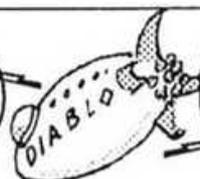


...WHAT IS THE SECRET OF ST. BRIDE'S?

...MEANWHILE OUT IN SPACE...

What the Devil?



Shouldn't that be, "What? The Devil?"

There's monkey business afoot...

Eating mushrooms is a bit like life, full of ups and downs

She's been to the Scum Bar...

Ooh, Mister Hyde, You are awful...

You'd better believe it...

LOOKING FOR TREASURE IN THE CARIBBEAN

He's the black sheep of the family, I'm the green sheep of Silverwolf...



General information

Subscriptions to Red Herring are £2.95 per single issue (UK and Europe), Rest of the World £4.50 (via Airmail). To order more than one issue, simply multiply the cover price by the number of issues required. Please make cheques/postal orders payable to Marion Taylor and NOT to Red Herring.

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.

Letters for publication to Red Herring should be clearly marked 'For Publication'. The editors reserve the right not to publish, or to print extracts only.

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● For hints from the Red Herring & SynTax Adventure Helpline, write to Sue Medley, 9 Warwick Road, Sidcup, Kent DA14 6LJ or call Sue on 081 302 6598 at any reasonable time. For complete solutions, write to Marion.

● All other correspondence to Marion Taylor, 504 Ben Jonson House, Barbican, London EC2Y 8DL.

Useful addresses

The Adventure & Strategy Club, 17 Sheridan Road, London E12 6QT. Tel: 081 470 8563 Adventures, Role-playing Games, Strategy, Simulations. Publishes bi-monthly. Subscriptions: £24 per year (£14.00 half-year). Binders £7.95. Contact Hazel Miller at the above address.

Amstrad Adventure PD Library, 10 Overton Road, Abbey Wood, London SE2 9SD.

Graham Cluley, "Malvern", Seaton Road, Camberley, Surrey GU15 3NG.

Compass Software, 111 Mill Road, Cobholm, Great Yarmouth, Norfolk NR31 0BB.

Deja Vu PD Library, 25 Park Road, Wigan WN6 7AA. Tel: 0942 283494.

Delbert the Hamster Software, 9 Orchard Way, Flitwick, Bedfordshire, MK45 1LF.

Enchanted Realms, Digital Expressions, PO Box 33656, Cleveland, OH 44133, USA. Tel: 0101 216 582-0910. Amiga & MS-DOS adventure magazine + disk section. Bi-monthly.

From Beyond, Spectrum Adventure magazine. Tim Kemp, 36 Globe Place, Norwich, Norfolk NR1 2SQ.

FSF Adventures, 40 Harvey Gardens, Charlton, London SE7 8AJ.

G I Games, 11 West Mayfield, Edinburgh EH9 1TF.

Global Games, 4 Kilmartin Lane, Carlisle ML8 5RT.

The Guild, 760 Tyburn Road, Erdington, Birmingham B24 9NX.

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

SofTouch (J. A. Ure), 6 Oak Avenue, Runcorn Road, Birmingham B12 8QT.

Special Reserve, PO Box 847, Harlow CM21 9PH.

ST Adventurer's PD Library, John Barnsley 32 Merrivale Road, Rising Brook, Stafford ST17 9EB.

SynTax Disk Magazine and PD Library, Sue Medley, 9 Warwick Road, Sidcup, Kent DA14 6LJ.

Zenobi Software, 26 Spolland Tops, Cutgate, Rochdale, Lancashire OL12 7NX.

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GetInfo

Axe of Kolt: Spectrum, tape & disk and Amstrad : FSF Software

£3.00 (Spectrum), Amstrad prices vary.

Double Classic (Diablo! + Jekyll & Hyde): All Spectrums, including +3

Zenobi Software : £3.99

A Dudley Dilemma: ST & PC

Syntax PD41 (ST) & PD309 (PC) and all good PD Libraries.

Ellisnore Diamond: Spectrum 48k & ST: Zenobi Software : £2.50.

Even Yet Another Big Disk:

Spectrum +3 : Zenobi Software : £4.99

Fool's Errand: ST, PC & Amiga

Miles Computing : £29.99.

Shop around for the best price.

Ghost Town: ST & PC : SynTax PD disks 307 (PC) and 308 (ST) and all other good PD Libraries.

The Guardian: Amstrad CPC6128

The Guild : Disk : £4.00, Tape : £2.00

Homicide Hotel: Spectrum

The Guild

Tape: £2.00, Disk £4.00

Humbug: PC (ST, Amiga with PC em.)

Graham Cluley : 5.25 & 3 disks £9.00 and as a Shareware demo.

Ice Station Zero: Spectrum 48k

GI Games : £1.99

Jolly Poppa Down: Amstr. CPC6128

The Guild : Disk : £4.00, Tape : £2.00

New Arrival: ST : Zenobi Licenceware

Syntax Library : £2.99

Silverwolf: Spectrum 48k

GI Games : £1.99

Spellcasting 201: The Sorcerer's

Appliance: PC only, needs hard disk.

Legend : RRP £39.99.

Shop around for the best price.

Staff Of Power: Spectrum 48k

Zenobi : £1.99

Star Flaws: Spectrum 48k

Delbert the Hamster Software : £1.99

Star Trek V, The Final Frontier: PC

Mindscape : RRP £29.99. *Shop around for the best price.*

Warlords: Amiga (1 meg) & PC : SSG

RRP £29.99. *Shop around for best price.*

STUCK IN AN INFOCOM ADVENTURE?

ASK THE GRUE!

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

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

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

EDITORIAL

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A special
thanks to Neil
Monro for
helping *a lot*
with the proof-
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Red Herring
is edited by
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Design and
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Ken Taylor.

It's competition time. You'll find a leaflet enclosed with this issue of Red Herring telling you all about it. Now... I know that lots of people just plain forget to do these competitions (I'm guilty of that myself), but do please take the time and have a go. Not being able to complete the crossword is no excuse. We've so many prizes to give away, that even a partially complete entry stands a very good chance of winning something.

We're looking for the Press (Gilsoft). Laurence Creighton (he who writes the great Speccy adventures) has been trying, from South Africa, to get a response from Gilsoft to his query about it, but despite SAE's he's had no reply. So Sue telephoned Tom Gilbert at Gilsoft on Laurence's behalf, but they couldn't help - no copies, they said. Oh well! So... if anyone has the Press which they'd like to sell, drop me a line.

Laurence's latest adventure is 'The Curse of Calutha', a two-parter and it is available from Zenobi - review in Issue 4. Laurence has finished his latest epic (he's not telling me more than that for now, not even the name) and it's out for play-testing. Jack Lockerby has turned over the marketing of the Spectrum and ST versions of the Ellisnore Diamond to Zenobi.

Looks like Special Reserve are going through yet another change of magazine. In the Feb/March issue of NRG, there's a Stop Press item on the back page. It affects all subscribers to XS NRG. Seems like the current issue of XS NRG is going to be the last one... but... the intention is to amalgamate it into NRG (the cheaper of the subscription options). They say they'll publish 48 pages which will include most of XS NRG. So I think that means you get more pages for a lot less money. Current subscribers to XS NRG will be contacted (to be offered the unused part of their money back, I would hope). I suppose you're wondering why I'm wittering on about this, after all it won't exactly be news to their subscribers. Well, it's because the Special Reserve Ad in RH is now incorrect, so anyone who was thinking of subscribing would be well advised to telephone first and check out the price.

We've added another 70 or so titles to the Solutions List and we're constantly amending and updating it. You might find the type size a bit small in this issue... we did think of enclosing a magnifying glass, but we hoped it wasn't as bad as all that... We'll change the type size back in Issue 4, when we will be re-doing the section and giving it a bit more space, in order to add even more titles to the list.

Marion

LEMMINGS KAYO MONKEY

At the annual Software Industry Awards held recently, The Secret of Monkey Island, not surprisingly, won Best Adventure Game of the Year, beating The Immortal and Eye of the Beholder. However it was beaten to the Best Game of the Year title by those lovable Lemmings. On the simulations side, Formula One Grand Prix overtook various sports and flight sims to top place. Bullfrog, who produced Populous and Powermonger, leapt in to win Best Game Developer.

HERE'S THE PLAN...

Gremlin Graphics are working on a new adventure, Plan B From Outer Space, based on the B-movie of the same name which was released almost 40 years ago. Evidently the film was really appalling with many continuity errors and the game makes use of these. Your aim is to recover the missing bits of tape and complete the film. It should be out in the spring.

PUZZLING CHARACTERS

Queen of Krynn, the latest in the SSI/TSR Dragonlance saga, will also be out soon on the PC and, later, the Amiga. SSI will also release Treasures of the Savage Frontier, the second in the Forgotten Realms series, early this year. Meanwhile SSI are working on their own series, the first of which will be called Tales of Magic. The emphasis will be on puzzles and character interaction, not fighting.

ZENOBI DHOBI DO

On the 8-bit side, Zenobi have another 5 new titles on offer for Spectrum owners - The Fisher King, Red Alert, April 7th, The Magic Isle and Wizard's Quest. They have also brought out yet another Big Disk with Phoenix, The Unborn One, The Magic Isle and A Legacy for Alaric.

AGT NEWS

Judging of the 1991 AGT Adventure Game Writing Contest [*Sue is one of the judges.*] will be starting shortly and Dave Malmberg's assessment of entries so far... 18 at the last count, is that it will be the best contest yet.

In early May, Softworks will be bringing out a new PC version of AGT complete with graphics and other goodies.

BORGS PLAY PC

Millenium are bringing out a war/strategy game called Cyboretic on PC, Amiga and ST early this year. Your aim is to expand your territory using cyborgs and produce ever-better weaponry to use against your opponent(s) of which there can be up to four, human or computer controlled.

ABANDONED BEHAVIOUR

Another RPG should be out real soon now from Electronic Zoo on ST, Amiga and PC. Called Abandoned Places, it is yet another DM look-alike with 12 dungeons and over 70 spells. Meanwhile the recently-released Knightmare is keeping ST and Amiga RPGers very busy!

PROMPT DELIVERY

SHADES now runs on the TAO system - 071 275 9996 up to v42bis and MNP5, but the number can also deal with humble 12/75. It works at V22 and V22bis. They are also advertising nation-wide Mercury 5000 access.

There is the option to get your own account or to send money in advance to Hazell and they will pay Mercury for one. For details, write to Tessier Ashpool Online, Worths Corner, Hill Road, Pound Hill, Crawley, West Sussex. RH10 7SL.

The main system is still Viewdata, of course, but if set up for scrolling one gets into the game by typing SHADES at the first prompt instead of the requested XMNET.

FINALLY

...some new sequels include Eye of the Beholder 2 and Secret on Monkey Island 2, both only PC so far. Still no sign of LGOP 2 or Indiana Jones 2 yet though...
Sue

feedback

DIE YOU VICIOUS FISH

... as to the Amstrad disc you sent me from the Guild containing "Die you vicious fish". I'm afraid I will not be able to review this for you as the game as not been playtested enough and contains too many faults for me to want to waste any more time struggling through it. This is supposed to be a fun hobby after all. To give you an example, in the third location after killing the fish, you are told that you can see a cord. In you input "Exam cord" or "Get cord" you are told that the program doesn't understand the word "cord". However "Pull cord" get the response "Ding dong, the door opens... etc." I then tested the SAVE routine and I was asked to save to tape. Saving to disc is impossible! Sorry, but that sort of basic error turns my computer off automatically. Disc returned with this letter.

Bob Adams, Welwyn Garden City.

We sent it to to 'Kedenan' for a second opinion which will be in Issue 4.

Marion

GLOBAL GAMES

... I sent an SAE to Global Games some time ago and have not yet received any information from them.

Mark Oulaghan, Birmingham

Barbara Gibb advises players to check before parting with any money, she thinks it's possible they've gone out of business.

Marion

THE GUILD

Please check with The Guild for availability before ordering Amstrad tapes. They're having production problems.

Marion

AMSTRAD ADVENTURES - WHERE ARE THEY ALL ?

They certainly don't seem to be many about in the shops for the CPC, and there haven't been many around for some time.

However a good supply seems to be still available from reliable sources by post, so if you have difficulty in getting Amstrad CPC adventures on cassette or disk, then it is suggested that you could send a stamped addressed envelope to one or more of the following addresses, and request a copy of their stock list.

Adventure PD, 10 Overton Road, Abbey Wood, London SE2 9SD : Atlas Software, 67 LLOYD Street, Llandudno, Gwynedd LL30 2NB : The Guild Adventure Software, 760 Tyburn Road, Erdington, Birmingham B24 9NX : Pisces PD, Century Cottage, Brenly, Faversham, Kent ME13 9LU.

Ken Dean, Oulton Broad.

WARNING!

Don't send any orders to Recreation Re-creation of Norwich, the proprietor Mark Eltringham has gone out of business, and seems to have dropped off the end of the world. A lot of adventurers are sitting on the rim fishing for him, but so far he is not taking the bait, and all the best angling spots have been taken up!

Who knows, the story may turn into a good adventure game?

Ken Dean, Oulton Broad.

FILLETED HERRING

How about separate sections for each computer?

Doctor Dark, Beith.

Eeeeeek! The page make-up would be a nightmare and take twice as long to do.

Marion

THE AXE OF KOLT

Reviewed by Joan Dunn, played on the Spectrum 48k

This is a text adventure in four parts. On loading you are given the option of reading a playing guide and storyline. Very comprehensive and it is a help to know who you are and your aim. I played a game recently that had no information at all and it was only when I got to the end that I discovered what it was all about.

You play the part of Alaric Blackmoon. You are staying at an inn in return for help you have given to the landlord. A traveller arrives from Domriel, the capital city of Hacate. He tells you that this peaceful kingdom has been invaded by the Xixon, a race of evil lizard men. Two hundred years ago, Kolt vanquished them using an axe, forged by a sorcerer. When he died the axe was buried with him and nobody knows its whereabouts. Now it is up to you to find the axe and return it to the young King Kelson.

You decide to seek out the sorcerer, Magor, who lives in a tower north of the village. Perhaps he can help you. He tells you that the tomb is somewhere near Direwood Forest. His twin sister, Morgeth, has been taken over by the dark side of magic. She must be killed before you can find the tomb. Then the axe must be taken to the king, who is the only one who can invoke its magic. Magor gives you some money and wishes you luck.

You start at the foot of a pinnacle of rock. You make your way down to the village where, on the green, the stalls are being set up for the market. You can get a drink at the inn to pass some time, and then visit the stalls and buy some useful items. However, not all the stalls are open, and

you must return later to get all you need.

So you go from location to location and each person you meet requires some item before giving you the help you need. You need to cross the river, there is a boatman and a boat, but the boat needs repairing. You must collect all the things for the boatman, before he can mend the boat and take you across the river.

There is one tricky part where you have to pass the Dwork up in the mountains, and I was stuck here for quite a long time, otherwise Part 1 is very straight forward.

In Part 2, you need to make a suitable weapon, then find and kill Morgeth. The problems in this section were not easy, but quite logical. You need to pass a poisonous spider and cross a river full of flesh-eating fish. You meet a dwarf who lives in an oak tree. He will help you, but first you must help him. If you haven't got what he wants, he will not open the door.

Part 3 is titled the Mines of Terror. You need to be pretty agile to do all the climbing and swinging on ropes to get into the first tunnel. Once in, I thought I was never going to find my way out. I charged along the tunnels like a demented mole, finding all the items I needed,

and there are about ten objects, some very well hidden. You need to ride a wagon to cross a crevasse, but first you must align the track and fix the wagon so that you do not come to a sticky end.

When you eventually emerge, you find there are three doors to get through... all booby trapped. Thank goodness for Ramsave.



At the beginning of Part 4, you have been captured by the Xixons and chained in a cell. Escaping is not easy, as you have no possessions. When you manage to get free, every way you go seems to be guarded by your enemies. However, with great skill and courage you can overcome all obstacles, recover the axe, and return it to the king. If you take too long, you and the king are executed, so you can't afford to make too many false moves. Having sorted my route out, with several mistakes, I found it necessary to go back to the beginning and replay this part in the time allowed.

If you get killed off, which is fairly often, you can be resurrected at your last Ramsave position. The parsing is good, you can take all etc., also look in any direction, around, up or down. You can talk to characters, by saying "cross river" or "take wood".

I spent a lot of time on this game, there is plenty to do and you don't get bored. An excellent game, and certainly one of my favourites. I was sorry when I had finished it. I am now anxiously waiting for the next adventure as Alaric Blackmoon, The Spectre of Castle Coris.

DOUBLE CLASSIC: DIABLO! & JEKYLL AND HYDE

Reviewed by Gareth Pitchford, played on the Spectrum +3

Being one of life's natural cynics, I always look on any game (or games) plastered with the word CLASSIC on its packaging with a great deal of well deserved scepticism. Mainly such 'classics' turn out to be age old titles with a parser written by a foreigner, graphics by a five-year old and puzzles thought up in the lunch break. Zenobi, however, can be excused for their title to this disk compilation of 'Double Classic', as both games are truly worth owning, especially at this bargain price. But enough of this carefully written introduction, I'll now look at each game in turn.

DIABLO! (with its free exclamation mark) by Mark Cantrell ranks up there with the likes of KAPTAIN KOOK and STARSHIP QUEST, as one of the best sci-fi adventures ever written for the Spectrum. Its four player characters, OOPS, FOLLOW, RADIO and SAY TO commands (many of these features were previously unseen in a PAWed game) and its sheer attention to detail make it stand out from the crowd even in these enlightened times.

You control a four person team in their investigation of just what has happened on the spaceship Discovery... a seemingly abandoned ship, recently found floating in space. An easy

task? Incidents at the start prove that it's not and with rumours that the devil's on board and trouble in the form of the mysterious character, Lawson, you'd better watch your (and the other characters!) step.

But the best news is still to come. The game comes in three jam-packed parts which each form a 'deck' of the ship and assure value for money. What's more, +3 owners have been previously unable to play the 128k version of the game due to clashes (so I'm told) with the +3 DOS and the PAW pages (amongst other things) and have had to settle with the bog-standard tape version. But now, due largely to the efforts of The Balrog, the 128k version has been altered and transferred, so that it works without any problems.

In my tiny mind, DIABLO! is a great little game. If you're a sci-fi fan, or an adventurer who likes a game with plenty to challenge, you can't afford to miss it.

A Few Hints

What to do with the rags. - .meht hcræS - To open the drawer.
 - .repap daer ,repap teg ,nib ni kool - To get a battery. - .reyalp
 eht hcræS - What to do with the disk. - .reyalp rehto eht gnisu
 ti daer ot lessuR teG - How to open the case. - .ssalg eht
 hsams neht mra ruoy dnuora sgar parW

JEYKYLL and HYDE, the award winning title by The Essential Myth, is another 3-part-128k-er and again I remember spending weeks of computer time on this one.

It's a Gothic tale in which you start as the mild-mannered Dr. Jekyll who's in the midst of his great experiment. Most of the first part revolves around you making sure that it goes ahead and that you turn into the evil Mr. Hyde.

The game is full of atmospheric text and although the map isn't huge, the puzzles are logical and quite well done with usually several ways of solving them. The first part is a simplistic affair, but by the time you get to the second and third parts you'll need all your wits about you. There's even a card game in Part Two which you must win, though I'll gladly admit that I did cheat on this by altering the basic routine which adds up your cash!

Part Three is very weird, especially near the end and very fast real-time movements (or yet

more cheating) are needed in your quest to rid Jekyll of the abomination named Hyde.

Jekyll and Hyde is a game bursting with the indescribable 'IT' factor. It's not huge and is not even that complex when you really look at it, but it's such a hell of a good game that it'll have you playing it again and again...

Overall, this disk is a real bargain as both games should be on the shelves of any adventurer, no matter what their tastes are. Indeed, if you haven't got a +3 (probably most of you!), then why not check out the tape versions that are available from Zenobi. You won't regret it.

A Few Hints

What to do at the start: - .thgin tsal tuoba elooP llet
,gninrom eht nl .peelsa llaF - In the maid's room: -
.deb eht rednu kool - The Phosphorus: - .raj eht ni ti
tuP - To concoct the potion: - .(neerg llit) tiaW .ksalf ni
lohocla ruoP .ksalf ni flas dna surohpsohp tuP

A DUDLEY DILEMMA

Reviewed by Sue, played on the PC

It must be very disconcerting to find yourself in an unfamiliar room with no idea of where you are or how you got there. It must be even more worrying to not really be sure who you are either, except for having a vague recollection that you're a student at Dudley House, Harvard College. The room is comfortable enough with a carpet on the floor and bookshelves on the walls. A radio plays in the next room and an elegant crystal decanter stands next to it. Hearing traffic outside, you strain at the window, trying to open it, but it's impossible. Frustration gives way to determination and you vow to find out what is going on and where you are. Your only starting point is the feeling that some great task is expected of you - if only you knew what it was!

This is the start of A Dudley Dilemma, the

winner of the 1988 AGT Adventure Writing Contest. Lane Barrow was working on his Ph.D. in English Literature at Harvard when he wrote Dudley, his first adventure, and the game is set in and around the College, involving interaction with other students, members of staff, some members of the public and other more strange characters (such as a scarecrow) as you try to solve the game.

However, the start. Quite difficult this as there are few rooms to explore and several are in darkness. Obviously finding a light is one of your first priorities and you'll discover a flashlight after solving a simple puzzle that has appeared in many other games. Getting the flashlight is more difficult as it is being clutched by a headless ghost writer who sets you a riddle. Answering this is,

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?

