOR - (with the ornate key) - DROP ORNATE.

E - (you now see a snake which is hostile) - HIT SNAKE - (with the stick; it crawls off revealing a gold key which was underneath it) - DROP STICK - GET GOLD - W - W - N - N - E - UNLOCK DOOR - (using the gold key) - DROP GOLD - N - (the door now slams shut behind you) - N - E - E - GET LITTER - PUT LITTER - (where?) - IN BIN - (the Policeman watching you is delighted and gives you 50p) - W - W - W - W - TALK MAN - (he requires 50p) - GIVE 50p - (he gives you a ticket in return) - ENTER TOWER... *to complete the adventure with 100%!*

TRAMOTANE ALLIANCE

Solution provided by John R. Barnsley, played on the C64

COMMANDS: UNGRAFIX, GRAFIX, DESCRIPTION, UNDESCRIPT, SAVE, RESTORE, TURN, SCORE.

INV - (carrying a staff, statuette and 1 platinum piece) - EXAMINE STAFF - EXAMINE STATUETTE - N - GET GEODE - EXAMINE GEODE - (inside is filled with a crystalline substance that has a bluish hue) - W - W - N - N - BOARD BOAT - (you cross the sea, disembark but the statuette is stolen and the boat drifts off) - N - N - W - (something glitters between the planks) - EXAMINE PLANKS - GET COIN - EXAMINE COIN - W - S - GET KEY - N - E - E - EXAMINE CARVINGS - (says something about lights and keys) - N - N - GET SCROLL - EXAMINE SCROLL - READ SCROLL - (scroll of blessing; one use only) - EXAMINE PLANTS - E - E - EXAMINE GUARD - GUARD HELP - (King Merrew has the key for the door; ask his help not mine) - S - LOOK IN MIRROR - (your eyes are drawn to the centre) - W - TAKE BATH - (you drop everything, remove clothes, take bath and dress again) - GET ALL - S - W - S - S - E - BOARD BOAT - (you cross on the ferry) - E - S - GET FIGURENE - EXAMINE FIGURENE - (small bloodstone figure of a child) - N - E - EXAMINE KING - (in his lap he holds a hydria) - EXAMINE HYDRIA - (ornate and filled with water) - KING HELP - (if you help him, he will help you; the hydria of healing water has been poisoned - remove the poison) - BLESS HYDRIA - (the water glows but remains red) - USE SCROLL ON HYDRIA - (you mumble a prayer and the water is clear; the King thanks you and gives you a small prism) - [15%] - EXAMINE PRISM - (colourless crystal).

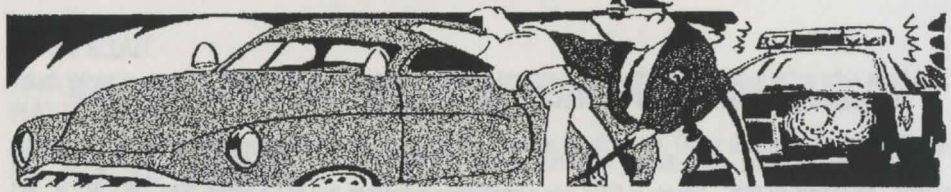
W - W - BOARD BOAT - W - N - N - W - W - N - W - EXAMINE PAWNBROKER - (not a man to trust) - PAWN FIGURENE - (he gives you some money) - E - S - W - EXAMINE SHOPKEEPER - SHOPKEEPER HELP - (do you want to buy something?) - READ LIST - BUY KIPPER - EXAMINE KIPPER - E - E - E - S - S - W - EXAMINE DOLPHIN - DOLPHIN HELP - GIVE KIPPER TO DOLPHIN - (after eating it, he says that the Pawnbroker reveals the entrance; tell him the password: 'EGRESS') - [30%]

E - N - N - W - W - N - W - PAWNBROKER PASSWORD IS EGRESS - (he opens the counter, moves the curtain and lets you pass into the Thieves Guild) - W - EXAMINE THIEVES - EXAMINE BARKEEP - BUY DRINK - DRINK DRINK - EXAMINE GILNEUO - GILNEUO HELP - (he knows where the statue is and could get it for you - perhaps) - GIVE STAFF TO GILNEUO - (he says to meet him at West Dock) - E - E - E - S - E - E - S - S - W - WAIT - (for Gilneuo to arrive; he gives you the statuette then disappears) - [55%] - E - N - N - E - E - N - N - UP - (you reach the landing but then find that you are back where you started) - SHINE PRISM ON LIGHT - (it reflects towards the eastern door and you notice a panel on the rail of the staircase; you hear a click and the staircase changes) [75%]

