The Sinclair QL offers micro-adventurers unparalleled opportunities for creating exciting and demanding adventures. The enormous memory and superb graphics facilities of the machine are exploited in this book, as Tony Bridge and Richard Williams show you how to write your own adventure using their specially-devised Generator program.

The Generator is nothing less than an adventure-maker, which can be used to create unique adventures to your own design, taking full advantage of all the outstanding features of the Sinclair QL. The Generator is followed by a database program which can be used in conjunction with the Generator to provide the details of the adventure itself.

Sinclair QL Adventures is an invaluable guide both for adventure enthusiasts, and for those keen to explore this exciting area of microcomputing, using one of the most powerful home micros.

Tony Bridge is the Adventure correspondent for Popular Computing Weekly and MicroAdventurer. In his other life he sits in a dark underground cavern, making records with many of today's top recording artists.

Dr Richard Williams is a lecturer on computer courses and artificial intelligence. He is the author of numerous articles and books on computer-related subjects. He is currently working on a major series of software titles for the Sinclair QL.
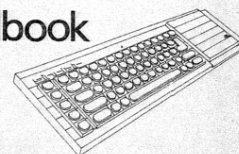
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Sinclair QL Adventures

A micro adventurer's handbook

Tony Bridge and Richard Williams