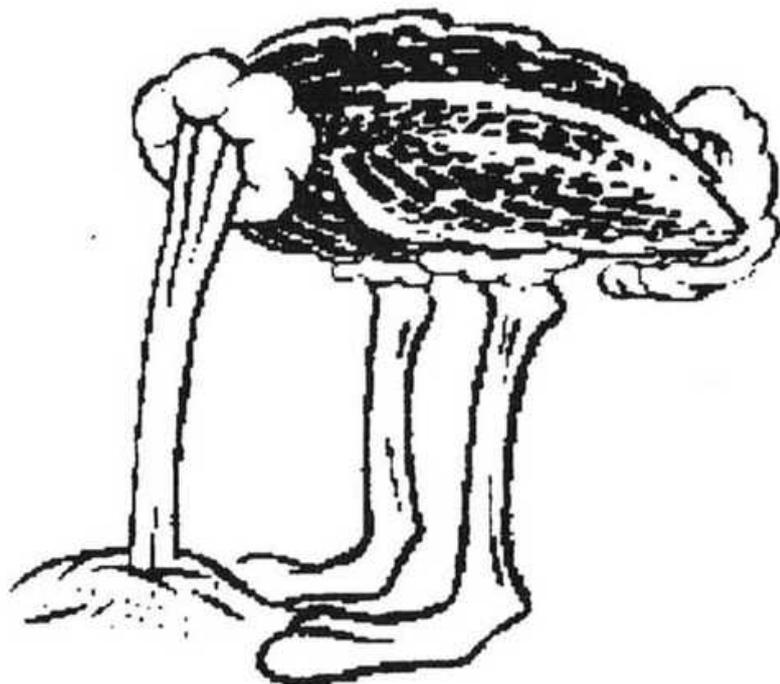
What is the significance of the word "Invoices"?

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

IF YOU DO
THIS



YOU'LL
MISS...

From Beyond! The only Spectrum Only bi-monthly adventure fanzine. Send £1.50 (Cheques / PO's to T.Kemp) to: Tim Kemp 36 Globe Place, Norwich, Norfolk NR2 2SQ for the latest issue...

one would imagine, easy-peasy if you're a graduate in English Literature. For those of us who aren't that well up on some of the more obscure quotations, I'd advise getting help as I did which I've passed on in the hints at the end of this review.

Once you have the light, the adventure starts to open up as you explore the building you're in. It's completely deserted apart from a group of tutors sunbathing naked on the roof and some wildlife, friendly (a pigeon) or not (a doberman-size silverfish that lies in wait for visitors to the basement). Once past the silverfish you find yourself - yes - in a maze of steam tunnels, the first of several mazes you'll encounter in the game.

Mapping the tunnels is no great problem so long as you save and restore frequently. Another later hedge maze will seem very familiar to anyone who has played Infocom's *Leather Goddesses of Phobos* and clapped, hopped and kweepa'd their way around it. In fact Lane seems to have been influenced by several Infocom

games, as other items or situations will catch your attention and remind you of them, such as a sundial, a fight with a tangle of bureaucratic red tape and even a meeting with a queer old Dean.

The game itself is large without being rambling, 124 locations including the mazes. The puzzles are mostly logical and though occasionally you might feel it could be an advantage to be more familiar with American phraseology you are unlikely to have any major difficulties. The ending of the game is excellent and makes the adventure, in my opinion, a worthy winner of the contest. It's a shame that Lane's planned second game, based on the works of Charles Dickens, the subject of his thesis, has not appeared so far.

A Few Hints

To answer the ghost: - .attad ro ad si rewsna ehT - To pass the silverfish: - .puos eht ti eviG - To deal with the strange woman: - .reh erongl - To get an ID card: - .8 of nemong nruT - Who got trapped on the subway? - .eilrahC - To get brass tacks: - .naeD ot revir morf skcart ssab eviG

THE ELLISNORE DIAMOND

Reviewed by Phil Glover, played on the Sam Coupé

The *Ellisnore Diamond* is the latest title from River Software and was first available at the 2nd Adventure Probe convention, being sold by Jack Lockerby in person. It comes with an introductory sheet telling you the background to the adventure.

During the English Civil War, the *Ellisnore Diamond* was given to Sir Roger Durwood by King Charles the First as a reward for hiding the king in Carisbrooke Castle. Sir Roger, who was also known as Blackbeard (because of his full black beard, coppery face and evil eyes), thereupon denounced the king to the Roundheads. After the king's capture, suspicion fell upon Blackbeard and he was removed from governorship of the

castle. He returned to the village of Moonholm and lived in seclusion, weighed down with guilt, despised by all until he died.

But even after death, he could not rest; for men said that he had hidden the diamond and that, not daring to claim it, had let the secret die with him and thus his ghost walked at night trying to find it again, for he had vowed, shortly before death had claimed him, to sell the diamond and spend the proceeds on the poor of the parish.

After a long discussion with the parson, it was decided that you would complete Blackbeard's task, thus releasing his ghost from eternal damnation.

However, before you could set out on your quest, a severe storm whipped up mountainous seas that flooded most of the village. Some cottages were ruined, and the church foundations were severely weakened. When the storm abated, folk wandered abroad checking on the damage. The parson was everywhere offering comfort. When things returned to normal, you decided to have a look yourself. You wandered around the village until you came to the market square. You paused for a moment, then you decided to set off on your quest. But you had a more serious matter to attend to first... where did you lose your front door key?

If you have played other River Software titles, you will be glad to hear that Jack Lockerby's new game is of his usual high standard, with logical puzzles, excellent commands, such as AGAIN (A), RAMSAVE/RAMLOAD (RS/RL), SCORE (SC), EXAMINE (X), clear text with all exits easily read, a good interesting story and many satisfying puzzles still to solve.

If you have yet to have the pleasure of enjoying one of Jack's adventures, I'm sure this game will not disappoint you. Although the game may not stretch PAW to its limits, in the technical sense, it shows how well the PAW utility can create a fine adventure with care being paid to writing style, descriptions and good puzzles.

On first loading the game, you find that you can visit many locations and see what puzzles lie

ahead, such as how to get into the Inn, how to unlock the front door, how to climb a slippery slope. Game-play is good, you soon find yourself immersed in the adventure and scoring a fair amount of points in the early stages of the game encourages you to continue.

The puzzles are of easy to moderate difficulty and are logical, which I think is essential to a good adventure. The vocabulary is well-written, so you need not have to search for exact wordings too often. Most problems can be solved with a little thought or, at least, you have a good idea of what needs to be done.

Instant death situations are rare, although good use of RAMSAVE is recommended here and there, especially down a well near the end of the game! Mapping is quite easy, Jack Lockerby never goes in for fiendishly difficult mazes, which comes as a great relief to me.

The Ellisnore Diamond is an enjoyable game and shows how well the PAW writing utility can be used with a bit of care and thought. For anyone learning to write adventures, this game, as others before it, may be worth playing and analysing to see how a game should be written. I've completed most of it and have yet to find a bug or even a spelling mistake which is another sign of Jack Lockerby's skill at writing. A worthy addition to any collection of Spectrum adventures and essential for admirers of other River Software games.

FOOL'S ERRAND

Reviewed by Sue. played on the PC

And now for something completely different... Written by Cliff Johnson, The Fool's Errand is a collection of linked puzzles of various types and takes the form of a story in which you, the Fool of the title, travel through the Land of Tarot, trying to put right the damage that has been done to the sun's map by the High Priestess. There are 80 puzzles in all and at

the start only some of them are available to you, the rest are greyed out so that you can read the titles but not enter the puzzle itself. There are puzzles based on characters and events in the story that runs throughout the game so you can select ones called The Hermit, The Magician, The Page of Cups and so forth.

There are subtle hints given in each section of the story, some of which relate to the connected puzzle, others to the end game - more on that in a moment. Solving one of them will give you another piece of the sun's map and, often, open up another section of the story and thus another mind-boggling brain-teaser.

Some of the problems are visual - re-arrange the pieces of a picture which have been jumbled up or traverse a maze (of course, it's not THAT simple) for instance. Others require you to solve anagrams, or jigsaws containing phrases which may or may not make sense, translate a coded sentence (you may not be given the code) or find a specified number of objects in a certain class in a word square (e.g. countries, fruit and veg). You'll even play an unusual card game! Some puzzles can't really be classified... and they get harder as you progress.

Eventually you'll have done the lot and will then have all the pieces of the sun's map, though not in the right order. A path leads through the map, showing the route the Fool has taken through the Land of Tarot so it's necessary to get them into the right order. As you click the last piece into place, you sigh with satisfaction, then

hesitate for a moment...

For the game is not over. Fourteen treasures have been stolen from the land and you must identify them. Simple? No, the fun is just beginning! Certain sections of the sun's map are now linked into further puzzles - and they are far, far more tricky than anything encountered so far.

I'd fancied playing Fool's Errand for quite some time but had not been enthusiastic at the thought of paying almost £30 for it. Then I spotted it in Sidcup High Street for a mere tenner and couldn't resist. I roped Alan in too and he got as hooked on it as I did. There's something really compulsive about the game. "Just one more piece" we kept saying; next thing you know it's almost 1 a.m. - Fool's Errand has been responsible for more late nights in the Medley household than any other game.

No, we still haven't completed it but we are, at least, on the last leg, trying to find the lost treasures. I suspect that these final few puzzles may well take us as long as the rest of the game but, what the heck! And when we've finished it, I think we might buy their next puzzle game, Puzzle Gallery, and have some more late nights - I hear it's even harder!

GHOST TOWN

Reviewed by Sue, played on the PC

As a prospector, you're always on the look out for a bit of adventure and hopefully some profit. So when another old prospector tells you tales of a mine and nearby ghost town, both of which contain riches galore, you decide to trek there and see for yourself. Though the ghost town is said to be deserted, rumours of strange noises, gunshots and screams heard from it suggest that might not be quite true. You also hear of the strange disappearance of a local rancher's daughter in the neighbourhood. Though some people suggest she has merely taken off with a

travelling man, maybe the answer is more sinister and might be found in the town.

So off you set and after a long trip arrive on the prairie. Taking care to avoid a deadly snake you make your way down a cliff path and into the desert. Stumbling on the mine entrance, you make your way cautiously inside. A trunk promises wealth if you can only get it open but a lone miner will have to be dealt with if you're to leave the mine alive.

From here it's only a short walk to the ghost town, though a ghostly, semi-transparent lion

will try to stop you entering, and after all the rumours you're not really surprised to see smoke rising from one of the buildings and to find you're not alone in the town. A senorita lounges in the lobby of the Brimstone Hotel and a gunman challenges you to a shoot-out in the main street while the ghost of the bandit Black Bart lurks in the run-down saloon and threatens to tear you limb from limb, merely because he doesn't like the way you walk.

Meanwhile clues abound concerning the missing girl and as well as trying to make your fortune by collecting objects of value, you'll have to rescue her from her captor and get her back to the safety of her family.

E. L. Cheney has written several other AGT games including Deena of Kolini which was reviewed in Issue 1 of Red Herring. Ghost Town is a standard level game of 88 locations, including several pseudo-mazes, and quite well programmed apart from the fact you can't score full points due to the over-weighting of some of the treasures that you should be carrying at the end.

However, it suffers, as did Deena, from several 'Cheneysms' - basic grammatical errors and punctuation, spelling mistakes and typos. Some more notable ones include two different spellings of prospector in the introduction, paths which

'twist an turn', a location 'bounded buy a deep canyon', a '12-guage shotgun' and a bottle of whisky which must be spelt 'whiskey' if you want to do anything with it. I still haven't managed to work out how he managed to program it in like that; with the way AGT is designed, it should be impossible.

Because of the vocabulary restrictions imposed on standard level AGT games, it is quite hard to get stuck since, when in doubt, one can just try pushing, pulling and turning everything and using all objects as weapons until something works. There is one strange instance right at the end of the game when you have to manipulate something unexpected to get the required result but apart from that the game is pretty straightforward.

In summary, Ghost Town is a better game than Deena though some of the ideas are a touch juvenile in places and if you can force yourself to ignore the mistakes in the text you'll find it a fair piece of entertainment.

A Few Hints

To pass the snake: - .kcor eht esU - To deal with the miner: - .kcits eht htiw mih tiH - To escape the jail: - .elbat eht hsup - eton eht etalsnarT - To kill the sheriff: - .nugtohs eht esU - In the coffin and nothing's happening? - !lrig eht lluP

THE GUARDIAN

Reviewed by "Kedenan", played on the Amstrad CPC6128

The Guardian was written by John Betteridge way back in 1986, the same year as he wrote Escape from Khoshima which in the reviewer's opinion is a far better and much more interesting adventure.

However, The Guardian is a quite good adventure. It is text only but has a bit of an awkward parser, in that it will not accept "get", but only "take". It also plays up a bit when you

want to enter a door, you have to type "Go through door", and when you are given articles, you have to "Take" them to make sure that you are carrying them. On the good side the parser will accept N. S. E. W. U. D, I for Inventory, L for look, and SCO for score. You can check your score at any stage of the game and if you decide to quit the adventure, it will give you your score and the number of moves that you have made.

Now for the Adventure itself, when you start you are wandering through the great void of oblivion between the living and the dead. A heavy stillness pervades all. You must defeat the Dark Lord and prevent the all consuming war that threatens to engulf your nation.

You can see a Sword and a Crucifix, which you take, and then go off wandering in the void of oblivion until you find a Scroll and a Cloak which again you take. You wander around until you get out of this maze and end up near a pool. Later on at the bottom of a tower you come across a chest with a stone serpent nearby on the floor. This is your first test, is it stone or is it real? And how do you deal with the problem, because you want to open the chest to get what it contains. It contains some money for you to pay your ferry fare when you eventually arrive at the river Styx and want to go across. But before you arrive at the river, you have to find a shield, climb steps part way up to the Devil and move a crystal to another perch.

After you have crossed the river you come to a Golden Gate, which is riddle solution activated. You have to answer a simple riddle to get through and another riddle when you want to come back.

Amongst other things, you have to go down a cliff to kill a Warrior. Get some teeth from a monster and put them in a jar of blood. (I assume that at the time this happened, modern dental hygiene had not been invented).

It can be an interesting and absorbing game if you let your imagination go with you. I suppose that the lack of graphics does not detract from the enjoyment, and it is fair value at £4.00 on disc or £2.00 on cassette.

Getting You Started

Get crucifix (sorry), Take crucifix. Take sword. S. S. S. W. Take scroll. Take cloak. E. N. N. N. E. S. W. S. E. Examine pool. Take shield. S. E. Read writing. S. You see the snake... now it's up to you, what are you going to do about that damned snake? WARNING... don't examine it!

HOMICIDE HOTEL

Reviewed by Chris Ager, played on the Spectrum 48k

Yes, it's the same old story. Famous person is violently killed and, as a private detective (who just happens to be in the area!), you have to find out who dunnit. Oh well... no points for originality, but the game isn't that bad, well actually, it's quite good. The story is that of a famous film director, one Mr. Andrews, who has just married an equally famous model, Carmen Imeldra. While honeymooning at the Majestic Hotel, a terrible crime is committed (oh no!). Mr. Andrews has been brutally murdered. He is discovered by his wife in their bedroom and another guest, a doctor, sees to him.

The game starts in the entrance to the hotel, with a neat picture showing the objects on the desk. A quick search of everyone's rooms shows a

few alibi-conflicting pieces of evidence. After questioning the relevant characters about this you may well decide to explore the seaside resort of Knightsford. A quick walk round later and you will soon notice that the whole place seems to be a bit of a dead-end town. Another thing that you will notice is that there seems to be a complete lack of security in the local shops. Even although you are provided with a large wallet full of money, you can just walk out of the shops carrying anything you like. Maybe the money has another use that I haven't found yet; bribing people; paying for transport?

From the beach it is possible to get to the island in the middle of the sea, but only with the help of a few stolen goods and a full scale search

in the sand. Returning to your hotel, you may well find that another murder has been committed. Miss Ford, who was previously found reading in her room, now lies dead on the bed and just to make things even harder, no-one seems to know anything about her.

The game is very well presented, with a couple of pictures (there may be more, but I haven't found them). Colour is used well and even using a TV it was possible to read everything. It is also good that in the instructions it tells you the best way to address people as, in a lot of games I have found that it is the wording of the speech that is the hardest thing to work out. All you have to do is to say to a person, "tell me about..." and they will proceed to do so. You can also talk on the telephone, which is done in much the same way. You can find out what a person's alibi is by asking them to tell you about it. The way the

characters move around and talk is also done very well. Each person has his/her own personality, with Gerald Muir telling rude jokes to old women and Carmen Imeldra hating virtually everyone and everything that comes into contact with her (that is, apart from Gerald!).

The game is very good and is one of the better Sherlock type games that you can get for the Spectrum.

A Few Hints

To make the boat. - .lsian eht dna doow fo sknalp ,remmah ,waskcah eht deen uoY - To find the oars. - .edaps eht htiw hceab eht no giD - Mr. & Mrs. Bennett's alibi. - .ebordraw rieht ni sehtolc eht hcræS - Mrs. Blake's alibi. - .sserd red eht hcræS -Carmen's alibi. - .gnitseretni evorp dluoc koob sserdda reH - Dr. Spencer's alibi. - .dettimmoc saw redrum eht nehW saw eh erehw dna tnaruatser eht tfel eh emit eht eton tub ,oigreS kSA

HUMBUG

Reviewed by Neil Shipman, played on the PC

The school holidays have come round again and Mum has sent you, Sidney Widdershins, to spend a few days with your Grandad at Attervist Manor. From the unopened Christmas card still wedged in the letterbox it doesn't look as if he's expecting you and, indeed, you find the old duffer fast asleep in his armchair by the fireside.

The letter resting in his lap turns out to be from the solicitors of his neighbour, dentist Jasper Slake, who it seems is pressurising Gramps into parting with the manor at a knockdown price and moving into an Old Folks' Home. Slake knows that the old boy is heavily in debt and considers his behaviour bordering on lunacy, especially with his mutterings about treasure being hidden in the grounds.

Now Grandad, who insists on dressing up as Napoleon, is certainly eccentric, but he is something of an inventor too. Perhaps he hasn't

completely lost his marbles and there really is a grain of truth to his ramblings. In any event, with nothing better to do over the holiday you decide to search for the treasure and see if you can help Grandad out of a fix.

Exploring the manor and its grounds turns out to be great fun as you come across all sorts of weird and wonderful contraptions, creatures and characters. There's Kevin, the camp clockwork shark who resides in the pantry and won't let you take a caddy off the shelf until you smarten yourself up. There's an octopus, resplendent in green eyeshade and clutching a dweezil, who delights in beating you at Wubble-A-Gloop.

Sven Thangyewssen, a filofax-carrying Viking is to be found on a vessel in the lake while his compatriot, Olaf Yggdrasil, lies drunk and depressed in a strange waiting room underground. The gardener, Horace, doesn't like

you dropping items in the Yaffle maze and he certainly isn't just going to let you take that can of petrol from his shed.

What does Alex, the armed hacker standing by the computer in his smart green anorak, want from you? How can you get Grandad's cat, Schroedinger, to follow you? And what does the aardvark, clad in a silver lamé zoot suit and asleep on the washing machine, need so that it can communicate?

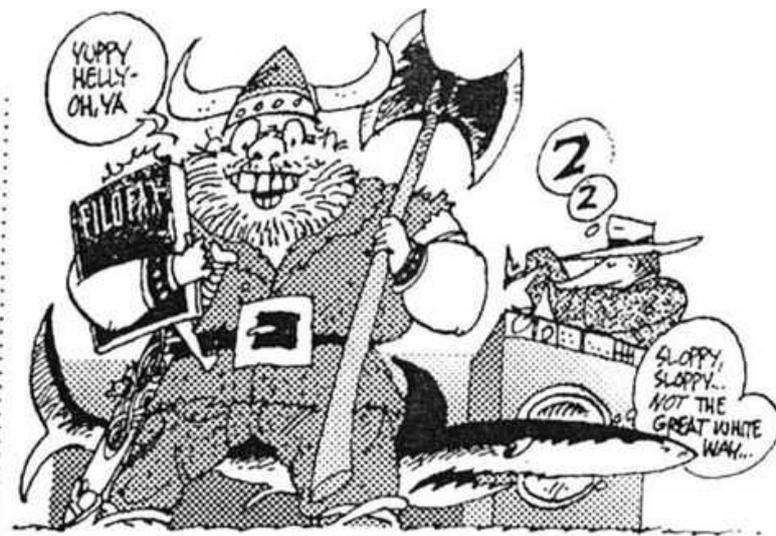
But my favourite must be the wumpus, a cuddly ball of a creature covered in soft pink fur. The poor thing scrabbles pathetically, trapped inside a long perspex tube which rises to the surface from a crypt below. Imagine how I felt when, in trying to rescue it, I shot it sky-high on a blast of compressed air. Here's what it looked like from ground level:

"The ground shakes violently... With a loud whoosh something small and furry rockets up from the tube. With a loud squeal of fear the cuddly bundle rises high into the air and flies off in a perfect parabola far off to the east."

Somehow, though, I didn't think that was the last I'd seen of it and, sure enough, my wumpus-saving technique was put severely to the test later on!

Grandad's most amazing invention is the time machine which is found in the passages under the manor. A large number of items, many of which would prove useful in your search, are held in the past, displayed in closed cases. Getting transported back in time by way of a (thankfully non-homicidal) beechwood armchair is easy. Working out how to transfer everything you need from past to present is another matter entirely.

The adventure has nearly 100 locations and twice that many items and, as you would expect, contains an amazing number of puzzles. These range from obvious to downright convoluted and the clever interweaving of many of them just goes to show what a fiendish mind and programming ability the author possesses.



It pays to ask characters about things and also to wait around and see what they get up to. But be warned: triggering off some actions early in the game and failing to note and deal with their consequences will prevent you from succeeding much later on. The parser is friendly and, with a huge vocabulary, you should have no trouble finding the right input. If all else fails, though, try giving everything you've got to a character in order to obtain a useful response.

As in Graham Cluley's previous adventure, Jacaranda Jim, you can scroll through and edit your last 10 commands with the cursor keys. An additional thoughtful touch in Humbug is the provision of a configuration program to change the display colours, and Ramsave is also supported.

Mapping is easy with exits always being specified and, when you buy the game or register your shareware copy, you are even given a map of all the locations - plus the very necessary solution to the Yaffle maze. Registered versions also contain some extra (non-adventure) shareware games.

Graham Cluley is a master of the absurd. In Humbug he combines witty, off-beat descriptions with challenging yet logical problems. It is not, perhaps, an adventure for novices but it will delight more experienced puzzlers who are looking for something to get their teeth into. It could take many amusing, frustrating weeks to finish - and I bet you can't manage it without asking for help!