E - EXAMINE IANCA - IANCA HELP - (where is your gift?) - GIVE STATUETTE TO IANCA - (what bargain do you wish to strike?) - NEGOTIATE ALLIANCE WITH IANCA - (she makes arrangements and asks you to lead her to Castle Darkwood) - [95%] - W - W - W - S - S - S - S - (large frigate here) - BOARD FRIGATE - S - S - E - E - S - S... you lead Ianca along the path to the castle... your land is now restored. [100%]

POLICE QUEST III: The Kindred

Solution provided by John R. Barnsley



Day One

You start on the second floor of the Lytton Police Department. You need to get to your office which is through the door on the left, with your desk against the right wall. Search through the in-tray and read the note [1/460]. Leave the office and walk to the Briefing Room off to the right and walk through the door on the left wall.

You are conducting the briefing. Click the hand icon on the clipboard hung on the left side of the podium [2/460]. Sonny will start the briefing and, when finished, will talk to Officer Morales - the girl near the front [3/460]. She will then leave and walk to your office. Follow her, then talk to her once again. Continue until she stands up and leaves, remembering to select the sustain option on the form [8/460].

You will have another form in your tray (a computer ID request form). Pick it up [9/460] and head for the elevator and Level Three. Give the form to the Head Technician [12/460] and he'll give you an access card in return. Click on it to pick it up [13/460]. Head back down to the First Floor in the elevator. Walk into the Men's Room and open your locker (the one in the middle of the centre row). The code (776) is written on the back of your manual [14/460].

From your locker, pick up your handcuffs, nightstick, notebook and flashlight [17/460]. Close your locker and leave the room. You can enter the lavatory but you won't gain points! Before entering the lift, open the supply closet and get the batteries and flares, ready to use later [25/460]. In the lift, go down to the Ground Floor. You should now have a little time on your hands to explore the station and possibly try out your computer with your access card. Soon you will be paged, so use the phone on your desk to respond to dispatch. Go out into the Courtyard. Open the patrol car and climb inside. Click the hand icon on the driver's door to do this. (Click the WALK icon on your door to exit). You will only be able to exit your car when you have a genuine need to be somewhere. You can accelerate, decelerate or turn by clicking on the small moving car appearing on your screen. Turn your flashing lights and siren on only when you are going to pull somebody over or you are rushing to the scene of a crime.

Once you've received the message to head towards Aspen Falls, follow 6th Street down to the river intersection, then head East to the Falls. Take the turning when it appears. Exit the car and talk to the woman holding the child. Head right and click the hand icon on the mad man. He will run up to you, take your badge and throw it into the river.

He'll then run into the water and start to swim and splash around. Search through his clothes [28/460], find his keys and follow his lead by throwing them into the river like he did your badge [31/460]. The man will freak out having seen you do this and charge towards you. Quickly select your nightstick and use it on the man as he approaches [36/460]. You'll hit him hard, so while he's stunned, cuff him [41/460].

Search him on the way back to the car (you should find a concealed weapon) [46/460] and put him in the passenger seat. Drive back to the Police Station and walk over to the lockers near the bottom doors. Click the hand icon on the lockers and open the one with the key in it. Place your gun in the locker, then close it [48/460]. Walk inside the Police Station with the half-naked man behind you.

Walk up to the Booking Window and take the knife you found when searching the man. Place it in the property drawer [50/460], along with his licence [52/460]. Click on the left-hand door [53/460] and enter the correct violation code (12025) to charge him for the possession of a concealed weapon. Click once more on the Booking Window to collect your cuffs, then leave, remembering to pick up your gun from the locker on the way out [54/460].

Now that you're back on patrol, head for Highway 41 Eastbound. The first problem you'll come up against involves Officer Morales. Get out of the car and walk over to the passenger side of the car. Talk to Morales, then chat to the pregnant woman in the car [56/460]. A dialogue box will appear - out of the two options, choose the signature box [61/460]. Talk to the violator once more before driving off.