ICE STATION ZERO

Reviewed by Doctor Dark, played on the Spectrum 48k

Ice Station Zero begins with you standing outside your tent at the western edge of an immense ice field. Your mission is to save the Earth from an evil terrorist that's holding the world to ransom with a nuclear missile at a remote polar research station. The tent is snow covered and inside it you will find some equipment which should (hopefully) help you on your journey.

To the north from where you start, you'll find a pack of huskies all tied up to a sledge. Set them free and they will create a passage in the snow for you to walk through. If you search the sledge you'll find a gun. This gun that you find is loaded and it will help protect you against the wolves that start hunting you down almost as soon as the passage is made. After you go through the passage and start heading south (the only direction you can go in), you will eventually come across the ice floes. If you manage to get across the ice floes you will be able to put the pick (from the tent) to good use. Once you start climbing you'll lose the wolves and be thrown

into all sorts of problems and puzzles.

This adventure once belonged to 8th Day Software with a price of £2.99, but now GI Games has the rights to it and the price has been chopped down to £1.99. Ice Station Zero contains graphics and has all the usual features that you'll find in most other games to date. There are a couple of errors within the game but as they don't spoil it too much, I don't think I'll bother mentioning them.

Make sure you make a map of this game as it's a very easy game to get lost in. Adventuring is something that you'll be doing a lot of in this game and if you like action (or ice cool?) adventures then you'll enjoy this.

A Few Hints

What use is the clamp? - .gnirreh der a si ti sa lla
ta esu on fo s'tl - How do you scare the bird away
from its nest? - .redrocer epat eht no yalp sserP - What
do you do when the bird reappears? - .ti ta raeps eht
worhT - How do you kill Stirling? - .stallep eht porD

JOLLY POPPA DOWN

Reviewed by "Kedenan", played on the Amstrad CPC6128

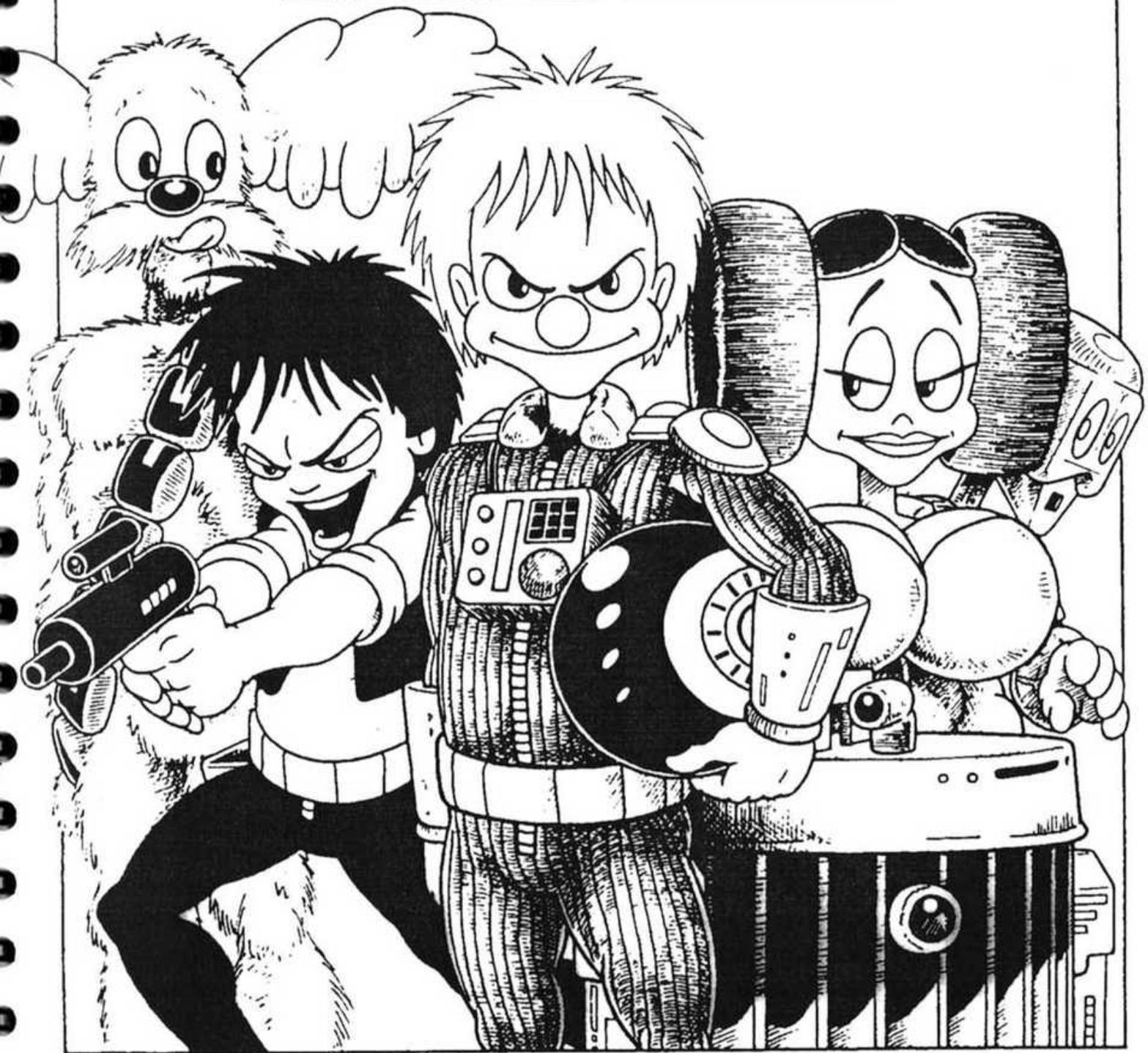
Although this could be described as a seasonal Christmas adventure, it can provide the adventurer with plenty of enjoyment at any time of the year. Those who have played and enjoyed many adventures by the same author, Charles A. Sharpe, will not be disappointed with this one. The text is good and so are the graphics, which do not detract, but they do tend to slow the adventure down a little. The parser will accept the first three letters of a verb or noun, and the initial of compass points, which is very handy for poor spellers and typists, as the reviewer well knows

from experience.

For hours Noel Central had monitored the progress that Father Christmas has carried out on this year's dry run to check his route and timing. Everything is going well until his passage over the pole, which was when the tracking station had transmitted the emergency code that all the helpers had dreaded to hear:- "JOLLY POPPA DOWN".

Father Christmas is missing somewhere in the arctic wastes and the place is thrown into complete turmoil as the loudspeakers broadcast

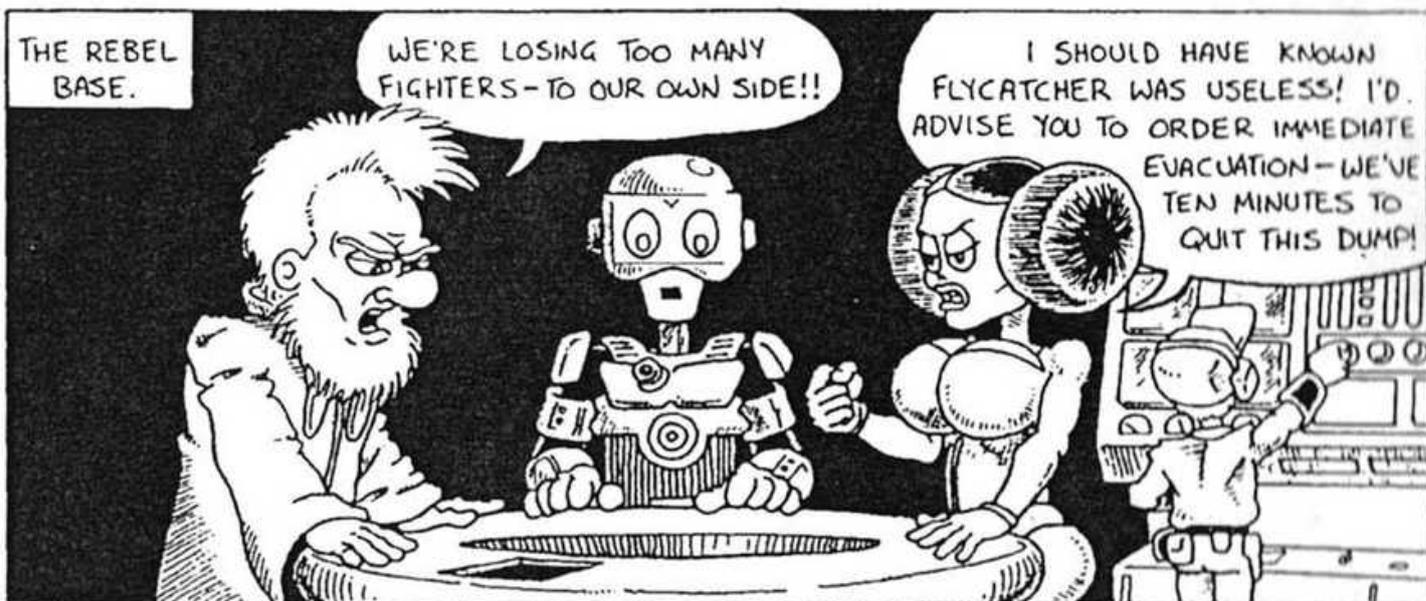
BUG WARS



72 PAGE GRAPHIC NOVEL
A5 FORMAT

PRINCESS LEEA IS CAPTURED BY THE EVIL
DAFT BUGGER IN THE IMPERIAL FORCES
EFFORTS TO TAKE OVER THE GALAXY!

'VENTURESOME' LOOKE FLYCATCHER, DODGY
PIRATE HAN POLO AND HIS CANINE-LIKE PARTNER
BUNGLE TEAM TOGETHER WITH CUTESY ROBOTS
DUSTY AND POE TO RESTORE JUSTICE TO THE
GALAXY.....AND MONEY TO THEIR BANK
ACCOUNTS.



SEND AN A5 SELF ADDRESSED AND STAMPED ENVELOPE
AND A POSTAL ORDER FOR €1 MADE PAYABLE TO
SEAN DORAN TO THE FOLLOWING ADDRESS FOR A COPY
OF BUG WARS; BUG WARS
 16 VELSHEDA COURT
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 N.IRELAND.
MULTIPLE ORDERS WELCOME (SMILE!)

the news. Someone must find him - could it be you - Nat Elf, Workshop Supervisor? It is the 24th December and time is running out. It is entirely up to you. Can you save Christmas? The world depends on you.

You commence your adventure in a neat grassy compound at the foot of snow-capped mountain peaks, wandering around jingling a couple of dice in your pocket. In the compound you can see some oats, not the porridge type, but perhaps animal feed, perhaps for reindeer? There is a jerrycan full of smelly liquid - some sort of fuel, or as it's winter, could it be anti-freeze? Why not try having a drink? You can also see a broken sleigh which is not worth taking until it is repaired.

On your travels around the area, you do find a

machete which is very sharp. As there is plenty of wood growing around, who knows, perhaps you can cut some and convert it into sturdy timber, could this do the trick?

Travelling East and South brings you to a low building with a shiny red door. On examination, the door is locked with a sound activated door lock, and you, Nat Elf, a mere workshop supervisor are not supplied with the tune. If only you could whistle!

This is Charles Sharpe's latest adventure and is available from The Guild. Alternatively, you can buy from The Guild, five of Charles Sharpe's adventures on an Amstrad 3" Disc for £5.00 including postage. The five adventures are: Jolly Poppa Down, Key to Paradox, Werewolf Simulator, Druids Moon and A.R.E.N.A. They are all first class text adventures.

FOOTNOTE

In order to play these adventures "Bug Free", it is essential to remove all peripherals (i.e. Rombox and/or Multiface 2). This only takes a few moments and is well worth the little trouble to withdraw a plug from the back of your keyboard. If you haven't got these attachments, then you'll have no problems and the adventures will run perfectly.

NEW ARRIVAL

Reviewed by Alan Brookland, played on the ST

Remember Arnie bursting on to our screens last year in Total Recall? Well, if you do, you'll have some idea of the plot to New Arrival, the new Licenceware offering from Zenobi. You play a character named Richard Dyson (or Derek Rigby depending on who you believe) in his attempts to subvert the will of the evil Utarian empire.

The game begins in a Mining colony with you apparently ready to go to work, once you've donned your safety equipment of course. But, a quick glance at your computer records (Yay for the Data Protection Act!) reveals a gap in your past. Leaving the colony, a task achieved largely by hitting everyone who comes near you, you discover the truth, your mind has been erased!

Graphics, when they exist, are nicely drawn and

presented adding a nicely polished feel to the game, however, personally I would have liked a little more detail to the room descriptions, many of which are simple one-liners.

Parsing is also adequate for a STAC'd game with not an extensive amount of searching for the right verb needed, however, the parser's habit of throwing out 'Maybe later, but not now...' to things it doesn't really like, can become frustrating.

More worrying is the examine command which, if you try to examine something that it doesn't recognise, gives out the standard... 'You see nothing special', rather than telling you that it can't see the specified object. In a game as reliant on examine to solve its puzzles as this one, this is a fairly serious fault.

This leads on to naturally the most important part of any game, the puzzles themselves. These are, on the whole, fairly logical and most are reasonably straightforward, with it usually being fairly obvious what you're being asked to do next. Some might feel that the game contains rather a lot of unnecessary violence before you can get anywhere, the body count running to six apparent deaths.

The lack of documentation at the start of the game adds somewhat to the sense of mystery, although a few 'flashbacks' would have helped give direction to the adventure.

Just a few gripes; some of the examines necessary (and there are a lot of them!) seem rather pedantic; for example, examining the pillow at the start of the game, reveals a set of overalls lying on the bed, which you apparently hadn't noticed before. Also, the 'Gravity Corridors'

could have used a little more explanation, or at least a reason why you can only travel one-way down them.

A few bugs seem to have crept in as well... a suit, either stolen from a passing official's corpse, or, rather surprisingly, off his back as he wanders past you, seems to take rather a liking to you and resists being dropped, sometimes magically reappearing, or even multiplying itself, just to stay near you, a love shared by a certain document, which adamantly refuses to be dropped. Rather more seriously, when hiding in a cupboard near the game's end, 'wait' doesn't seem to fulfil its function, delivering you into the arms of the waiting soldiers when you leave, no matter how often you type it.

Overall, *New Arrival* is only a reasonably successful sci-fi adventure, an annoying final puzzle providing the only real challenge.

SILVERWOLF

Reviewed by Terry Brawls, played on the Spectrum 48k

This is one of the series of ST. BRIDE'S adventures currently being reissued by GI Games of Edinburgh at £1.99. I missed it first time round - in fact, I wasn't aware of its existence, though I remember the name being briefly mentioned in "Secret Of St Bride's", the old classic.

The plot is a hugely unlikely tale of reincarnation, Atlantis, time travel and small woodland animals. It is the west of England of 5,000 years ago, enjoying a golden age as the inheritor of old Atlantis. The true heiress, Princess Mayanna, has been killed by the evil usurpers Morven and Lord Fear, aided by the demonic 'swarm'.

Four of Mayanna's staunchest friends time-travel to this century and persuade her reincarnation, a schoolgirl named Petra Stone, to return with them and claim her birthright.

What her parents have to say about this isn't

mentioned, and why the company didn't use the opportunity to pick up some modern military hardware to help waste the swarm (nerve gas and fragmentation grenades and a few biologicals...) isn't explained. But no pedantry!

It's at this point the game starts. Two of the company - Thunder the strongwoman and Uisce the elfin shape-changer - set off to seek Silverwolf's enchanted sword which has been hidden on an island, while Rahiyana, the leader and Whirlwind, who is very fleet of foot, attempt to take Petra to the Sacred Mountain where she will drink from the Well of Memory and thus become Silverwolf.

To facilitate these two quests, the game is in two parts. However, each part is a completely separate game - no saving data from Part 1 in order to play Part 2 here! Unfortunately, this results in a total lack of continuity between the

two parts; in fact, what's the point? How does Part 2 know that Part 1 has been completed, and vice versa? A glaring omission.

Involvement in the game suffers from a lack of TURNS and SCORE functions - these do, I feel, give the player a good idea of how the game's going on and how far into it you've got. I'd also like to have had some background information on the game itself - who wrote it and when, when (if) it was released etc. Any original SCREEN\$ the game may have had is not included on this version.

However, enough bad points! You can change between GRAPHICS and TEXT features. Graphics consist of a grid on the top third of the screen, with boxes for up to six illustrated objects in the centre and on each side of this are the character-portrait boxes. STORE and RESTORE feature.

Part 1 features some nice, prosey, almost sub-Carrollesque text. There are green sheep eating white grass under turquoise skies; lollopy spinky-spanky frogs; and bushy-tailed, bright-eyed squirrelikins! Go ask Alice, I think she'll know. (Obscure reference!).

The end comes rather too quickly and like I said before, just... ENDS, with no real sense of

having achieved something. Part 2 is even worse. The puzzles are too easy and with less than 30 locations, again it's over all too soon.

A few notes on the four main characters (Petra is a non-player). You can change between whatever 2 characters are playing by BECOME X. Uisce can TURN INTO almost any living creature she can see... even Thunder. Thunder can carry Uisce.

Rahiyana can transform into an alternative personality, the Golden Archer, by chanting HAYA DYANA. Whirlwind can outrun horses.

Overall, things could have been better, but at a quid a game, not bad. I'm probably comparing it too much with its illustrious stablemate, SECRET which incidentally, was QUILLED; SILVERWOLF is PAWEd! To whoever's reviewing SECRET - good luck!

A Few Hints

Part 1: Uisce can't swim! -!seilil dna sehsuR !gniytr potS - The castle? - .thgif yldneirf A - The head? - !ydees dna teews eB - The giant? - .retaw setaH

Part 2: Warrior? - .temleh ekirtS - Dragon? - ?yhw ,erehw ,ohW - Goose girl? - .rehtaef a rof reh ksA

SPELLCASTING 201: The Sorcerer's Appliance

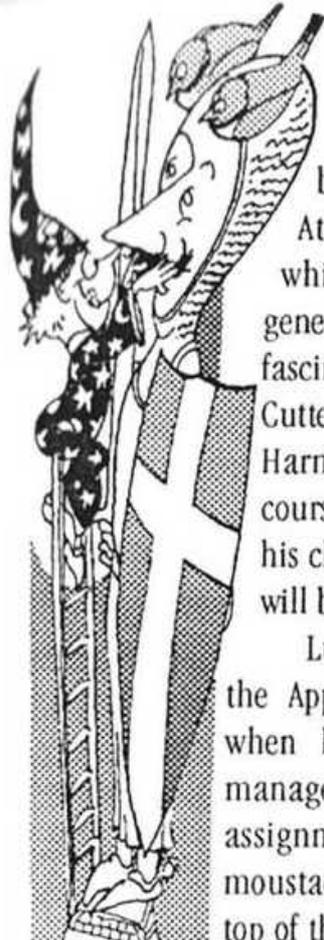
Reviewed by Sue, played on the PC

We first met young Ernie Eaglebeak, aspiring sorcerer, in Spellcasting 101: Sorcerers Get All the Girls. Now he's back, having gone up a grade into Spellcasting 201, thanks to his exploits in the earlier game, but having just as many problems as before.

Ernie's ambition is to join a fraternity, and he's picked the one he wants to be part of - Hu Delta Phart. Unfortunately, in order to join, he has to undertake certain tasks or pledges, one a day for a week. If he fails to complete any of the initiation tasks he is set, he's out, and, to make

things more difficult, the Pledgemaster of HDP, Chris Cowpatty, has taken a real dislike to Ernie and has decided to pick impossible tasks for him. Ernie's really going to need some help for this one.

But help is at hand in the unexpected shape of Professor Otto Tickingclock who has taken Ernie under his wing and is now President of Sorcerer University. Visiting Otto as instructed, Ernie learns that he has been singled out especially to take part in a bit of research into the Sorcerer's Appliance which figured so heavily in S101. He's



also told that there used to be several Even Greater Attachments to the Appliance which have been lost for generations. These include such fascinating objects as the Cookie Cutter of Curdle and the Donkey Harness of Danderville. Of course, he's still got to go to all his classes or the truancy nymphs will be after him!

Luckily his investigations into the Appliance prove fruitful and when he, against all the odds, manages to complete his first assignment - sticking a false moustache onto the statue at the top of the clock tower - he finds one of the attachments. (Sticking the moustache on would be a breeze if Chris Cowpatty hadn't smeared the statue with oil, just to make things harder!). In fact, this is the way the adventure progresses; completing each task provides another attachment, each of them revealing more of the capabilities of the appliance and making Ernie's attempts to join HDP easier if he can work out how to use them. Meanwhile, life at the University progresses with its ups and downs, the most notable 'down' being the death of Otto. This necessitates an election to find his successor, and there are several contenders, with Ernie finding himself embroiled in the politics involved.

S201 is as brilliant as the previous Legend games. The interface is good with the choice between pure text, text and graphics, text and map, point-and-click verb/noun menus, on-screen compass and more. This means that whatever style of display you like, you can surely find one to suit you. There are a good range of puzzles and an excellent selection of spells to use, ranging from some old favourites from S101 such as BIP (create soft music) to some new ones like UGUGOOWAH (creates constipation!). Many

locations in the University are recognisable from the previous game even though several additions have been made to the layout and you'll also get to travel outside the grounds though not as far afield as you did in S101. The simulation lab is back too but you'll also take alchemy lessons in addition to attending lectures and, as well as casting 'ordinary' spells from your spell book, learn to play a moodhorn which, used correctly, will affect people's emotions... sounds like fun!

Humour abounds, not least in watching the other two pledges, Sid Danceswithsheep and Gary Dirtyjunkpile, who are also trying to join HDP, try to complete their assignments. As the game is fairly closely timed, it's worth replaying it a few times to watch the disasters that befall them.

I love the Legend games! But I have one t-i-n-y problem with them. I sail through the main part of the game with a few hold-ups, get to the end game and stop. I always get stuck with about 100 points to go. I had a hint for S101 (ok, I can be weak-willed) but stuck at TimeQuest and finished it myself... it took 2 and a half months! So far I've spent almost the same amount of time in the final throes of S201, while Neil Shipman (the master) has completed it, no probs. Each Friday when we have a natter, I tell him all the things I've tried since last week and he chortles. So far I haven't had a hint, but this Friday ... Ah well, maybe I'll do all of the next game myself.

In conclusion, an excellent game though, surprisingly, it contains a few pretty obvious bugs (tut, tut, Legend). If you've got a PC and a hard disk, get it. It's brilliant!

A Few Hints

To complete the Sorcerer simulation: - .knird a otni ekam ,ti ecils ,ananab eht etaminA - To stick the moustache on the statue: - .lleps a htiw lio eht evomeR - To get the WHOOSH spell box: - .ssalg eht tuc ,dnomaid a ekaM - To get a light: - .esirprus laer a niatnoc yam eloressac eht - The mascot squashes you: - .bal ymehcla ni stneidergni etoN

STAFF OF POWER

Reviewed by Terry Brawls, played on the Spectrum 48k

Zyx, the evil magician, was not happy about the way things were going. Arcon had been ruling wisely for some time now, healing the land of its ancient troubles with the aid of the Staff of Power given to him by the Gods themselves. Zyx could put it to much better use!

Disguising himself with artful deceits, he stole the Staff, vowing to bend its power to his own warped will and usurp Arcon's peace. Evading pursuit, he fled to his stronghold and began his evil preparations.

The Council has chosen you to brave Zyx's might and regain the Staff, but first you must seek out four magical aids... a ring, a sword, a shield and a warhorn. Only these, and your own spell-lore, can ensure victory over Zyx!

You find yourself at a Crossroads and you'd better get a move on because the author, Sue "this mag" Medley has decided that 400 turns is sufficient to be going on with. After that, it's "Everybody 0 - Zyx - 1,000,000" and Game Over.

This fine adventure certainly kept me busy during the run-up to Christmas. Though it's a one-parter, it can be divided into five separate playing scenarios: the Caves and Underground Lake; the Frost-giant's Fortress; Reya's Castle; Zyx's Stronghold and the Final Confrontation!

Location descriptions are minimalistic, often to the point of being skeletal - but to the point. Maze-haters are in luck... there are none. (Personally, there's nothing I like better than a good maze.) Whilst "visiting" the Frost-giants, nicking everything that wasn't nailed down, I couldn't help but notice the place was filled with roaring fires and stacks of firewood and (I assume warm) beds. Someone report these people at once to the Below Zero Club!

I must also thank the author for the location filled with bubbling acid. I was stuck there for three days! How to cross it to get through the door

... six feet away? I couldn't do it. I had tons of equipment, but nothing worked. Had I failed a sub-quest, resulting in me not having a box-girder bridge or a hang-glider? When the simple answer finally came to me, I almost kicked myself. Thanks Sue, it's been a while since that happened. As for that pillar of rock... and the big chest...

The conveyable objects are, again, economically described and have logical enough uses, though quite why drinking the blue potion does what it does is beyond me. Zenobi - expect to be inundated with queries from post persons the world over!

An unfortunate system prompt was "You can't do that... just yet!" In the early stages of playing I dreaded that message and thus named it "The Dreaded Prompt!" Did it mean that an unacceptable input would be Ok to type in later on in the game? Sounds reasonable. However, once I typed in 'Use Zyx's head as a baseball bat', and guess what - yep, old Dreadly. However, I honestly didn't think that, come the Final Battle, I would be able to use Zyx's evil countenance to propel spherical objects around with. So that's enough "just yet's!"

What's unique about this game is that you can use the spells you find scattered around. Be careful though... some start out in life being other objects. To use them "Spell X" usually does the trick.

It's pretty much a puzzler's paradise... finding secret passages to doors, then finding keys to open them; knowing when to use the spells; wondering what, or what not, to carry. I would advise the use of EXAM (X) a lot and you should litter MOVE commands around like confetti. Mappers (like me) are in for a good time. It sprawls a bit, but it's got a heart of gold.

All in all, Staff is a very good, enjoyable

adventure. I finished it with 100%, sorry that it was all over, only to find... ah, but you'll have to see for yourself! (how about some Fire-demons who drink iced-tea next? Ooops!)

Though all fantasy/pseudo-medieval games like this are going to have to stand (or lurch) against the recent and mighty Phoenix, I'd still urge you to buy it. If, like me, you liked Castle Blackstar or Se-Kaa in the old days (?), you'll

love this. And perfect "speleng" too! And five buzz-words!

A Few Hints

Wondering about the Pillar? - !ti tegroF - Drowning? - .taes eht kcehC - The Jewels? - meht tegroF - Watchtower? - !ti raeB - Restore Flesh? - .sruoy toN - Crystal? - .gnirts a kcuP - Create water? - !llew lleW - Hive? - .sdraziw evol seeB - Metal hand? - .ti yrraM - Staff? - !hsup yrT .lluP

STAR FLAWS

Reviewed by Sue, played on the Spectrum 48k

I can't seem to get away from Star Wars spoofs at the moment. First I re-watched Space Balls, then I read Sean Doran's comic book Bug Wars. Now it's the turn of the computer scene to get a look-in with the release of Star Flaws from the busy Delbert the Hamster Software.

There can't be many people who haven't seen Star Wars (they show it on TV at regular intervals) so I won't tell you the complete story. Star Flaws covers part of the film - the rescue of a kidnapped princess from the forces of evil. This was carried out by several characters in the film but in Star Flaws only one person is involved, young Nuke Skyporker (Luke Skywalker in the film).

The game begins just after your small ship, the Millenium Sparrow, has landed inside the Deaf Star, a huge space station which is manned by the evil Daft Radar and his Gorm Troopers. The princess is somewhere inside the Deaf Star and you'll have to avoid Daft Radar's men in order to reach her.

However, at the moment, you have a more immediate problem - you're in a hiding place in your ship and your first task is to find your way out. Luckily this isn't too hard - in fact I was a bit concerned to find that by the tenth location I already had 24%! It didn't bode too well for the rest of the adventure but actually after this first section where points seemed to be thrown at you for just

breathing, it was a lot harder to bump up your score. Still, a bit of encouragement in the early stages of a game is always welcome.

The game is quite large, 50 locations, with a good range of puzzles, ranging from easy to downright sneaky. A few sections of the game are timed so be prepared to move quickly or die. The vocabulary is a bit picky in places. It won't give too much away to say that during the early stages you find a gun and a battery which you need to insert into the gun. If you type 'insert battery', you're asked 'Into what?'. 'Into gun' doesn't work, nor does 'insert battery into gun'. Hmm... what you need to type is 'insert battery IN gun', making the 'into what?' less than helpful. Strangely the laser gun turns into a lazer gun once the battery is in it.

Towards the end of the adventure you'll meet up with Yoga the Red-Eye Knight and, armed with your trusty light sausage, do battle with Daft Radar. This sequence is nicely done and progresses via key-presses. Mention is made of a sequel too, The Return of the Red-Eye - it should be worth looking out for.

On the B side of the tape is a bonus game with the intriguing title of Raymond Pringle's Quest for the Fabled Jar of Pickled Cabbage. Starting in your bedsit, with a landing outside and hall below, I can virtually guarantee that it will take you quite a while to get out of the first three locations. The

reason? A hamster which wants you to pay your rent before you leave. The solution is insane and it looks like the game continues in the same vein with a homicidal doctor and a fat man who is so big that he blocks two exits! I had to admit defeat after 18 locations but you may have more luck and inspiration.

To conclude, two humorous games from DTH that will while away several hours and at £1.99 for both, quite a bargain.

Star Flaws Hints

To go down the ramp: - .nwod gniog erofeb (snotrac enimaxe) ssem morf hciwdnas porD - To deal with the General: - .ylkciuq mih toohS - To find a chip: - .retupmoc hsamS - To find self-destruct code: - .ksed rednu enimaxE - By hatch: - .hctah hguorht pmuj ,hctah toohS - To get across gap with Princess: - .gniws , "no dloh" ssecnirp of yas ,epor worhT

STAR TREK V: The Final Frontier

Reviewed by Sue, played on the PC

This is not so much of a review (for reasons that will become apparent in a minute) as a warning to any Star Trek fans like myself who might see the title of this package and think - 'Great! A Star Trek game!' - expecting something adventure and/or strategy-orientated like the previous Star Trek games but find out they have loaded up something completely different.

Following the story of the film, you, not unsurprisingly, play Captain Kirk, demoted to Captain from the rank of Admiral following your earlier court martial, and assigned to the newly constructed replacement Enterprise which is not yet fully operational. All your old crew are with you too; Spock, Sulu, Scotty, Bones, Chekov and Uhura, manning their usual stations. Before the start of the game, you are called to Nimbus III in the Neutral Zone where a terrorist force, the Galactic Army of Light, led by a renegade Vulcan called Sybok, have taken hostage the Federation, Romulan and Klingon consuls. Trying to rescue the hostages thing go wrong when it turns out that Sybok has turned them to his cause - finding the lost planet of Eden, Sha Ka Ree.

Next thing you know, Sybok and his merry men have taken over the Enterprise and are forcing you to head for the centre of the galaxy, to cross the Great Barrier and, Sybok hopes, find Sha Ka Ree.

Meanwhile a Klingon ship, commanded by an enthusiastic young individual called Klaa, is in hot pursuit.

The game starts with you on the bridge of the Enterprise, able to hail each of your crew and get them to perform one of a set number of tasks. For instance, Chekov can control the shields, phasers and torpedoes while Spock can put the ship on alert, monitor sensor readings, search for cloaked Klingon ships and assess their condition. Messages from the crew are put on a display line at the top of the screen, scrolling across like ticker-tape. You can also control helm and navigation commands through the Captain's chair which entails a keypress or two. Various display gauges show you information relating to the Enterprise, speed, heading, power usage and so forth. It all looks very exciting.

Your first action is obviously to head towards Sha Ka Ree and this you do with Sulu's help, plotting a course and getting the Enterprise underway. That takes but a minute or so. Engaging the warp drive you find that because the ship's engines are not properly stabilised, an anti-matter imbalance has been set up, opening a wormhole in space. You must navigate safely through the wormhole, collecting any dilithium crystals you can manage to grab with your tractor

beam and avoiding any asteroids that have been trapped in there too before entering the next section of the game.

I first encountered a wormhole in another game some time ago and found it impossible to get through. Sadly the case is the same with Star Trek V. The system is the same; try to fly the craft along the middle of a switchback tube, avoiding contact with the walls. I have had so many tries at getting through that I've lost count! I've tried moving slowly, at top speed and all alternatives in between, avoiding rocks, blasting them with photon torpedoes, ignoring the crystals and any other combination of actions I can think of. The sequence is not helped by the fact that there are so many different keys to keep track of while flying, arming and firing torpedoes, turning the ship left, right, up and down (and stopping before you go too far), trying to operate tractor beams and watching the condition of the ship. But whatever I've tried the Enterprise has been destroyed in one way or another, either mechanically or through lack of power.

Even more infuriatingly there is NO save command and if (or should I say 'when') the ship is destroyed, you are dumped out of the program and have to run it again. From the look of the manual, the game continues in much the same way... arcade skills are needed right through, from dealing with a Klingon minefield to hand-to-hand combat with K'laa and using a simulator in a challenge of combat manoeuvres against the Klingons. So it is very annoying to know that even if I should manage to escape from the wormhole I can't save my game on the other side and continue from there next time I lose. The game comes on 3 3.5" disks so without a hard disk would be tedious to reload.

On the plus side (oh yes, there was a small plus) the initial graphics are excellent with some animation and all characters instantly recognisable. If you're a Star Trek fan AND have arcade skills, I would imagine you'd get a lot more out of the game than I did. Personally, with my fumble-fingers, I'd rather load up the video or read the book!

On a trading run at the edge of "known space", your ship's computer picks up a distress call.....



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WARLORDS

Reviewed by Neil Monro, played on the Amiga



In the fabled land of Illuria, a peace treaty has just expired. Now, eight mighty empires contend in a ruthless struggle for supreme power.

Set in one corner of a large land mass, Illuria is a typical fantasy country. Dotted with castle cities (eighty in all), most of which are held by namby-pamby neutrals, it also hosts eight aggressive races. These races consist of giants, elves, dwarves, various humans, and the inevitable Mr. Nasty - Lord Bane. Basically, they're out to get as much as they can.

This is where you come in (except when you don't). Warlords can be played with or without human intervention, in any combination of zero to eight players. It also boasts an impressive artificial intelligence feature for computer players which determines competence - each can be set independently at one of four levels, the highest being "Warlord"; and Warlords are real meanies!

Play starts with each aggressor holding one city and a Hero. From this city can be produced, at a cost in time and gold, armies which can vary from standard light infantry to giants, cavalry to pegasi, and ships. Each army has movement and strength quotas, which determine how far it can travel (more on this later) and how powerful in battle it is. Battle is something the player had better get used to as it's the only way to conquer - opponents won't be overwhelmed by a show of force unless it's used! Up to eight armies can be "stacked" together on one spot; useful for attacking or defending against anything but the smallest enemy army. The battle system is fully detailed in the literature, and quite complex. Fortunately it is completely handled by the computer.

Armies can be sent out toward other cities to conquer and, once conquered, these cities can again produce more armies. Each city produces different armies; the light infantry may have one more movement point, the cavalry slightly stronger, or pegasi may even be offered for production. In general the stronger and better the army the more it will cost in time, money and upkeep. You pay your money... speaking of money, each city has an income. This is added to a kitty which is split amongst your cities to avoid great loss in the event of enemy capture. Armies cost half their original price per turn in upkeep, cities may have their defence rating increased, and you may use your pennies to hire heroes when they offer their services.

Heroes are very important figures. They aren't especially strong, they don't fly (except when grouped with flying creatures), and after the first complementary one are expensive to hire. Yet they can explore ruins, visit sages, gain allies such as undead and dragons, search for and use powerful magic items. These items can increase strength and command, while the allies can be sent off on other missions or can accompany the hero - they also have special powers such as high strength or flight.

Travel cost is determined by terrain and creature type. Light infantry may have a movement quota of 10 points, yet this is only on roads; over grassland each square costs 2 points, and so on until mountainous ground requires 6 points per square. Dwarves cost less to move over hilly regions, while elven archers are swift through forests. Flying creatures are different in that they need a maximum of 2 points to cover any ground.

Ships move freely in open sea, and at 2 points per square along the coastlines. Ships have the interesting ability to carry up to seven other armies - great for lightning strikes behind enemy lines!

Everything is controlled by a straightforward point-and-click system over a split-screen display. On the right is an overview of the entire land, while the left screen is the window where most actions are performed: the close-up screen. Various actions, reports and information can also be obtained from pull-down menus, but the most common commands are grouped between the windows as push-button devices. Graphics are straightforward and sound is occasionally annoying (you can always turn the volume down!), yet the presentation is curiously effective and ergonomic - pull-down menus are rarely used, and the ability to set a stack to "Defend" helps with organising proper defences without going back to them every turn. There are plenty of options to tailor each game to your wants, even to the point of observing moves made by the computer opponents. The last doesn't really spoil the game much since you should be aware of movement close to your cities, while it's interesting to watch those further away fight it out amongst themselves.

Playing against seven computer "Knights" (the lowest rated opponents) is a great

introduction to the game - even so it will probably take a weekend to complete. Choosing a game against two or three Warlords is when the fun starts. These guys really know what they are doing. The game selects appropriate routes for armies, which saves planning step by step; unfortunately a move is not "remembered" come next turn, so long-distance marches can become tiresome. Production from cities can be directed to any other city in your control; this takes an additional two turns for travel, but can save much more if planned correctly and can help create a workable strategy.

The manual offers a brief tutorial section, and gives insights into the structure of Illuria and many hidden aspects of the game without detail becoming obstructive. SSG have a fine reputation for wargames, and this is another example of their efforts at producing a wargame for those who don't want the mechanics getting in the way. Once your moves have been completed however, the computer opponents' moves take quite a while - switching off the "Observe" feature doesn't improve this - as while their thinking time is very swift, movement is conducted at the same pace as yours. Warlords is extremely absorbing initially but the hook may be blunted after a long but easy campaign against low-level opponents - a Warlord each play keeps the boredom away!

EVEN YET ANOTHER BIG DISK

Reviewed by Joan Dunn, played on the Spectrum +3

This compilation disk is another bargain from Zenobi. Side 1 has two games... Theseus Parts 1 and 2, Kobayashi Ag'Kwo. Side 2 also has two games, Methyhel Parts 1 and 2, The Darkest Road.

THESEUS by Tony Collins

Another excellent game by Tony Collins. We are all familiar with the legend of Theseus and the

Minotaur. The son of Aethra and Aegeus, the king of Athens, he is told his true heritage, and that he should go to Athens and claim his birthright.

In Part 1 you must find the sword and the sandals hidden by Aegeus. Only when you possess these can you prove your identity. You travel first to Athens and then to Hades to rescue your friend Pirihious. Then in Part 2 you travel to Crete, there

to find and kill the Minotaur, hidden in the depths of the labyrinth. There are some interesting puzzles and you are given a little help as you travel.

I found Part 1 quite easy, but Part 2 rather more difficult. In fact I'm stuck! However I shall return to it as soon as I have time. A good game, up to Tony Collins' usual standard.

KOBYASHI AG'KWO by Clive Wilson

The Etherions have taken over the world and altered the Naru into Ag'kwo. You find yourself in the world of Ygor. A fiendishly planned trial is the ultimate test for any foolish enough to undertake it. If you decide to undergo it, then your task is this; to find and recover four hidden artifacts. You must watch the level of your strength and finish with 100 credits to succeed.

You start by a monitor with four buttons. Examine the monitor carefully, for here you will find a map of the four zones. By pressing one of the buttons you will arrive in that zone, and each one has one of the artifacts that you seek. Each place has problems to solve and a hint telling you how to return to the monitor.

A good game well worth playing, and the puzzles are logical. I found it fairly easy once I got the hang of moving from one zone to another.

METHYHEL by Tony Collins

This is another game in two parts, and is the first adventure featuring Sinister Investigations Inc., a group of experts in the occult. You are Prof. Jack Slaine, founder and head of this organisation.

The game starts in your office where you receive a telegram from a colleague, Dr. Samuel Morgan asking you to come to his home immediately. You will find a number of essential items in the first two locations, and also useful information, including Dr.Morgan's address, and the name of a book.

You need to do some travelling, first by cab

when you visit Dr. Morgan's house. Here you have your first encounter with the demon Methyhel and find the dead body of the doctor. You then visit the library, where you can consult a useful book. You also make a train journey and board a plane before you get to your final confrontation with the evil force. You need the code given in part one in order to play part two.

In Part 2 there is some interaction with characters, and they are helpful once you find out how to converse with them. You will learn several spells which will help you to survive. There are a few quite attractive framed graphics and there is plenty of atmosphere in the text. I found it sometimes difficult to come up with the right inputs, but apart from that it is an excellent game with interesting problems. I enjoyed it very much.

THE DARKEST ROAD by Clive Wilson

This is the second game on side two of the disk. Darkness is spreading over the land, enveloping all who occupy it ... A strange dark magic spread by the evil one who is called the Black Wanderer. A stranger enters the village and from him you learn that you are the one who has the power of The Silent Song, a gift inherited from your Father. Only you can defeat the Black Wanderer and bring back joy and light to the land again... And so you take the darkest road. Once you have found this force of evil, the magic of the Silent Song will send him back to the hell pit from whence he came.

Plenty of atmosphere in this game, well written text and problems to get you thinking. I have not quite finished it but I anticipate that the end will be as exciting as the rest of the adventure. There is the usual Ramsave/Ramload. The top of the screen shows three things, your location, your score and the number of units of time left before darkness falls. You must complete the task before time runs out.

So buy your Big Disk and enjoy many hours of exciting adventuring.

THE BALROG'S TALE

...with the occasional 'thwack' of willow on leather resounding in his ears and a large tankard of foaming Dragon's Breath clutched tightly in his left paw, Balrog felt at peace with himself... and at one with his surroundings. Sat here with the warm afternoon sun reflecting off his bald spot and with the contented smirk that only comes from one who has feasted well on devilled Orc's eyes emblazoned across his face, Balrog glanced around him. The Right Reverend Inglis was at the crease, his ruddy complexion made even redder by his recent exertions, and as Balrog reflected upon the fact that whilst Inglis made a very fine preacher but a damned poor substitute for an opening bat, he stepped down the wicket and drove the ball in the direction of extra-cover's boundary... much to the surprise of the watching Balrog. Just then young Miss Primbody, who happened to be passing, saw the approaching ball and with a shrill yelp leaped into the air to avoid it. Her lightweight summer dress blew around her waist as she twisted to avoid the oncoming missile and afforded Balrog a sudden glimpse of pert young flesh and vivid scarlet panties, accompanied by the endearing sight of a taut black suspender strap stretched across a firm young thigh... instantly his mind filled with 'youthful' memories and the warm flush of recollection quickly coloured his cheeks. As Miss Primbody adjusted her hemline and straightened her seams, Balrog turned his head and tried to concentrate on more mundane matters. Suddenly there was a loud cry of 'Owzat!' and the Reverend Inglis, who had stopped to admire the view, turned his head to see that he had been run-out between wickets.

All around the village green various small stalls had been set up and a number of tents erected. It was these that were now the focus of Balrog's attention and as he gazed in the direction of one particular tent, he could not help but wonder at the

'attraction' contained within, for there was a large orderly queue of men gathered at its entrance. Balrog leaned forward and glanced at the tent, though to be quite honest his attention was more taken with the small red sign that hung over the doorway. As he adjusted his gaze and the words became clearer, Balrog began to read aloud to himself... 'Sexy Sue, Spend Sixpence and Subject Yourself to Sixty Seconds of Sexual Splendour'. Just beneath his somebody had scrawled... 'No refunds if you cannot last the full sixty seconds!' Suppressing the giggle that threatened to erupt from within, Balrog turned his attention to one of the various stalls that lined the boundary of the green and was most heartened to see that the ladies of 'W.I.' had turned out in full force and were doing a good roaring trade in such delicacies as 'Pickled Dragon Wings', 'Sautéed Frog's Tongues' and 'Devilled Orc's eyes'... it was nice to see that these fine pillars of the community were still doing their best to ensure that the good wholesome foods of 'yesteryear' were not forgotten. The new fad of 'fast-food' was okay, in fact he was quite partial to the odd basket of 'Kentucky Fried Squirrel' but you could not beat the likes of a good plate of Dragon giblets and baby turnips or even plain old crusty bread and green cheese. The thought of such tasty morsels caused a thickening of his throat and Balrog took a large swig of 'Dragon's Breath' to ease the situation.