Keep driving along the freeway until you encounter other vehicles. When you reach the end of the freeway, you'll turn around and head back the other way. When you are passed, use the eye icon to look at the car's plates. Type these into your computer and you'll receive a low-down of the car and the owner. If the plates are exempt, leave the car alone because the driver is in fact an undercover cop! [66/460 - 5 points for NOT stopping THIS guy!].

To pull over a car, pull up behind it and turn on the siren. This will usually surprise the violator and he will eventually stop. Step out and always walk around to the passenger side of the vehicle, otherwise you'll be run over. Click the WALK icon on the passenger side. Talk to all the car occupants and make a note of the time. The cars that appear are the white Merc, the Lowrider and the blue Escort.

Talk to the driver of the Merc and get his licence. Step back into your car and insert the licence into the computer. Select Form 900 and enter the time and the vehicle registration and the correct violation code (see documentation) [71/460]. Rip off the ticket, click the hand icon on both the ticket and the licence, give them to the offender then continue patrolling. This process is repeated for the Lowrider [76/460], except that you should follow this one about one car length behind; a little more care is needed for the drunk.

Keep patrolling the highway until you reach the driver swerving across the road. Switch on your siren and pull up behind him. Eventually he'll pull over, then walk to his car and chat to him. Check him over by waving your finger in front of his eyes, first left then right [78/460]. Repeat this process a couple of times then hold him against the car and search him [83/460]. Finally, slap your handcuffs on him [88/460] before putting him in your car by clicking the hand icon on the passenger side of your patrol car. Drive to the Jail and enter the Booking Room.

Remove your handcuffs from him and click the hand icon on the Breathalyser [93/460]. Then click the hand icon on the drawer below the window and the drunk will empty his pockets [95/460]. Charge him for driving while intoxicated (code 23152) [100/460]. Having done all this, you will receive a call from Despatch to make your way to the Oak Tree Mall. Look at Marie and take the gold chain from her hand [105/460]. Go with her to the Hospital, then return to the Mall and talk to the reporter there [108/460]. Take his business card that he offers you. Slot the batteries in your flashlight [110/460] and turn it on. Examine the underside of the driver's side of Marie's car and grab the bronze star [115/460].

Day Two

Climb out of bed and get dressed. Pick up the music box from the top shelf in the cupboard [120/460], then drive to work. Walk into the Homicide Office and make a note of the case numbers the Captain gives you. With your card, access the computer. Enter the Homicide Directory and select the Serial Menu. Tap in the serial number on the back of the bronze star (09987) and you'll get a case number [125/460]. Note that case number and view the file [130/460]. View also the files that the Captain gave you the case numbers for and write down the location and time of each one.

Chat to the cop reading the newspaper, then call the Reporter using the number on his business card [135/460]. Go down in the elevator and book the gold chain and bronze star as evidence for case 199144 [140/460]. Go to the Hospital and buy a red rose from the Florist [145/460]. Get Marie's room number from the Nurse at the desk [146/460] and then walk into the elevator. Give Marie the rose [151/460] and the music box [157/460], kissing her on the cheek [167/460] before leaving to head home.

Day Three

Having driven into work, read the note in your in-tray for a new destination [168/460]. Drive to the Old Warehouse and walk up to the stack of paper behind the shopping trolley. Select your wallet and click it on the person there (Carla Reed) [171/460]. You've now found the witness that the note referred to. Click the cuffs on the shopping trolley to secure it [176/460], then take the woman back to the Police Station. Talk to the old girl and give her the brown lunch bag on the desk behind you [181/460]. Turn on your computer and select 'tools'.

Next, choose the composite drawing option from the menu. Keep changing the various facial features until she is certain that the face on the screen is a positive match. Every time you get a feature correct she'll tell you, but always take note if it is too far to one side. Eventually, she will come up with a positive identification [201/460]. Turn off the computer and talk to her once more. Take her back to the Warehouse, not forgetting your cuffs.