Beneath the small trestle table that formed the 'W.I.' stall, a small cat and an even smaller cockroach were hatching a plan to get their hands on the splendid chocolate cake that took pride of place in the centre of the table and an afternoon's cricket was about to be brought to a sudden and untimely halt...



ADVENTURE-LINK: Spectrum Tape Magazine

Reviewed by Sue

A Spectrum adventure magazine on a tape isn't a new idea; there have been several in the past, none of which has (as far as I'm aware) survived. However, it's fitting that a computer that uses tapes should also have a mag on the same medium so what do you get for your money with Adventure-Link?

Issue 1 of the magazine comes in five parts which load sequentially from tape with a simple but effective loading screen for Part 1. Each part contains up to four sections which are accessed using compass directions e.g. choosing N(orth) in part 1 will take you to the reviews, W(est) to the "Wanted" section which puts in a plea for contributions to the Adventure-Link PD section and E(ast) to "Best of the Best" which gives the editor's adventure buy of the month - this issue it's Compass Software's Micro Mutant.

The reviews are very nicely displayed using cyan text on a black background with magenta headings and highlighted text in flashing white on black. Each review is divided into subheadings such as packaging, storyline, screen\$, game friendliness, FX, good and bad points, further comments, rating etc. In the middle is the editor's

personal views, entitled The Doctor Dark Experience. These are presented as a transcript from the adventure which you go through, move by move, by key presses. In other parts of the mag you'll find sections covering hints, solutions, fanzine news, programming, pokes, competitions and more.

Obviously a first issue of a magazine will be somewhat different from future issues as some sections can't be implemented and the editor often ends up writing the mag as well as putting it together. Issue 1 of Adventure-Link is very promising and Doctor Dark's plans for future issues shows he has things well in hand. Issue 2 will be on a longer, 45 minute, tape with sound, an inlay card and will have lots more reviews and features.

The magazine is being produced monthly and various special offers (free issues and free games) are being made to subscribers. Otherwise a single issue of Adventure-Link costs £1.50 in the UK. For more details or to order contact Adventure-Link, 16 Montgomery Avenue, Beith, Ayrshire, KA15 1EL, making cheques/POs payable to Alec Carswell.

MY LIFE (AND DEATH) IN MULTI-USER ADVENTURES

by Angelina the Dangerously Sane

It was in 1980 that two Essex University students, Richard Bartle and Roy Trubshaw, first told the world (well, America) about their brand new computer game. They sent a message to the ZORK mailing list on the computer in the Artificial Intelligence Unit at MIT. The message read, 'You haven't lived 'til you've died in MUD' (Multi-User Dungeons). From this small beginning came the start of Multi-User Adventures, played via the telephone on a computer with a modem attached.

For the uninitiated, a modem is a device which connects the computer to the telephone and magically, or so it seems to me, allows you to log on to a 'host' computer and so play these games. More technical than that, I cannot get! (Well... I could, but I'm not going to.)

My first ever visit to a Multi-User Adventure was back in 1984 when I was persuaded to log on to Richard Bartle's MUD. One night, with a great deal of trepidation, I dialled the number and fumbled

my way through the login procedure. Once in the game, I was faced with a rapidly scrolling screen and yards of text which I just couldn't read quickly enough. People with strange names kept appearing and disappearing and I just sat there wondering what to do. I wandered around for a while, but it was so confusing that in the end I quit in complete bewilderment, not helped by shouted messages like... "What's that stupid novice doing beside the cannon?"

The friendly Arch Wizard who had persuaded me to try MUD talked me into a second go and we arranged a time and date to meet there. Everyone who plays a MUA has what's called a Persona - the name you are known by on the game. I thought long and hard about mine and eventually chose Medusa... evidently I hadn't thought either long or hard enough, for this was a serious mistake. As soon as I arrived on the game, some Wizard or other took one look and promptly blinded me! My friendly Arch Wizard gave me back my sight, but even with his help, I just couldn't get the hang of things and I eventually left, swearing never to return. I didn't, to Essex MUD, but when MUD2 became available for Beta testing some time later, I tried again.

This time, instead of screens whipping past, it was all very slow, you'd hit a key and wait for ages for something to happen and just as I couldn't cope with the speed of MUD, I couldn't cope with the slowness of MUD2. However, I did go on from time to time and gradually got used to the way things happen on MUAs. As MUD2 improved, I started to play more and that's when my addiction started. I raced with the other players to get to the T (treasure) first and to pick up weapons. I solved the puzzles well... most of them) and saw myself going from Novice up through the ranks. Finally I got to the point where I could choose to be either a Warrior or a Magic User. There was a dangerous deed to do to become a Magic User, but I did it and was able to use spells like JOIN and SUMMON.

The one thing I didn't like about MUD was DEATH. You can die because of a variety of reasons

from ineptitude to sheer bad luck. If you die in a fight, you are DEAD DEAD, which means your score goes back to Zero and you are faced with starting all over again as a novice. This is a truly traumatic event if you are a high level player. It's not so bad lower down the ranks, experience helps you get back up quickly and shows you what not to do next time round, but it takes a lot of playing hours (and money) to reach the high levels.

In January 1986, a new MUA called GODS came on-line. DEAD DEAD was not there! If you died in a fight, you only lost 50% of your points and there were two sorts of players, Fighters and Non-Fighters, so that attacking or being attacked by other players if you chose to be a Non-Fighter, just didn't happen. This seemed to me to be much more my sort of thing. Solving puzzles and interacting with the other players was more fun, I started to play GODS and I've been playing it ever since.

So, what's the fascination which has kept me and my MUA friends playing practically every night for all this time? After all, you wouldn't play the same adventure every night for all those years, and basically MUAs are text adventures, but played in real time with other people. There's no single answer to 'WHY?'. It's playing, chatting, having lots of laughs with like-minded people, the excitement of competing with them for Treasure and points and the role-playing part of it which lets you be anyone (or anything) your imagination can create.. There's the rise of adrenaline when you beat another player to a valuable piece of T, or when you do something dangerous and only escape by the skin of your teeth. All these together make a really addictive Multi-User adventure.

Well, that's some of my life and death in MUAs, if I've tempted you to try, please do remember that it can be an addictive and expensive hobby. When you're engrossed in a game, you can completely forget that BT is ticking the minutes away and adding them to your phone bill!

[In future issues, we'll be taking a look at specific Multi-User Adventures.]

PLAY BY MAIL

by Tim Lomas



Greetings once more, news of the London convention starts us this issue.

Firstly the news of the London PBM Convention, this is the annual con in the big city for PBM games of all descriptions. This con has been running annually since 1986 and is as far as I know the biggest PBM convention in the World outside of the USA. There are bigger cons such as the Essex games fair in Germany but that's a Games Fair with bits of PBM added on, ditto with such events as AndCon in the US.

This year we get together on Saturday 7th March at York Hall Baths, Old Ford Rd, Bethnal Green, London E2. That's just by Bethnal Green tube station. Tickets are £3.50 on the door or £2.50 in advance from BPBMA, c/o Peter Thornhill, 23 Aragon Place, Kimbolton, Huntingdon, Cambs. PE18 0JD.

If you've been tempted to take up a PBM game but don't know where to start then this could be your chance, there are likely to be a large number of the better known UK PBM companies (and a few of the smaller ones) present. Flagship will certainly be there, you can pick up a single copy without having the hassle of subscribing, more to the point there should be loads of players, you should be able to find someone who's played the games you're interested in.

I'll be there of course, feel free to look me up. Assuming you don't know what I look like I'd suggest you try the Timepatterns stand, that's the best place to find me, if I'm not actually there they should know where I am. If I'm not there I'll certainly be back soon, they run my game in the UK and I spend most of the day in that general area but of course I do wander round to chat to my GMs and other players I know.

That over we'll get back to games, last issue I covered a couple of strategic games, this time I'm

moving over to RPG (that's Role Playing Games if you've never come across the term before).

I mentioned that I'm not much of a role player so I'll go for one game I do know reasonably well, *Delenda est Carthago* by Waveney Games. Waveney consists of Judith Proctor (the powerhouse behind the game design), Richard, her husband (the programmer of the family) and one other GM (at the moment). The game itself is computer assisted, that is it's hand moderated with the computer taking over the boring and repetitive bits such as keeping track of money, keeping tabs on troops and that sort of thing, the stuff that's no fun for the GM to do and is easily automated. This also has the advantage that it makes these things accurate, RPGs can be a bit tricky when a GM manually keeps track of everything, it's far too easy to make a mistake, a good programme is a godsend to the GM.

The name comes from a quote from Cato the Elder, a Roman politician as I recall, it was said during the period they were at war with the north African city state of Carthage and means 'Carthage must die'. It's nowadays taken to mean 'That which stands in the way of our greatness must be destroyed at all costs'. As you might assume it's a game of power conflict. The gameworld is the world of *Aguila*, the entire world is not in play but rumours have it that some, if not all of the unplayed lands have been designed. The lands in play (from west to east) are The Caliphate; the three regions of Hiyiros countries. The Hiyiros equate to the Islamic states of the middle ages (roughly, all countries are at this age of development, before cannons) and consist of Elfindas, Destovin and Quendil. Selyas and Telindoon; these two lands are Flaminian (explained shortly) and form a buffer between the Caliphate and the Empire. The Holy

Empire of The Flame; Flaminian again and equating to Christian Europe of the time, within the Empire but not part of it are the Papal states, oddly enough they equate to the Papal states of Italy at the time. Lastly to the east are Kerim, the Kimric and Affordir, roughly equating to the German, Welsh and Scottish nations, all Flaminian of course.

Two main religions exist, Hiyiros and Flaminian, the Gods worshipped are Yiros and Yaro, equating to Islam and Christianity of the era, a number of other faiths do exist, Jeheddin (some think they're the equivalent the Jews of the time but the GM won't confirm this) along with various 'pagan' religions. The first two are 'faiths of the book', having standard texts of religion but different views of their Gods (thought by some on both sides to be the same) and prophets.

That's the game world, what about your position? Well, you begin with a family of three characters, these can be almost anything. My startup was three sanjak beys (sakjaks are the Hiyiros administrative units, the Flaminians call them fiefs), a bey is the governor of such a province. This is a common startup but many other character types are available, Bishops (and archbishops or even the Pope), Kadi (Hiyiros judges of religious law), scholars, pagans of various types. If you have a wish to play a particular type of character the GMs will try and accommodate you, provided it will fit into the game.

Role Playing is really an understatement in the case of this game, it's extremely well designed and is more like an alternative world simulation. If you could have done it in the time era there's probably a way to do it in the game, if you couldn't it might still be possible. Personally I've been on Jihad for the last 6 or 8 real months in response to a crusader attack on the Caliphate. In that time the Emperor of the Holy Empire has murdered the Pope and committed suicide, the Queen regent of Telindoon has been taken captive by the Hiyiros and generally all hell has been let loose.

It's calming down at the moment but still very tense.

Unfortunately I don't have space to do justice to the game here, if you want more detail you'll have to either tell Marion to give me half a dozen pages... some hope [*You've already sneaked in an extra half page! M.*] or drop me a line and ask me.

The game is run exceptionally well, Judith is as hooked on the game as her players (if not more so), turnround is pretty fast as they take great care to see that they don't take on more players than they can handle. If the turnround starts to slip (we're talking about adjudications being done within 2 days of arrival, extremely good for RPGs) they stop taking players in from the waiting list until it's back on course again. She's also one of the nicest people I've met, a couple of times yearly they hold meets at their home in Dorset (which is where I spent last weekend), quite exhausting but well worth the time and energy.

As you'll have figured I like the game and the GMs. Drop in to the London con and look them up if you like the sound of it, you'll also get to bump into a few players, no better way to get an idea of a game. Unfortunately everything has its downside, in the case of Delenda there are two cons to put against the pros. Firstly cost, it's a very expensive game to run, the GMs can handle on average about 6 turns a-day each, work that out and figure out what they have to charge. Average turn fees (maximum speed is weekly) is said to be about £5-6, mine average out at £7-8 but that's a fairly advanced position. If you're watching the pennies this isn't for you but if you want reliability and the sort of personal attention to your turn and role playing actions and can afford it it's worthwhile. The second con is that there's normally a waiting list, at the moment I think there are 3 people waiting to start, you can normally expect to get a position within 3 months, often faster.

*Tim Lomas, 211a Amesbury Av, London SW2 3BJ
Compuserve ID 100014,1767*

Delenda est Carthago : Waveney Games, 28 Diprose Rd, Corfe Mullen, Wimbourne, Dorset.
Compuserve ID 100031,604. Startup costs £15.00 which includes your startup turn and one more free turn, rules and a copy of the current newsletter. (£20.00 if you're in the USA)

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THE DARKEST ROAD

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

W - OPEN DESK - EXAMINE DESK - GET PAPER - EXAMINE PAPER - DROP PAPER - EXAMINE CHAIR - GET MAP - EXAMINE MAP - EXAMINE TABLE - W - EXAMINE TABLE - GET ORB - EXAMINE ORB - E - E - E - EXAMINE BARN - E - EXAMINE HAY - GET NEEDLE - EXAMINE HAY - GET BOOK - EXAMINE MANGER - EXAMINE MANGER - GET MAP - EXAMINE OTHER MAP - READ MAP - (this is needed to get through the Death Swamp) - EXAMINE NEEDLE - EXAMINE BOOK - READ BOOK - (for clues) - W - W - N - W - N - N - EXAMINE ELF - GET SHOES - S - S - E - WEAR SHOES - (or the Shade gets you) - N - EXAMINE LEAVES - GET CARD - EXAMINE CARD - DROP CARD - N - (the Shade gives you the massage) - S - S - W - N - N - N - N - SWIM LAKE - DOWN - KISS MERMAID - (in order to get through the Forest of Forgiveness) - UP - E - REMOVE SHOES - DROP SHOES - DROP ORB - DROP NEEDLE.

S - W - S - W - S - (the Guardian doesn't let you in unless you've kissed the Mermaid) - GET MASK - EXAMINE MASK - HIDE MASK - N - E - (if you have killed the Mermaid the Guardian gets you... if you've tried to fight or kill anyone else, the Guardian doesn't let you into the Cavern) - N - E - S - S - S - E - E - E - (make sure that you've got the map and that you have read it) - WEAR MASK - N - (if you are not wearing the mask you will die) - N - N - MOVE ROCK - GET KEY - (if you go North from here you will die of sadness) - S - WAIT - S - S - W - REMOVE MASK - DROP MASK - DROP MAP - DROP MAP.

W - W - N - N - N - N - GET ORB - GET NEEDLE - E - E - (at this point you can place the orb on the dais to charge it, thinking it may be useful as a light source later on... but this orb routine is a 'red herring', apart from providing you with a mere 1% towards your final score) - CLIMB WINDOW - (it's too high) - STAND ON DAIS - CLIMB WINDOW - STORE - SAY MAJIK - READ THE BOOK - (the first clue) - SAY WARNING - NW - (when the Wraiths attack you STAND STILL or they get you) - E - EXAMINE SHRINE - GET PLATTER - EXAMINE PLATTER - DROP PLATTER - PRAY AT THE SHRINE - GET GOBLET - N - (as you try to go North, the Demon stops you) - EXAMINE DEMON - PRICK FINGER - (with the needle) - (if you've got the goblet, your blood drips into it) - GIVE GOBLET TO DEMON - EXAMINE DEMON - GET DIAMOND - MOVE BONES - DROP NEEDLE - GET SIGIL - EXAMINE SIGIL - (hear no evil).

N - READ BOOK - (for second clue) - BOW - (or 'KNEEL') - NW - SW - EXAMINE TABLE - GET FOOD - (if you eat it you will die later) - N - W - EXAMINE IDOL - INSERT DIAMOND - (in the Idol's eye) - W - EXAMINE ROOM - READ BOOK - (for the third clue) - DROP BOOK - GET STONE - GET COIN - (see no evil) - EXAMINE ROOM - PULL LEVER - (if you had eaten the food you would get a warning here) - LOOK CHANGELING IN THE EYES - W - BREAK STONE - RUB STATUETTE - (if you had eaten the food, then you die here) - DROP STATUETTE - GET DOG - FEED DOG - (with the food) - GET CAT - S - EXAMINE GRASS - GET ROPE - EXAMINE FRONDS - (if you PULL the fronds or go West then the fronds will poison you) - BLOW FRONDS - W - (at this point you may think you need the orb) - USE ORB - DROP ORB - (if you go North you fall down a pit) - EXAMINE FLOOR - GET MEDAL - EXAMINE MEDAL - (speak no evil) - TIE ROPE TO CAT - UNLOCK DOOR - (with the key) - N - EXAMINE DOOR - LISTEN AT THE DOOR - (hear no evil... you must have the Sigil) - LOOK AT THE DOOR - (see no evil... you must have the coin) - SPEAK NO EVIL - (you must have the medal) - E - (you only have a few moves to deal with the Wanderer) - SING SONG... it can only be used once in the game...if you have sung it before then you've blown it.

CRYSTAL OF CHANTIE

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

LOOK - N - W - N - GET COAT - S - WEAR COAT - E - S - S - E - GET STICK - W - N - N - N - N - N - W - UP - PUSH NEST WITH STICK - (it falls to the Cave Entrance) - DROP STICK - DOWN - W - S - E - GET BLOCK - EXAMINE BLOCK - (you see something inside) - EXAMINE CELL - (footprints lead into the North Wall) - PUSH NORTH WALL - (passage is revealed) - N - N - DROP BLOCK - S - E - S - GET GRASS - (this was the nest) - N - E - GET FLINTS - W - W - N - MAKE FIRE - (the only location which is NOT too damp) - DROP FLINTS - GET BLOCK - PUT BLOCK ON FIRE - (ice melts leaving a key) - WAIT - (for the key to cool) - GET KEY.

S - E - S - GET WORM - S - S - S - S - S - E - E - E - UNLOCK DOOR - DROP KEY - OPEN DOOR - N - EXAMINE JUNK - (to see fishing tackle) - GET TACKLE - S - W - W - W - N - N - W - BAIT TACKLE - (with the worm) - CATCH FISH - (you land a crimson fish) - DROP TACKLE - GET FISH - E - N - N - E - DROP FISH - (the Bear swipes it and runs off to eat it in peace) - E - N - E - E - N - W - GET BOOTS - E - S - S - S - W - W - S - S - S - E - WEAR BOOTS - UP - UP - KILL PUCK - (he disappears, dropping a silvery object) - LOOK - GET WHISTLE - EXAMINE WHISTLE - (staff whistle) - DOWN - DOWN - DROP BOOTS.

W - W - W - W - WAIT - WAIT - WAIT - WAIT - (the storm passes) - WAIT - WAIT - WAIT - (you hear a deep rumble) - WAIT - WAIT - (the face yawns) - N - N - N - BLOW WHISTLE - (the granite boulder shatters) - DROP WHISTLE - GET STAFF - S - S - S - E - E - E - S - WAVE STAFF - (crystal bridge appears, the staff vanishes back to the boulder) - DROP COAT - S - S - W - W - GET BOTTLE - DRINK CHATEAU - E - E - E - E - S - S - W - W - W - N - FILL BOTTLE WITH SERUM - S - E - E - E - PUT SERUM ON PLANTS - (they grow up the wall) - DROP BOTTLE - UP.

E - E - S - (the Troll guard sleeps here, between you and the sword) - N - W - W - W - S - S - S - E - E - E - N - N - (you are now on the other side of the Troll) - GET SWORD - KILL TROLL - EXAMINE TROLL - (you find a gold coin) - GET COIN - N - W - W - S - DOWN - (into the moat) - UP - UP - UP - UP - S - S - (the door slams behind you) - LIFT CARPET - (you see a trapdoor... your ultimate way out) - S - GIVE COIN TO BUTLER - (he says "Fake death on the piano to find the Crystal", he chuckles and walks off) - W - S - S - GET BOOK - READ BOOK - (you learn some useful tips on fencing) - N - W - WAIT - (Count Vulgar appears and attacks you with a rapier, but is startled by your swordsmanship and vanishes).

E - N - E - E - EXAMINE PIANO - (the notes 'A', 'D' and 'E' are marked... remember what you were told about faking death) - PLAY DEAD - (the room shudders) - W - PUT BOOK ON PLINTH - (prevents poison gas filling the room when you remove the crystal) - GET CRYSTAL - E - PLAY DEAD - (the room shudders once more) - W - DROP SWORD - GET RING - E - PLAY DAED - ('DEAD' backwards... causes the room to shudder again and return to its original position) - W - W - S - W - W - GET RUBIES - E - E - N - W - GET RUG - E - E - N - LIFT TRAPDOOR - (possession of the crystal gives you the strength to do this) - D - E - BLOCK DRAIN WITH RUG - (the water rises and carries you upwards).

N - N - DOWN - N - GET COIN - W - N - N - N - DROP CRYSTAL - N - E - E - E - N - DROP RING - DROP RUBIES - DROP COIN - S - W - W - W - S - S - E - E - S - S - W - W - W - N - GET BAR - GET TIN - S - E - E - E - N - W - N - N - N - W - W - W - W - N - PUT TIN IN POOL - (the Scaly Beast swallows it and disappears into the depths for a sleep) - N - (you swim North, get the pearl and swim back again) - S - E - E - E - E - N - E - E - E - N - DROP BAR - DROP PEARL - S - W - W - W - S - GET CRYSTAL - N.

Well done. You are surrounded by hundreds of Senaviens. The Crystal is safe. Your quest is over.

You have safely stored 5 out of 5 treasures in 307 moves.



RAINBIRD THROWS A HELPLINE

TIME MACHINE

1. To find the house from the start, go N, W, S.
2. Wear gloves when breaking windows.
3. Search the house first to find a key.
4. Play the cassette.
5. On Brig, climb rigging then search the ship.
6. Try force on the chest.
7. At Sphinx, push stone but jam the lever with a rock.
8. Look at the Statue.
9. A spear is needed to kill a wild animal.
10. Remember the Brontosaurus is a vegetarian.
11. Needle and thread to mend to sail.
12. You need to dig on the island.
13. In the final location, go down the shaft and smash generator.

GOLDEN VOYAGE

1. Always wear sandals when walking ashore.
2. Sailing procedure: Weigh anchor, set course, climb mast with telescope, look telescope, and if land sighted, down and drop anchor. If no land sighted, up and look telescope.
3. Always make sure anchor has been dropped before leaving the ship, otherwise the ship will not be there when you return.
4. First voyage - sail West. Second voyage - East and South. Third voyage - North, East, East. Fourth voyage - West, West, South. Fifth voyage - North and West. Sixth voyage - East and South. Final voyage - North.

FEASIBILITY EXPERIMENT

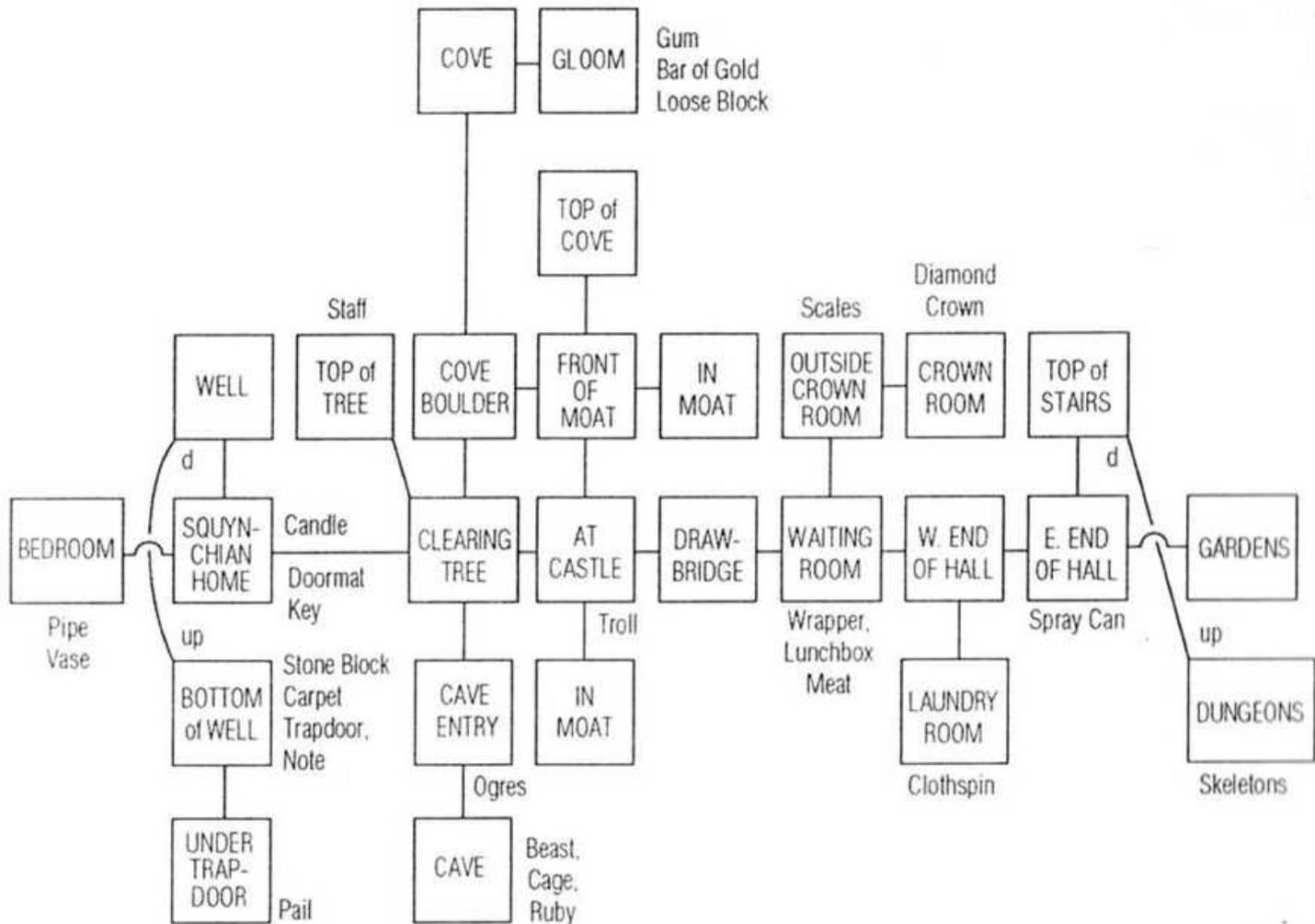
1. Rocks and crevices can yield useful objects.
2. Examine tree.
3. Down for a sword, then North for a Treasure.
4. The lamp needs a strip for a wick, a flint and some oil.
5. To melt the ice, carry the Brazier - but protect your hands first.
6. Kill the Gladiator, then dig.
7. Not found the Underground Temple? Dig for it.
8. In Mine Cage: Press Button 2 to find Shovel; Button 5 to get Spear - but take the Black Key with you; Button 4 to get the Diamond, after getting rid of the Guard.
9. The Store-room should help lighten the way, and so will the Kitchen.
10. The Ice Vault is the Treasure Store.
11. Treasures are: Ixion, Spear, Scimitar, Chalice, Statuette, Diamond, Amulet, Box of Emeralds, Dagger.
12. Pray at the proper place.
13. After a contest in the Arena, always turn and face your Emperor.
14. To win a Chalice, kill a Dragon.
15. To find Dragon's Lair, use a rope as a means of descent.
16. The Skeleton is worth investigating.

CIRCUS

1. In the dark? Search car boot.
2. Look for a shovel.
3. Dig, but not in the Tent.
4. Clown will help you erect a Safety Device.
5. Haven't you always wanted to wear a Clown's costume?
6. Tank is ideal for swimming.
7. Climb up to Trapeze - then swing.
8. Steel tightrope will make a new replacement for a Generator part.
9. Can't keep the Tiger at bay? How do they do it in the Circus cage?
10. Get a chair!
11. Metal bar will help open a locked Wagon and what is locked inside.
12. Snorkel can be used to syphon petrol.
13. Cutting a hole in the rooftop will provide a means of escape.
14. Do not start the Detonation Sequence before the escape plans are fully made.

A SQUYNCHIAN ADVENTURE

A Red Herring map and solution, played on the ST



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SOLUTION

You start in a pleasant clearing. A large tree looms above you. Up. Get Staff. Down, West (Squynchian Home). Get candle and doormat. Lifting the doormat reveals a key. Get key. West (Bedroom). Get vase and pipe. Examine the vase and you see there is something inside which you can't get to. Don't be tempted to break the vase. East, North (Top of Well). Down. Get block. As you do a note flutters to the ground. Get and read the note for an amusing message. Drop note. The bottom of the well is covered by a thin layer of unbreakable ice. Light Pipe and smoke it, then drop the pipe. The ice melts and reveals a carpet. Get the pipe and the carpet. Examine the carpet and read the label for operating instructions. Taking the carpet reveals a trapdoor. Open it and Enter Trap. You find a pail. Get it.

Up, Up, South, East, North (Boulder room). Examine boulder. Look under boulder to see a small hole. Unroll carpet. Put block on carpet. Slide carpet under boulder. Say rise. The carpet and the boulder fly off leaving the exit North open. North (Pirate cove). There's a Flagstaff and a silver coin here. (Oddly enough the silver coin turns to gold when you try to take it!) Get coin... you're unable to move and the coin slips through your fingers, so leave it for now. East (Gloom). You can see a revolver. Get gun and a bar of gold embedded in an X is revealed. Get gold. (If you now type Get block, a block of stone appears. If you don't do this, the same block appears inside your pail as you try to fill it.) Get block.

West, South, South, East (Front of castle). The drawbridge is guarded by an Orc. Show gold to Orc. North (Moat). Throw gold in moat. The Orc follows you and as you throw the gold bar into the moat, he dashes for it and dies... alligators or somesuch in the moat! South, East (On drawbridge). Put block in pail. Fill pail. The pail is now full of water. East (Waiting Room). There's a wrapper and a lunchbox here. Get wrapper and lunchbox. Examine lunchbox tells you it's closed. Unlock lunchbox and a piece of nasty-looking meat falls out. Get meat. East, East (East end of Hallway). Get Spraycan and examine it. West, South (Royal laundry room). Examine clothline to see a clothpin. Get pin. As you do this, a laundry maid enters and explains how to use the clothpin.

North, West, North (Front of Crown room). Examine the plaque and the emblem over the door. The emblem is red. Drop the key, clothpin and vial. Stand on scale. Drop all. Down. Get plaque. Stand on scale. A voice says 'oof', the emblem above the door turns green and the door opens. Drop plaque. Down. East (Crown Room). Get Crown and examine it. You see a hole in the centre... something is missing. West. Drop all. Get Crown. Stand on scale. Get staff and meat and candle and coin.

Down, South, West, West, West (Clearing), South. Give coin to Ogre. They both become paralysed. East (Cave). Examine Gates. Close Gates. Slide staff through rings. Examine Cage. There's a ferocious Beast inside. Get ruby... you can't, it's completely surrounded by glass. Cut glass. Get ruby. As you try to do this the Beast rushes out. Feed Beast (with meat). That gets rid of the Beast. Get ruby. Put ruby in Crown. Wear Crown.

The iron gates burst open and the light of Franklore surrounds and begins to shrink all the nasties. You collapse. When you wake up, you're in the Royal Crown Room, Squeeb bounces in and addresses you as 'Your Highness'. You are still wearing the Crown. You have been Squynched!

Final Score: 250/250

THE WISE AND FOOL OF ARNOLD BLACKWOOD

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

(Start alongside an ivy-covered stone wall) - W - N - EXAMINE SANDBIN - TAKE MONEY - EXAMINE SANDBIN - TAKE SCREWDRIVER - N - READ NOTICE - E - TAKE STENGUN - TYPE "YES" - TAKE STENGUN - TAKE CLOAK - STEAL KEYS - E - EXAMINE TROLLEY - (to find beer) - TAKE BEER - W - W - UP - S - E - TAKE SHOVEL - E - N - EXAMINE PIT - TAKE BOOTS - WEAR BOOTS - N - W - W - DIG GRAVE - (to find a coffin) - OPEN COFFIN - (with screwdriver) - E - E - DROP SHOVEL - DROP SCREWDRIVER - TAKE DAFFODILS - W - DROP DAFFODILS - W - TAKE CROWBAR - TAKE COFFIN - OPEN TRAPDOOR - (with crowbar) - DROP CROWBAR - DOWN - E - S - PICK LOCK - (with hairpin) - DROP HAIRPIN - TAKE TORCH - S - OPEN BOX - (10 times to find gloves) - TAKE GLOVES - W - W - N - TAKE HOSE - TORCH ON - N - DOWN - DOWN - N - W - W - W - TORCH ON - UP - E - DROP COFFIN - TAKE PEPSI - DRINK PEPSI - (for Lord Erebus to appear) - TAKE COFFIN - E - DOWN - DROP COFFIN - UP - W - W - DOWN - E - E - E - S - UP - S - TAKE UMBRELLA - N - DOWN - N - W - W - W - TORCH ON - UP - E - E - DOWN - LAUNCH COFFIN - N - E - E - (the Firemen will nick the beer but give you a set of darts as a present) - E - DROP HOSE - W - W - TAKE JAVELIN - E - E - UP - W - DOWN - W - DROP JAVELIN - DROP DARTS - DROP KEYS - N - W - UP - TAKE STILTS - N - E - E - N - W - W - W - S - S - W - W - N - HOLD BREATH - (to go East) - E - TAKE SWORD - W - N - E - N - W - N - DROP GLOVES - DROP SWORD - N - USE STILTS - (to cross brook) - N - N - E - LOWER HEAD - (to go East) - E - TAKE FLAMETHROWER - E - E - WALK SIDEWAYS - (to go through the Arch) - E - TAKE BAZOOKA - W - W - W - S - E - (the red cloak protects you from the Bull) - E - S - DOWN - N - N - E - E - E - S - W - W - S - E - E - E - E - N - W - N - E - TAKE ROPE - N - N - N - N - N - W - S - USE FLAMETHROWER - (to burn the shrubbery) - DROP FLAMETHROWER - DOWN - W - USE ROPE - (to go down) - DOWN - DOWN - TAKE PLIERS - UP - UP - E - USE UMBRELLA - (to go down) - DOWN - DOWN - TAKE MICRO-LITE - UP - UP - UP - N - E - S - S - S - S - S - W - S - E - S - W - W - W - W - N - E - E - N - W - W - W - S - S - W - W - N - N - E - N - W - N - DROP JEANS - TAKE GLOVES - E - CUT FENCE - (with pliers and gloves) - DROP PLIERS - DROP GLOVES - DROP CLOAK - W - WEAR JEANS - S - E - S - W - S - S - E - E - N - N - E - E - E - S - W - W - S - DOWN - E - E - E - E - UP - W - DOWN - GIVE BAZOOKA TO ROMMEL - (to get bow tie) - TAKE BOW - DROP UMBRELLA - W - TAKE JAVELIN - TAKE KEYS - TAKE DARTS - N - W - UP - N - E - E - N - W - W - W - S - S - W - W - N - N - E - N - W - N - DROP JEANS - TAKE SWORD - E - E - DROP SWORD - W - W - TAKE JEANS - E - E - WEAR JEANS - DROP MICRO-LITE - TAKE SWORD - FLY MICRO - USE STENGUN - (to eliminate mines) - E - USE STILTS - (to cross moat) - E - TORCH ON - (you will now unlock the door with the keys) - N... to complete the adventure.

H-E-E-E-L-P!

Solutions, Playing Guides or Hints are desperately needed for the following:

The Black Dwarf's Lair (Newsoft) : Leopard Lord (Kayde)
Raid on Lethos (D. Newton) : Acheton (Topologika)
Last days of Doom (Topologika) : The Seventh Star (Acornsoft)
Dr. Who and the Warlords : Scary Tales (Spectrum)
Terraform Mission (Spectrum) : Star Trek III: Rebel Universe

POOL OF RADIANCE

By Ron Rainbird, played on the Amiga 500 (1meg)

WHERE TO FIND THOSE ITEMS.

Map Ref: 1st figure Left to Right, 2nd figure Top to Bottom on a 16 x 16 grid.

AREA	ITEM	LOCATION		
SLUMS	Treasure	5	- 2	Search
	Magic Bracers	7	- 1	
	Treasure	0	- 0	Behind Illusion Wall East
	Treasure	0	- 3	Search
	Treasure	15	- 10	Search
SOKAL KEEP	Treasure	5	- 3	Say Password "LUX"
	Magical Items	13	- 1	Approached via Wall of Illusion NE Corner at 15 - 2
KUTO'S WELL and CATACOMBS	Treasure	7	- 14	Search Rug
	Loot	13	- 1	Search
LIBRARY	Treasure	13	- 13	Search
PODOL PLAZA	Magical Items	4	- 9	Search Body
WEALTHY AREA	Treasure	5	- 6	Search each location
		8	- 5	
		11	- 5	
		14	- 6	
BANE TEMPLE	Treasure	12	- 9	Search for 3 treasures
KOVEL MANSION	Loot	14	- 14	
	Treasure	10	- 9	
KOBOLD CAVES	Wyvern's Treasure	14	- 6	
	Treasure Trove	13	- 1	
VALHINGEN GRAVEYARD	Treasure	7	- 6	Search
	Treasure	9	- 15	Search
	Buried Treasure	8	- 2	

CONQUESTS OF CAMELOT: Part 2

A guide by Ron Rainbird, played on the Amiga 500 (1meg)

After disposing of the Boars (which gets easier after practice), travel NW and you will see the remains of the deceased Knight and a live Crow. This bird will issue a challenge which you should accept. Inspect the Skeleton and take a Lady's Sleeve. Go East and meet the Black Knight who challenges you to a Joust which you accept. To beat him, you must unhorse him three times, so save the game just prior to the actual combat. A few returns to the Joust by way of "Load Save" should make you proficient enough to beat the Black Knight. Try aiming your lance to the middle left. When victorious, you will see Gawain. Dismount and release him from his bonds with your sword. Talk to him then give him your horse so that he may return to Camelot. Head East to meet the Witch of the Forest. Give her the Lady's Sleeve and see a transformation. After she has gone, go to the Pedestal to read the Runes, then go North-West. Here you see the Riddle Stones beyond which you cannot go, so stand in front of each Stone and ask it for a riddle. When you have answered each Stone correctly, you may proceed up to Glastonbury Tor. There are more than two dozen riddles from which the five (or six) Stones can choose to ask, so from the following answers, pick that which you feel is the most appropriate KEY, WATER, FIRE, HEART, SIEVE, ICEBERG, WINE, BOAT, GLOVES, MIRROR, TONGUE, RIDDLE, GOLD, SNAIL, ICICLES, CANDLE, SONG, SHADOW, ECHO, WHEEL, SEA, PEARL, WIND, TIME, BLUE.

With these responses, it shouldn't be too difficult to answer the Riddles, so put on your Grey Cells Cap and have fun!

LOST TEMPLE

Solution provided by John R. Barnsley, played on the Spectrum 48k

START - S - E - TALK TO TELLER - SEND TELEX - PAY TELLER - W - N - N - TALK TO PHARMACIST - BUY BOTTLE - APPLY LOTION - S - E - BUY FOOD - BUY SPADE - BUY KNIFE - W - W - PAY PILOT - BOARD HELI - SE - DROP BOTTLE - GET LAMP - S - S - CUT CREEPER - DROP KNIFE - GET CREEPER - N - MOVE BOULDER - DROP PURSE - GET LIZARD - S - W - GIVE LIZARD - W - W - TIE CREEPER - E - N - DOWN - EXAMINE BODY - GET BANANA - E - GET PADDLE - W - UP - S - W - DESCEND CREEPER - DROP LAMP - DROP PADDLE - DROP SPADE - DROP FOOD - DROP BANANA - E - EXAMINE POND - GET ROCKS - W - THROW ROCKS - GET LAMP - GET PADDLE - GET SPADE - GET FOOD - GET BANANA - W - W - GIVE BANANA - E - DIG BANK - DROP SPADE - GET FLINT - E - GET CANOE - W - W - N - W - STRIKE FLINT - W - E - SE - SW - GET GOLDEN - E - E - E - E - (EAT FOOD when hungry) - E - N - PICK BERRIES - W - GET LEAVES - MAKE GLOVES - WEAR GLOVES - E - N - N - DROP PADDLE - GET JAR - GET TORCH - SQUEEZE TORCH - DROP TORCH - S - IN - E - EAT BERRIES - GET CLOAK - WEAR CLOAK - W - S - S - E - GET BOOK - (INDEX or CONTENTS) - W - W - W - PAGE 5710 - HOWA YEW - DROP BOOK - OIL TRAPDOOR - DROP JAR - GET PAPYRUS - E - E - S - S - DOWN - W - NW - GET SILVER - S - S - E - N - UP - JOIN HEMISPHERES - N - UP - IN - ROLL SPHERE - E - N - GET MASK - S - W - OUT - DOWN - N - W - W - ON LAMP - OPEN TRAPDOOR - DOWN - DEAD RISE - UP - E - E - S - S - W - OUT - (or 'WAY OUT').

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HUNCHBACK

Solution by Graham Wheeler, played on the Amstrad

PART 1

Get Book. N. DOWN. DOWN. Get Net. S. Get Book. E. Kill Guard (repeat until dead). E. S. E. DOWN. SW. Get Bible. W. W. Kill Guard. E. E. N. W. Get Lantern. S. E. E. S. W. S. Kill Guard. E. S. Drop Book. Drop Book. Drop Book. N. Get Key. SE. Get Book. N. E. Get Book. W. S. W. Drop Book. N. W. N. E. N. E. Get Crucifix. W. S. W. S. E. S. Light Lantern. Drop Book. Look. Down.

PART 2

NE. E. Kill Guard. UP. Get Ring. W. SW. E. S. SW. Kill Serpent (with sword). Drop Ring. NE. S. E. Get Head. W. SW. UP. W. NE. Kill Guard. SW. E. DOWN. NE. N. SW. Drop Key. Drop Net. NE. S. SW. UP. W. NE. Get Lead. SW. E. DOWN. NE. N. N. W. NW. Kill Guard. W. E. SE. E. S. SW. Get Key. Drop Sword. Get Ring. Get Serpent. W. SW. Unlock Door. Drop Key. N. E. SE. E. S. SW. Get Net. W. SW. W.

PART 3

Kill Guard. Look. Drop Crucifix. Get Pike. W. W. UP. E. E. SW. Kill Guard. W. W. W. W. Drop Lead. Drop Serpent. Drop Ring. Get Scroll. Read Scroll (you can't read). E. N. NE. E. Kill Bat (with net). Get Bat. Drop Net. W. SW. S. W. Drop Bat. E. E. E. E. NE. DOWN. W. N. W. N. Get Packet. Get Garlic. Get Onion. S. E. S. E. UP. SW. W. W. W. W. Drop Onion. Drop Garlic. Drop Packet. E. E. E. E. NE. DOWN. W. Get Shield. N. N. Get Froglegs. S. S. E. UP. NW. Kill Guard. Get Snail. W. W. SW. S. W. Drop Legs. Drop Snail. Look. Get Gold. E. E. E. E. NE. DOWN. W. N. Get Crucifix. N. E. E. Kill Guard. NE. E. SE. W. S. Drop Gold (the creature gives you a password). N. E. NW. W. SW. W. W. S. S. E. UP. NW. W. W. W. Say Beelzebub. N. UP. Kill Cardinal (with pike).

List of items to drop in the cauldron to make gold:

Froglegs / Bat / Snail / Onion / Packet / Garlic / Serpent / Ring / Lead.