To be continued

PLAN 9 FROM OUTER SPACE

How to begin, played by Janice Charnley on the Amiga 500

Leave the Producer's office and go out of the building. Walk to the Hub Cap Bar. Talk to the woman at the bar, who will mention the street where Bela used to live. Talk to the barman and buy a bottle of rum. Go to the café and take the balloon from the table. Go back to the building and into the Producer's office. Examine his desk to find the key to the editing room. Enter his private room and examine the pictures on the wall; one will show the address of Lot 9. Go downstairs and ask the Doorman to call a cab to take you to Lot 9. Go to the cemetery and enter the crypt, then examine Bela's body to find a key. Pick up the hammer.

In the taxi, go to Viad Street. Go into the study of the house and examine the flyer on the table - an advert for the local mall. Get the pictures of Bela from the table. By examining and pushing the trophies on the wall, you will find a credit card. Leave the house and go to the mall.

Use the elevator to go to Floor 2. Buy the mask from the horror shop - it contains a key and a note. Use the credit card for all purchases. Go to Floor 3 and buy a ticket to Rio. Go to Floor 5 and buy the spade which you have examined. Use your passport with the photocopier.

Go to the bank on Floor 6 to change your money. Get currency for Australia, Hong Kong and Brazil. Note the number on your credit card. Give the key from the mask to the cashier and tell her your safety deposit box number is 530143. Open the box to find a reel of film with WUN on it. To view it, go to the cinema on Floor 4. Now, go back to Lot 9 in the taxi...

ADVENTURE P. D.

Adventures For The Amstrad

10 Overton Road, Abbey Wood, London SE2 9SD

Please send a Stamped, Self-Addressed Envelope to the above address for more details.

Tape and Disc

AMS 01: Can I Cheat Death? (Adults Only), Doomlords I-III, Roog, Spacey, Welladay.

AMS 02 : Adult II, Boredom (Adults Only), Dungeon, Firestone, Jason And The Argonauts, Tizpan - Lord Of The Jungle.

AMS 04 : The Lost Phirious Trilogy.

AMS 05 : Bestiary, Kidnapped, Labyrinth, The Secrets Of Ur, Underground plus 3 help programs.

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

AMS 09 : House Out Of Town, Total Eclipse Trainer (playable demo), Rouge Midget., The Search For Largo Grann.

AMS 10 : Twelve Lost Souls, Labyrirnth Hall, Tulgey Woods, Lost Shadow, Escape From Alien Spaceship.

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

AMS 14 : Get Me To The Church On Time, Sandseeker, The Terror Of Innsmouth, Mansion.

Disc Only

AMS 00 : The-Stock-List-On-A-Disc. Fullreviews of all adventures in the PD *** free of charge ***

AMS 03 : Blue Raider I-II, Use Your Loaf, Shades. A brief look into the world of Shades, using the new Adlan program.

AMS 06 : Eye Of Shadows by Rob Buckley. Takes up ALL of the disc.

AMS 08: The Search For Mithrillium (6128 only), Bew Bews, Haunted House, Quadx, The Race, Stripey, Treasure.

AMS 11 : Ghost House, Use Your Loaf, The Race, Supastore plus utilities for early Infocom adventures - Word Processor not needed.

AMS 13 : Caves 90, Once A Knight Is Enough, Cave Capers plus 3D Construction Kitt (playable demo Freescape).

AMS 15 : Diamond Quest (suitable for the young), Journey to Geno.

AMS 16 : Amstrad Action Adventure, Alien Planet, Dictator, City Of Flames, Quest, Drake, Yawn, Revenge Of Chaos (demo), Witch Hunter.

AMS 17 : Simoft Adventure, Wizards Castle, Caves Of Darkness, The Well, Talisman Of Lost Souls (demo).

AMS 18 : Dungeons Of Hell, Golden Ikon of Ramisis, Satan's Domain, Ship Wrecked, Steinburg Files, Crash Landing, The Ring.

NON 01 : Utility Disc. Credit Handler, Amtix Collelction, Cassette Label Printer, Conversion Chart, Database, Digital Clock, Label Printer, Money Manager, Disc Nurse, Protext File Printer, Protext Key Shifter, Protext Convert, Protext Demp + Save Patch.

NON 02 : Pyramid, Soccer Manager, Letterhead and Label Designer, Spreadsheet, Notepad, Magig Dos (820k formatter), Softarc.

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.

NON 05 : Spell Checker.

CPM/M

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

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

CPM 03 : Barsoom (two parts), Holiday 2, Holiday 3, Haunted House, Escape.

Tape Only

TPE 01 : Caves 90, Once A Knight Is Enough, Cave Capers, Stripey, 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 O'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 payabel 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 PCadventures 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
PD 463: Mysterious Realm
PD 464: Escape From Sygnus Alpha
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
PD 465: Jubilee Road
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
PD 466: Dungeonlord. 3 levels. DM-type game. Shareware. USA
PD 467: Cailynvorn. D&D-style RPG
PD468: Omega. Moria-style RPG. ! Meg
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: Knightmare maps/solution
JOHN BARNSLEY'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 editor
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)
TALESPIN 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.
3D CONSTRUCTION KIT GAMES
PD 461: The Maze
PD 462: Hysula

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 ARCed 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 Kukulklan, 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!
PD 446: Mutant Invasion, Intercept and Red Planet
TADS Text Adventures
* PD 288: TADS adventure writing system plus Ditch Day Drifter
PD 289: Deep Space Drifter
PD 329: Uunkulian Unventure I - The Unknown Unventure
PD 330: Uunkulian 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
*PD 447: Pyramid Of Muna
*PD 448: Love's Fiery Rapture
PD 449: Tark
*PD 450: Battle of Philip...
PD 451: Der Ring Des Nibelungen
PD 452: Susan (Adult)
*PD 453: Sir Ramic Hobbs...
*PD 454: Pork
PD 455: Pork II
*PD 456: House of the Os
*PD 457: Star Portal
*PD 458: The Pilot
PD 459: Fast Lane
PD 460: Easter Egg Hunt
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)
PD 431: Caves of Thor
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 ARCed 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: Lorrinitron, RPGPD 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, English 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 A500+/A600.

SYNTAX PD UPDATE: PC ONLY

TEXT ADVENTURES
469 - Geneva Adventure
476 - Alice in Wonderland
479 - Melita Adventure
482 - Perils of Darkest Africa, Revenge of the Moon Goddess, Eye of the Inca, Explora.
GRAPHIC ADVENTURES
472 - Hogbear
474 - One Night in Sweden, 2 disks £3.50
477 - Mystery of the Java Star, 2 disks £3.50
* 486 - Drock 1
AGT
470 - AGTAID, - easier to write AGT adventures!
RPGS
* 471 - Ranadinn
473 - Moraff's World
475 - Camelot, RPG-ish 'board' game for 2 players.
478 - Fall Through, text RPG.
* 482 - Moria
ARCADE ADVENTURES
483 - Morkin 2
PC Games requiring a hard disk
* 480 - Avaricus, RPG.
481 - Catacombs Abyss, 3.5", arc'd, 2 disks £3.50.
484 - Spear of Destiny, demo, no save game, follow -up to Wolfenstein so violent. 3.5" HD disk.
495 - Bandor, The Search for the Storm Giant King, RPG, first in a series, 4 x 3.5" disks, £5.00.
487 - Ancients 1, The Deathwatch. RPG, 3.5" only.

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
Aftershock
Agatha's Folly
Alice (AGT)
Alice In Wonderland
Alien
Alien Research Centre
Alstrad
Alter-Earth
Altered Destiny
Amazon
American Suds
Amity's Vile
Andkara
Andromeda III
Angelique
Another Bloody Adventure
Another World
Antidote
Antilliss Mission
Appleton
April 7th
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
Atalan Adventure
Atlantis
Aunt Velma Is Coming To Dinner
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
Beatle Quest
Beer Hunter
Behind Closed Doors 1
Behind Closed Doors 2
Behind The Lines
Behold Atlantis
Beneath Folly
Bermuda Triangle
Bestiary
Betty Carlson's Big Date
Bew Bews
Beyond Zork
Big Sleaze
Bimble's Adventure
Bite Of The Sorority Vampires
Black Cauldron
Black Crypt
Black Dawn
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 Warfare
Border Zone
Bored Of The Rings
Boredom
Bornless One, The
Borrowed Time
Bounty Hunter
Brataccas
Brawn Free
Breakers
Brian And The Dishonest Politician
Brian The Bold
Brimstone
Buckaroo Banzai
Buffer Adventure
Bugsy
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 I
Captain Kook II
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 Explorer
Cavern Of Riches
Challenge, The
Chambers Of Xenobia
Changeling
Chaos Strikes Back
Chiropodist In Hell
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 Longbow
Corruption
Cortizone
Corya I: The Dragon
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)
Cup Final Frenzy
Curse, The
Curse Of Calutha
Curse Of Crowley Manor
Curse Of Shaleth
Curse Of The Seven Faces
Cursed Be The City
Custerd's Quest
Cutthroats
Cyborg