CODED HINTS

HUMBUG, by Neil Shipman

What should I give the aardvark? - .rehtaef dna setimret ehT -
What does the bartender want? - .llod dna teksum eht mih eviG -
Can't open the skylight? - .eci tlem ot moor yrdnuol morf elttek
gnillob yrroC - How do I get the goose to move? - .ooB yaS - The
robot won't stop the coach for me. - .riah etihw dna ssap sub a
,tekci a deen uoY

: BOG OF BRIT, by Doctor Dark

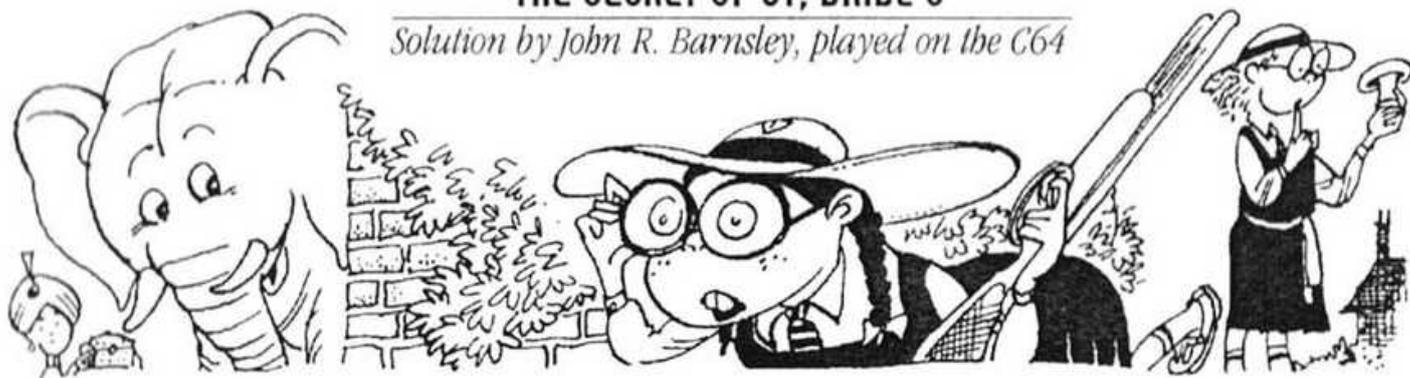
: What to do at the stream: - .ti revo pmuJ - What to do when
you're with the horse: - .tnuomsiD .W ,N ,N ,N ,E og neht ti
: tnuoM - What to do with the pole: - .ti enimaxE - What to do with
the nails: - .meht eiB - What to do with the badge: - .ti rawW -
Archways: - yawhcrA oG - How do you talk to Hugh and
: what do you say to him? - 'topseD' hguH ot yaS

AXE OF KOLT, by Joan Dunn

(Part 1) How can I escape the Dwarf? - .ti rof nur neht ,kcor worht ,wons eht otni eciwt eviD - I need oil for my lamp. - .emos yub ot
erehw uoy llet lliw eh dna ,rekampmal ksA (Part 2) How do I cross the river without being a meal for the fish? - .tnelleper hsiF a uoy
evig lliw frawd ehT - My arrow doesn't kill Morgeth. - .sdrow cigam dna nroht denosiop a deen uoY (Part 3) How do I get the pickaxe,
without being killed? - .ti hcae ot gnol gnihtemos esU - How can I tell which wall to dynamite? - .netsil dna ,lesihc eht hfiw hcae paT
(Part 4) How do I escape from my chains? - .semoc eh nehW reliaj eht kcik neht ylduol naom ,ti tae ,doof rof tuohS - The axe is fixed to
the wall with staples. - .selpats no dica ruoP

THE SECRET OF ST, BRIDE'S

Solution by John R. Barnsley, played on the C64



From the start, in the Dormitory

TAKE LAMP - E - UP - S - TAKE NEWSPAPER - READ NEWSPAPER - (a copy of 'The Times', dated 1927) - TURN ON WIRELESS - (BBC News for 10 May 1929) - N - DOWN - DOWN - W - OPEN TRUNK - (you find a cats travelling basket) - TAKE BASKET - E - S - SE - TAKE GOWN - TAKE CANE - WEAR GOWN - OPEN DESK - (to find a small sheet of blank paper) - TAKE PAPER - N - SW - OPEN DESK - (to find a mouse) - TAKE MOUSE - N - UP - (you are mistaken as a Mistress by the other staff) - E - TAKE MATCHES - W - DOWN - (there is a much older door in the North wall here) - OPEN DOOR - (locked) - EXAMINE DOOR - EXAMINE KEYHOLE - USE NEWSPAPER - PUSH IT UNDER DOOR - USE PENCIL - PUSH IT THROUGH KEYHOLE - (you now have the key) - OPEN DOOR - N - DOWN - (everything is dark here) - TURN ON LAMP - (Fiona and Cynthia now leave you) - N - W - OPEN DOOR - (an elephant lumbers out) - DROP MOUSE - (the elephant smashes a door in the North wall) - E - TAKE MUSHROOM - N - EXAMINE BUCKET - TAKE LAMP - N - (you now push through layers of old clothes and your battery-powered lamp expires) - LIGHT LAMP - EXAMINE STRAW - (you reveal some old rotting planks) - LIFT PLANK - (the planks crumble and you find a purse) - TAKE PURSE - OPEN PURSE - (it contains a half-crown, a sixpenny piece, three pennies, two ha'pennies and a farthing plus a school library ticket in the name of Constance May Hampshire, dated 1897).

EAT MUSHROOM - (you are now 12 feet tall) - TAKE KEY - EAT OTHER SIDE OF MUSHROOM - (to return to your normal size) - UNLOCK DOOR - N - OPEN GRILLE - W - UP - LISTEN AT DOOR - (you hear pots clanking) - WAIT - LISTEN AT DOOR - (all will now be quiet) - W - S - DOWN - LISTEN AT DOOR - (you hear sobbing) - KNOCK DOOR - (someone cries "Help! Pray deliver us!") - EAT MUSHROOM - SMASH DOOR - W - (you hear of the Amulet and the misdeeds of the Roundheads) - EAT OTHER SIDE OF MUSHROOM - E - UP - S - (you see a Roundhead guarding a casket) - N - N - E - DOWN - E - N - TAKE PLANK - TAKE MUD - YES - (How will you carry it?) - IN SATCHEL.

OPEN GRILLE - E - UP - SNUFF LAMP - N - N - EXAMINE GARDEN - (to reveal herbs and flowers) - EXAMINE HERBS - (they are catmint) - TAKE CATMINT - KNOCK DOOR - (you are invited in) - N - (you must find Miss Merlin's cat) - S - S - S - E - E - (a twenty-foot Fir Bolg appears and demands magic before you can cross his bridge) - WRITE PAPER - RUB PAPER - (you can now cross) - E - EXAMINE ROCK - (you find a narrow crack) - EXAMINE CRACK - (there is a gold coin inside) - USE CANE - HOOK COIN - (you can now get the coin, which bears the head of Elizabeth I) - DROP PENCIL - DROP PAPER - DROP RUBBER - TAKE COIN.

W - W - W - (the dwarf ferryman charges any gold piece to use the ferry) - PAY DWARF - (you are now on the island) - EAT MUSHROOM - TAKE CAT - (it is still too high) - USE CATMINT - PUT CAT IN BASKET - (you now have the cat in the basket) - EAT OTHER SIDE OF MUSHROOM - BOARD BOAT - (to return to the road) - E - N - N - N - KNOCK DOOR - N - (you are offered a bottle of metal dissolver) - TAKE METAL DISSOLVER - S - S - S - S - E - N - TURN GOWN AROUND - (you are now in a disused quarry) - LOOK UNDER ROCK - (you find a bag of explosive powder) - TAKE BAG - N - E - ENTER TOWER - EXAMINE GLASS - (you see a misty landscape and

a barefoot girl crying "Kay Kay". This is a reference to a later St. Bride's adventure entitled 'The Snowqueen') - ENTER GLASS - (you are now back at the top of the well) - DOWN - W - N - USE METAL DISSOLVER - DISSOLVE GRATE - N - (you tumble to a Grassy Hillside, crushing what's left of your mushroom) - CLIMB FENCE - (you are now in open country).

E - DROP BAG - USE PLANK - CROSS RIVER - CLIMB TREE - LOOK NEST - (you find a pair of pinkish-coloured spectacles) - TAKE SPECTACLES - DOWN - USE PLANK - CROSS RIVER - DROP PLANK - DROP CATMINT - DROP CANE - DROP BASKET - TAKE BAG - W - CLIMB FENCE - SE - UP - OPEN WARDROBE - (you see a Victorian dress) - TAKE DRESS - DOWN - (you are now locked up in a parlour) - EXAMINE BOOKCASE - TAKE BOOK - READ BOOK - (on the back is written: 'Miss Maria Merlin, 25 Merrion Square, Dublin') - GO HEARTH - CLIMB CHIMNEY - (you are now on the roof of the school) - DOWN - REMOVE GOWN - DROP GOWN - REMOVE GYMSLIP - DROP GYMSLIP - WEAR DRESS - W - N - EXAMINE ROCKPOOL - TAKE SHELLFISH - S - DROP BAG - SWIM - (to wash off all the soot) - TAKE BAG - S - E - OPEN DOOR - (you are now in the Police Station).

EXAMINE DRAWER - (you find a Police whistle) - TAKE WHISTLE - W - S - BUY TICKET - S - (the Peeler asks for your name) - CONSTANCE MAY HAMPSHIRE - (he then asks for proof of your identity) - SHOW LIBRARY TICKET - (he walks away, and a train arrives) - BOARD TRAIN - (as you travel on the train, the mud in your satchel begins to ooze out all over the train seat - the Guard ejects you from the train. You are now at Ballyhowreyedoin Station) - E - SE - LOOK - (you see a heavy rock) - USE BAG - BLOW UP ROCK - (you reveal a dark hole) - DOWN - LIGHT LAMP - (you find yourself in a poacher's lair) - TAKE SHOTGUN - UP - SNUFF LAMP - NW - W - WAIT - (a train will shortly arrive) - DROP SACHEL - BOARD TRAIN - (you arrive at Dublin Station) - BOARD TRAIN - (you are now back at Burtonport Station).

N - N - E - S - LIGHT LAMP - S - OPEN GRILLE - W - UP - LISTEN AT DOOR - (if all is quiet) - W - S - S - SHOOT ROUNDHEAD - OPEN CASKET - DROP KEY - TAKE JEWELS - TAKE GOLD KEY - N - N - E - DOWN - E - N - N - SNUFF LAMP - W - S - S - S - (a train will arrive) - BOARD TRAIN - (you shortly arrive at Amien Station, Dublin) - W - S - DROP SHOTGUN - BUY PENKNIFE - OPEN SHELLFISH - (you find a flawless pearl) - TAKE PEARL - DROP SHELLFISH - N - W - S - W - N - (V. Hennessey's Pawn Shop) - PAWN PEARL - (she gives you fifty pounds) - S - W - (you are now surrounded by the Chanteau Mob) - BLOW WHISTLE - (to call a Peeler and disperse the gang) - N - N - N - REMOVE DRESS - DROP DRESS - BUY NEW DRESS - TAKE NEW DRESS - WEAR NEW DRESS.

S - E - E - N - E - BOOK ROOM - (you wash and brush up and, on the way out, come across a weeping Marharaja) - TALK TO MAHARAJA - (he will give you a million Rupees for the secret of happiness) - GIVE SPECTACLES - (you are now showered in Rupees) - W - S - S - S - S - W - CHANGE RUPEES - (you are given a suitcase full of ten-pound notes) - E - N - N - W - W - N - N - W - HIRE FOOTMAN - E - E - S - DROP NEWSPAPER - DROP BOOK - USE TELEPHONE - TELEPHONE CARRIAGE HIRE - (you wait nearly half an hour for your carriage, which costs you 200 Guineas) - N - E - N - E - GO ROOM - TAKE BIBLE - W - W - S - S - S - S - E - E - E - GO TO 25 - KNOCK DOOR - (you are now in the parlour of Miss Maria Merlin and she sets you a riddle).

NOTE. You now have the option either answering the riddle, and ending the game with 50%, or ignoring the riddle and continuing with the game until you find the hidden amulet, for a full score of 100%. The answer to the riddle is "SWORD". Then your final message would be: You return to the present considerably richer than when you set out. Congratulations You have solved the adventure. Now send for your St. Bride's Certificate Of Merit. Score 50%.

The Quest For The Amulet

(Ignore the riddle) - LOOK - ASK MARIA ABOUT AMULET - (She tells you: "One word you will need is two words. They're the same, you see, only I couldn't pronounce it when I started it so that's the way you have to say it. Anyway you've got them now") - DROP PENKNIFE - TAKE SILVER KEY - DOWN - W - W - W - N - N - N - E - S - DROP CARRIAGE - (the Footman stays to make some repairs) - ASK FOR STRING - BUY STRING - BUY OIL - FILL LAMP - ASK FOOTMAN - SCREWDRIVER - TAKE SCREWDRIVER - N - E - WAIT - (a train will arrive) - BOARD TRAIN - (you travel back to Burtonport).

N - N - E - S - LIGHT LAMP - S - SEE SAME - (the earthen wall spins round and you find yourself in a Tall Chamber) - S - S - S - UP - S - E - UP - UP - S - USE SCREWDRIVER - OPEN WIRELESS - DROP TICKET - TAKE MAGNET - N - DOWN - DOWN - S - N - DOWN - N - N - N - N - N - SNUFF LAMP - SE - UP - UNSCREW BEDKNOB - (you see a small steel key at the bottom of the shaft) - USE STRING - TIE MAGNET - DROP WHISTLE - DROP PURSE - TAKE STEEL KEY - DOWN - N - S - LIGHT LAMP - JUMP MUD - (there is a casket here with 3 locks: gold, steel and silver) - USE GOLD KEY - UNLOCK CASSET.

FINAL MESSAGE: You have the Amulet of Tir Conaill - Your mark is 100%

NOTES: (1) You must always 'LISTEN' at the kitchen door until the cook goes or you'll be thrown out again. (2) Do not try to enter Miss Merlin's cottage without being invited in. 'KNOCK DOOR' first. (3) If you are NOT carrying the library ticket, wearing the gymslip or cannot give your name to the Peeler at Burtonport Station, you'll be arrested. When this happens, in the Cell, 'PRETEND TO BE ILL' and the Peeler will leave to fetch a Doctor, allowing you enough time to escape. (4) Do not drop the bible or it will explode, taking you with it.

WEREWOLF SIMULATOR

Solution by Tony Collins, played on the Spectrum

GET TABLETS - (to cure migraine) - INVENTORY - (you hav a watch) - ANSWER PHONE - EXAMINE INDEX - DIAL JOE - (not at home) - W - DOWN - W - S - KNOCK ON DOOR - ASK LECLARE ABOUT MURDER - E - S - S - E - S - S - S - W - E - E - SEARCH BOOKS - READ BOOK - W - W - N - UP - SEARCH DESK - EXAMINE PHOTO - DOWN - S - W - SEARCH RECORDS - SEARCH UNDER WEREWOLF - SEARCH UNDER DOYLE - N - N - GET NAIL - GET HAIR - N - EAT TABLET - UP - LOOK IN MIRROR - W - DOWN - SEARCH ROOM - SEARCH COAT - LOOK - READ CERTIFICATE - UP - N - E - BUY PENTAGRAM - SELL WATCH - BUY SILVER - W - W - E - E - N - E - E - KNOCK ON DOOR - ASK WILLIS ABOUT MURDER - E - OPEN VASCULUM - GET PLANT.

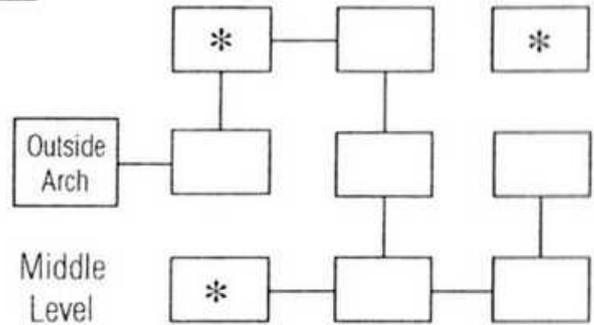
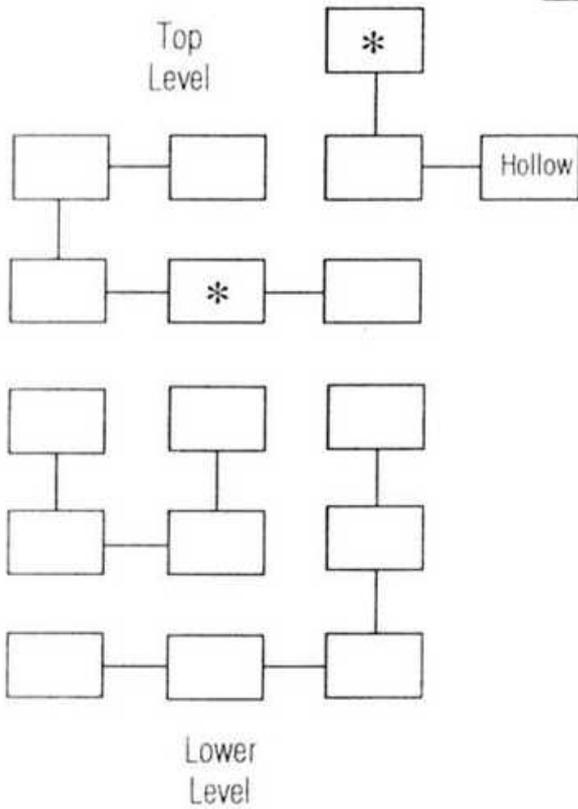
S - N - N - E - N - N - E - UP - E - DIAL MORTUARY - ASK FOR DEATHS - W - DOWN - W - W - W - W - S - ASK FOR MORTICIAN - ASK ABOUT CORPSE - ASK ABOUT NAIL - ASK ABOUT HAIR - UP - W - N - N - W - ASK FOR JONES - ASK ABOUT MURDER - E - ASK ABOUT JOE - ASK TO SEE HIM - HIT JOE - (he is released) - E - E - E - E - S - E - UP - E - DROP RECEIVER - ANSWER PHONE - W - DOWN - W - W - W - S - E - S - DOWN - QUESTION WINO - GIVE MONEY - UP - E - N - E - UP - UP - EAT TABLET - LOOK - DOWN - DOWN - N - N - W - W - S - W - SEARCH GROUND - LOOK - GET TICKET.

E - N - E - E - E - N - W - W - BUY GUN - ASK HIM ABOUT BULLETS - (he takes silver and asks you to come back later) - E - QUESTION WOMAN - SAY NO - N - SHOW TICKET - DROP TICKET - S - E - N - UP - W - N - W - E - E - N - E - N - N - W - N - N - N - E - UP - E - DROP PLANTS - DROP MONEY - DROP TABLETS - W - DOWN - W - W - W - S - E - E - E - N - W - W - ASK ABOUT BULLETS - LOAD GUN - E - E - E - S - E - E - E - N - E - N - N - W - S - SEARCH - SHOOT WEREWOLF - EXAMINE WEREWOLF - DROP GUN.

SORCERER: The Glass Maze

Key: * = No Floor

Stage 1. Going Up...

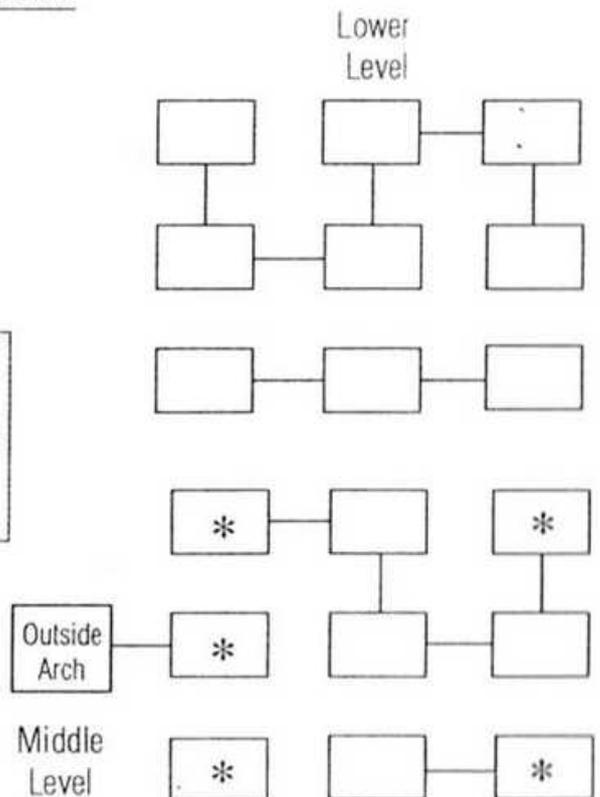
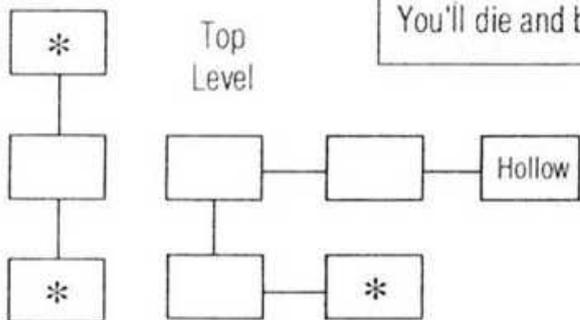


You'll need the FWEEP Spell. Make sure you won't need to sleep while in the maze. From outside the arch, learn FWEEP three times, drop all. Cast FWEEP at me, E, N, E, S, S, W, D, E, E, N, N, U, U, S, E to the Hollow. Get the Scroll and the maze rooms change round!

Stage 2. Getting Back...

From the Hollow, being chased by a Dorn Beast. Cast FWEEP at me, W, W, S, E (the Dorn Beast falls to its death). D, D, W, W, U, U, N, N, D, E. (The spell has worn off by now, so...) Cast FWEEP at me, S, E, N, D, W, S, W, U, W.

...or (quicker) learn GASPAR before entering the maze and, from the Hollow, go W, W, S, E. You'll die and be resurrected!



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A LEGACY FOR ALARIC

A Red Herring solution, played on the Spectrum

You are a new recruit to the Adventurers' Guild. For your first quest, you are taken in a cart on a two-day journey and dumped in a strange landscape. You are carrying a hessian sack and wearing a coat and shoes.

LOOK IN SACK; you see a document, rope and torch. Get document from sack, read it - it tells you the wizard Emril is dying and wants to pass his legacy on to his heir Alaric who is a prisoner in a dungeon in a castle on an island on Lake Moira (+5).