Dallas Quest
Dagger Of Amon Ra: Laura Bow II
Damocles
Dance Of The Vampires
Danger, Adventurer at Work I
Danger, Adventurer at Work II
Dangermouse In The Black Forest Chateau
Dare, The
Dargon's Crypt
Dark Crystal, The
Dark Lord
Dark Lore
Dark Planet
Dark Side (Incentive)
Dark Sky Over Paradise
Dark Storm
Dark Tower
Darkest Road
Darkness Is Forever
Darkwars
Dead End
Dead Enders
Deadline
Death In The Caribbean
Deathbringer
Deeds Of Glengarry Hall
Deek's Deeds
Deena Of Kolini
Deja Vu I
Deja Vu II
Demon From The Darkside
Demon's Tomb
Demon's Winter
Denis Through Drinking Glass
Der Ring Des Nibellungen
Desert Island
Desmond and Gertrude
Detective (M. Eltringham)
Devil's Hand
Devil's Island
Diamond Trail
Diplomat's Dilemma
Ditch Day Drifter
Dizzy - Prince Of The Yoke Folk
Doctor Goo And The Samorans

Doctor Wot And The Time Lords
Doctor's Demise
Dodgy Geezers
Dogboy
Dollars In The Dust
Dome Trooper
Domes Of Sha
Dondra
Don't Panic- Panic Now
Doomlords I - III
Doomsday Papers
Dracula
Dracula II (PD/C64)
Dracula's Castle
Dracula's Island
Dragon of Notacare
Dragon Slayer
Dragon's Breath
Dragonstar Trilogy
Dragonworld
Drakkhen
Dream Zone
Driller
Droolig And The King's Gold
Druid's Moon
Dudley Dilemma, A
Dun Darach
Dungeon
Dungeon Adventure
Dungeon Master
Dungeon Of The Dragon
Dungeon Quest
Dungeons, Amethysts etc.
Dusk Over Elfinton

Earthshock
Eclipse
Ecoquest I
Egyptian Adventure
El Dorado
Elf Rescue
Elf's Adventure
Elfindor
Ellisnore Diamond
Elven Crystals
Elvira I
Elvira II
Emerald Isle
Emmanuelle
Empire Of Karn
Enchanted Cottage
Enchanted Realm I
Enchanted Realm II
Enchanter
Encounter
End Day 2240
Energem Enigma
Erik the Viking
Escape!
Escape From A.R.G.C.
Escape From Cygnus Alpha
Escape From Hodgekins Manor
Escape From Khoshima
Escape From Pulsar 7
Escape From Traam
Escape To Freedom
Escape To Zanuss
Espionage Island
Essex
Eternal Dagger
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Entries, accompanied by this page should be sent to me and should arrive here at 504 Ben Jonson House, Barbican, London EC2Y 8NH on or before the 31st March.

Marion

Name.....

Address.....

.....

.....Postcode.....

Amanda Jane, I say to myself, it's at times like this, when one is standing in the middle of the night, clad only in one's Wyncyette nightgown and clinging for dear life to some nasty, cold, dank, slimy wall, while deep, dark, raging torrents of chilly, icy water race by, filled with horribly toothy, scaly livestock which thrashes and gnashes behind one in life-threatening proximity...

...one *does* wish for succour, a helping hand, *preferably* well-manicured and not in the *least* marred by the marks of honest toil... and a pair of shoes would be nice, nothing fancy, just a decent pair of stout walking brogues. Not *crocodile* in the present circs, as that might cause some ill- feeling. Oh, also a pair of thick wooly socks...

...not *white* though, it's bad enough being stuck here in this predicament without being mistaken for a person of the *Yuppy* persuasion. However, all is not lost! I have, fortunately, secreted about my person (within a waterproof reticule of fashionable design) a copy of that estimable publication *Red Herring*. The advice contained therein will doubtless see me returned in mint condition to the bosom of my loved ones in time to miss *The Big Breakfast*. A discreet *Whoopee* would I think, be in order...

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