Go to the clearing. The old man (an adventurer) there asks you to sit - SIT. He recounts some tales. When he vanishes he gives you a lamp which is more reliable than the torch the Guild gave you (+5). There's a sword there too, take and examine it; its pommel is shaped like a clenched glove.

Go to the location where the snow is undisturbed on the ground and SEARCH SNOW to find a flask (+5). EXAM FLASK has the word 'Thermos' printed on the side.

Go to the stable. On the way, GET ROCKS on the track outside. SEARCH STRAW; you find a gold coin (+10). EXAM COIN; has NEMO ME IMPUNE LACESSIT round the edge. Get the poster and go outside. Now READ POSTER; it says - unstable stable. As you read it, the stable collapses (+5). If you read it in the stable, you are killed!

Go back to the inn. The door is locked so KNOCK ON DOOR; Brian opens it and asks for your membership card. GIVE COIN TO BRIAN; luckily he takes the bribe and you can enter. He even gives you a silver coin as change! (+15).

Inside, you see a very drunk dwarf guard. EXAM DWARF; he has a large metal ring with a key on it. EXAM TABLE; there's a candle on it. EXAM CANDLE; you see warm wax has dripped down onto the table. Don't get it too soon or it hardens! When the

dwarf passes out, GET WAX, PRESS KEY INTO WAX; you make an impression of the key (+15). LIGHT LAMP using the fire in the room. Go into the toilets and get the cork.

Go to the farmer. He has some fertiliser but won't let you take it. SAY TO FARMER 'HELLO'; he asks if you'll deliver a letter to the Dark Tower for him. GET LETTER, READ IT; it's from Farmer MacDonald explaining to the tax collector why he can't afford to pay this month's taxes.

Go to the Tower. The door is locked. EXAM DOOR to see a sign and peephole. READ SIGN; it says to leave all tax payments, postal deliveries or milk cartons by the door. EXAM BUSH; not too prickly and could be used to hide something. DROP LETTER, KNOCK ON DOOR, HIDE BEHIND BUSH; someone looks through the peephole and a cloaked arm reaches out and a hand wearing a gauntlet scrabbles about to get the letter. GRAB HAND; it comes off! You discover that the inhabitant of the Tower is a dwarf on stilts. He rushes off (+15).

EXAM GAUNTLET; it looks as though it once belonged to a knight. Go into the tower and SEARCH RUBBISH to find a cellar door (+5). OPEN DOOR and go down (it's dark so you need the lit lamp) and get the treasure - it's the tax collector's hoard. When you go down the hill, you find a stilt. Get it.

Go back to the farmer and GIVE TREASURE TO FARMER; he says he won't have to sell his farm now and leaves you the fertilizer (+10). Get it.

Go back to the tree and EXAM HOLE to find some nuts. You can't get them. SEARCH NUTS to find a seed (+5). Get it. If the squirrel is there, he won't let you take it so you may have to wait till he leaves. The trees won't let you leave the forest carrying the seed so RUB FERTILIZER ON SEED; it gets big and the trees don't object when you leave with it (+10).

Go towards the lake and SW to the pathway. You see some bushes. EXAM BUSH to see a monk's habit hanging on one. EXAM HABIT; it's covered in dirt and has a pair of tights in the pocket (+5). Get habit and tights.

On the icy pathway, a warrior stops you passing. EXAMINE HIM and you're told he's big but not as big as Brian from the inn. Go back to Brian and SAY TO BRAIN 'FIGHT WARRIOR'; he does (+15).

The boat by the jetty has a hole in it so PUT CORK IN HOLE (+10). There are some words on the side but you can't read them till you get into the boat. So go down and READ WORDS - None are above me, though I'm not tall, I can be found everywhere but I'm never the same, I can be broken but will never need repair, One word describes me, defy me if you dare.

There is only one oar in the boat. You need the stilt to row too. Get oar and ROW S, ROW SW, ROW S, ROW S, ROW S to the island (+15) where the Chief Adventurer checks your belongings.

Score 150/150

DOOMLORDS

Solution by Phill Ramsay, played on the Amstrad CPC

Doomlords 1

N, E, N, N, W, N, W, W - Get Rope - E, E, S, E, E, N, Up - Get Torch - Down, S, E, S, S, E, E, N, N, E, S - Exam Gantry - Tie Rope to Gantry - Light Torch - Go Rope - Get Oars - Up, N, W, S, S, W, W, S - Drop Tinderbox - Get Spade - N, N, N, W, W, W, N, W, N, W, N, N - Untie Dinghy - Go Dinghy - W - Dig - Look - Drop Spade - Get Rum - Go Dinghy - E, S, S, E, S, E, S, E, E, S, S, E, E, E, S, S, W - Give Rum to Spider - Get Hook - E, N, N, W, N, N, E, E, E, E, E.

Doomlords 2

(On the initial screen, enter password: SAY RUSALKA)

Throw Hook at Wall - N, N, E, E, N, Up - Get Spade - Down, S, W, W, Down, E, S, S, W - Get Straw - E, E, N - Exam Statue - Twist Ears - Get Ears - S, E - Dig - E, S - Exam Rabbit - Give Ears to Rabbit - Look - Get Big Key - N, N - Exam Rabbit - Give Straw to Rabbit - Look - Get Lantern - S, W, W - Drop Spade - S, W, S - Get Flint - W, S, W, Up, E, E, E, N - Get Steel - S, W, W, W, Down, E, N, E, E, - Light Lantern - Drop Steel - Drop Flint - Get Lit Lantern - N, W, N - Unlock Door - Down, S, S, S - Get Hair - Exam Maiden - Look - Get Small Key - N - Unlock Door - Get Princess - W, N, N, Up, W, S, S, E, S - Drop Lit Lantern - Plait Hair - Get Rope - S, W, S, W, Up, E, E, E, N, N - Tie Rope to Bar - Go Rope - S, S, S, W, W, W, W - Jump Moat - S, E, E, E, E, S, S, S (Forest Dell), N, E, S.

Doomlords 3

(On the initial screen, enter password: SAY BARACS)

E, N, E - Go Boat - S, S, S, S - Leave Boat - Get Toothbrush - Go Boat - N, N, N, N, E, E, E - Leave Boat - E - Give Toothbrush to Crocodile - W - Go Boat - W, W, W, S, S, S, S - Leave Boat - S, E, S - Buy Jewellery - N, W, N - Go Boat - N, N, N, N, E, E, E - Leave Boat - N, N - Give Jewellery to Native - E - Get Torch - S, S, W - Go Boat - W, W, W, S, S, S, S - Leave Boat - S, W, S - Give Fruit to Chef - N - Swim - E - Get Helmet - W - Swim - S, W, W - Hold Breath - Light Torch - Dive In - S - Push Lever - N, N, N, N - Go Gate - N, N, N, N, E, E, E, S - Go Well - Exam Wall - Pull Brick - Get Brick - E, S, E - Exam Gestapo Officer - Give Helmet - W, S, S, S, W, N - Throw Brick - Look - Get Food - S, E - Wait - Go Bus - Exam Guard - Give Food to Guard - S - Give Princess to Chief.

DEATH IN THE CARIBBEAN

Solution by Dave Barker, played on the C64

The object of this graphic/text adventure is to find a treasure chest that is buried on the island. Whilst the graphics are quite good, although a little blocky in places, the parser is rather weak. But, it has to be remembered that this an old game! I did discover that the program sometimes had a nasty habit of seizing up during moves, and required reloading from a saved position.

One slight problem is that sometimes you are not told that there is an object in your current location. You must always look carefully at the graphics and make a guess if you think that there is an object present. Finally, as always save the game often, especially whilst you are in danger from the ghost.

N, E, N, E, GET WAGON, W, S, E - there has been a landslide, the road is blocked. GET ROCK - you must have the wagon, the road is now clear. E - you find a box by the side of the road. OPEN BOX, GET KEY, N - you are at a junction by an ant-hill which you must plug up. PLUG HOLE - you are asked with what? ROCK, N, GET RING, this is the magic teleport ring. WEAR RING - it is not counted against your inventory.

W, W - by a rope swing. GET ROPE, E, S, E - you are in front of the church doors. DROP KEY - leaving it here for future use. W, W - You are in the graveyard, there is a tombstone with the word, HOOD, carved on it. GET SHOVEL, E, N, W, S, W - at top of cliff by tree. TIE ROPE - you are asked to what? TREE. Now the other end of the rope. TIE ROPE - you are asked to what? WAGON, DROP WAGON - the wagon is at the bottom of the cliff. CLIMB DOWN - you are asked climb down what? ROPE - you are at the base of the cliff.

GET WAGON, W, S, S, GET LIFE-BELT, WEAR LIFE-BELT, N, N, N - on the south side of a crevasse by a simple log bridge. CROSS BRIDGE, N - you see a tree trunk with a sign on it. EXAMINE SIGN - it is held to the tree by a corkscrew. GET CORKSCREW, N - on river bank, you see a bottle floating in the water. GET BOTTLE, S, S, CROSS BRIDGE, S, W, W - on the south side of a monument, on the base you can see some printing in the form of a coded message. It translates to: Pyramid Marker Guards Buried Chest Excavate with Great Care! Although I am not too sure how!

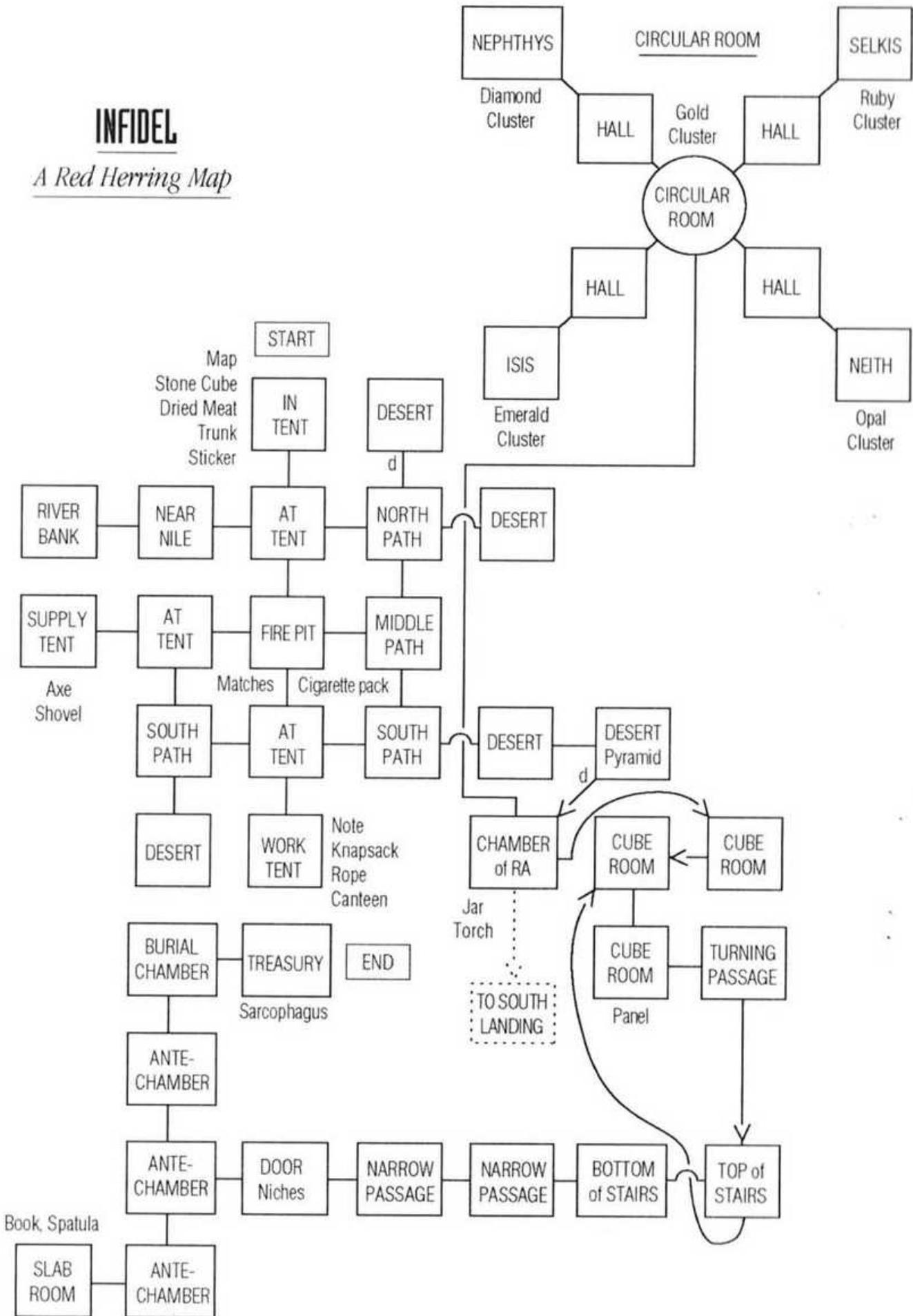
N - a river blocks your way to the north. CROSS RIVER. You are asked, in what? as you do not have a boat. WAGON. You are then asked what you are going to use as a paddle. SHOVEL - you are now on the north bank of the river, but you have lost the wagon. N, E, E - you see the amulet that will keep the ghost at bay. GET AMULET, WEAR AMULET, DROP LIFE-BELT.

W, W, N - you are on an east-south path, a heavy fog blocks your way to the north. DROP SHOVEL, OPEN BOTTLE, SPILL WINE - the contents of the bottle have spilled out and some of the fog is sucked into the bottle. CLOSE BOTTLE, S, E, E, E, E, S, GET LANTERN, N, W, W, N, N, GET MATCHES, S, S, LIGHT MATCH, LIGHT LANTERN, DROP MATCHES. Now you need to use the ring to get back to the church so RUB RING - you will be asked where you want to go. CHURCH, E, GET KEY, UNLOCK DOOR - you are asked, with what? KEY - You are now inside the church, you see a trap-door in the floor.

S - by the church organ, you notice some sheets of music. LOOK MUSIC - it is Mozart's Concerto no. 1, and it is written in the key of G. N, OPEN TRAP-DOOR, GO DOWN - you are in the maze beneath the church. W - you just missed being killed by a rockslide, the passage back to the trap-door is blocked. N, W, N, N, E, S, E, N, W, S, E - in a chamber cut out of the rock, you see a sword. DROP KEY, GET SWORD, W, N, W, S, E, N, E, S, S, W, W - you are in a cavern with a coffin, a zombie is climbing out of it. OPEN BOTTLE - the fog escapes from the bottle and hides you, you are able to escape. N, N, N - you are now out of the cave.

INFIDEL

A Red Herring Map



DEATHBRINGER

Coded hints by Tony Collins, played on the Spectrum

The following are brief hints for some of the problems featured in this adventure. For those with more than one clue, the solution will range from brief hints to the full solution.

Code: ABCDEFGHIJKLMNOPQRSTUVWXYZ
English: ZYXWVUTSRQPONMLKJIHGFEDCBA

COMPOUND... Spyeye: DVZI HLNW RWVMGRURXZGRLM - Need understanding of Globe?: ZXGREZGV RG - Display Screen: VCZNRMV RG - Personnel Carrier: VMGVI RG

SAUCER... Visor: DVZI RG

ORBITAL... Apertures won't open?: RH GSV KLDVI LM? - No Tapes: (1) XORNY HGLIZTV FMRG (2) QFNK RM IVJFRIVW WRIVXGRLM (3) VCZNRMV GSV LYERLFH - Can't find the slots? 1. GIRVW GSV LIY? (2) VCZNRMVW ZOO RM KLIQ XLMGILO KLW? (3) GIB GSV HVZG - Need container for liquid: HVZIXS GSV HGVIORAVW ILLN - Critical problems?: FHV DSRGV KLW - Where's the coolage unit?: RM IVZXGLI

AT BATTLECRUISER/MIST... Mystified?: TL HLFQSVZHG - Can't enter Battlecruiser?: HSLLG RG URIHG - Blocked at mesh?: FMYLOG RG DRGS GSV HKZMMVI - Reptillian Commander: (1) YIRMT GSV TOLYV (2) HSLLG SRN! - Fusion Bomb: FHV GSV WRHX

RED PLANET... Can't open the gate?: (1) ULFMW X-HLXPVG? (2) FHV XLMVCRLM XLIW (3) GRV HZFXVI GL TZGV - Can't cross lava flow?: GSILD TIVMZWW - Can't enter dome?: (1) TLG ORJFRW? (2) ZMW ZWSVHREV? (3) GSVM HGRXP GSV GFYV GL GSV WLVN - Something to fill the rifle: BVOOLD XIBHGZOH - Is Sakona a problem?: (1) DVZIRMT GSV TOLEV? (2) GIRVW GL OVZEV GSV KOZMVG DRGS RG? (3) HVZIXS GSV HGLIZTV OVEVO (4) NLEV GSVN

EXTRAS

Problems with code? (1) XZKRGZOH NZIP GSV YVTRMMRMT ZMW VMW LU DLIWH (2) KFMXGFZGRLM RH RNKLIQZMG (3) GSV ELDVOH ZIV V, Z, D, x, ZMV F. - Trouble with oxygen: DVZI GSV HFRG - Need light: KIVHH HDRGXS LM HGILYLHXLKV - When found Deathbringer?: TL SLNV - Still stuck?: DIRGV GL HFKIVNV HLUGDZIV DRGS JFVHGRLMH

AMSTRAD HELP

From "Kedenan"

DUNGEON

After reading the secret message behind the brick - say it! You are then transported to the centre of the maze. N. W. Back to the Library... Examine arm chair and old man - he needs water! Kill squirrel.

WELLADAY

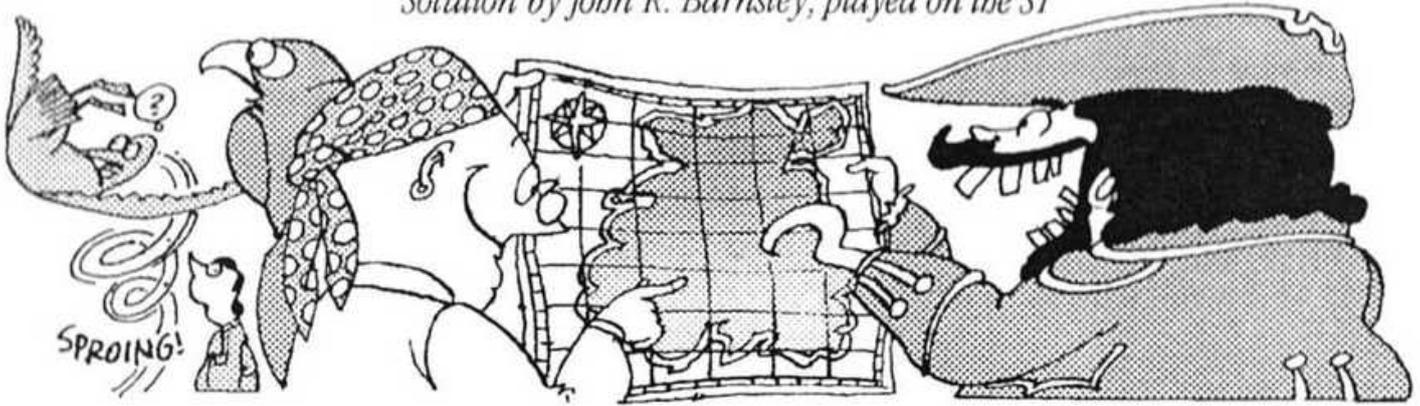
S. S. W. S. E. Through Gorse Maze to find old lady. Give Spider. Give Raffle Ticket. W. N. E. N. N. Then back to House. Get Fiver from Bedroom. Back to Bathroom. Flush Loo

ROOG

Buy meat and aqualung. Give book to bird. Dial number on telephone. Examine face - go mouth.

THE SECRET OF MONKEY ISLAND

Solution by John R. Barnsley, played on the ST



Part 1: The Three Trials

Walk to Scum Bar - Enter Scum Bar - Talk to Pirates - Talk to important-looking Pirates - Wait for the Cook to leave the Kitchen - Enter the Kitchen - Pick up the hunk of Meat - Use the hunk of Meat with the Pot o' Stew - Pick up the stewed Meat - Pick up the Pot - Open East Door - Walk to the southeast corner of the pier (where there is a loose board. Repeat this action a number of times until the gull stays away long enough.) - Pick up the Fish - Use the Fish with the pot o' Stew - Pick up the Fish in Stew - Leave the Scum Bar - Walk to the Cliffside - Walk east - Highlight the cursor on the Fork - Enter the Fork - Go east - Highlight the cursor on the Clearing - Walk west to the Circus Tent - Enter the Circus Tent.

Talk to the Fettucini Brothers - Accept offer (when they ask if you have a helmet) - Give them the Pot - Leave the Circus Tent - Walk to the Citizen of Melee - Talk to the Citizen of Melee - Buy the Map - Look at the Map - Walk to the Cliffside - Walk east - Highlight the cursor on the Fork - Enter the Fork - Walk to the north Path - Pick up the Plants - Use the stewed Meat with the yellow Petal - Return to the Citizen of Melee - Enter the door which is nearest to the west side of the Citizen of Melee - Pick up the Chicken on the Trunk - Look at the Chicken - Walk east.

Find out the Future - Leave the Room - Walk to the Alley - Talk polite to the Sheriff - Walk to the Street - Walk to the Governor's Mansion - Use the Meat with the Condiment on the deadly Piranha Poodles - Enter the Mansion - Pick up the vase - Enter the North door - Leave the Mansion - Walk to the Jail - Enter the Jail - Talk to the Prisoner - Leave the Jail - Enter the Store - Talk to the Store-keeper - Ask for Breathmints - Pick up the Sword - Pick up the Shovel - Pay for the Shovel and the Sword - Leave the Store - Enter the Jail - Give the Breathmints to the Prisoner - Give the Gopher Repellent to the Prisoner - Open the Cake - Talk to the Prisoner.

Leave the Jail - Return to the Mansion - Pick up the Vase - Walk to the Gaping Hole - Walk to the front Door - Pick up the Idol (when under water) - Give the Idol to the important-looking Pirate - Leave the Scum Bar - Walk to the Lookout - Walk east - Highlight the cursor on the Bridge - Enter the Bridge - Give the stewed Fish to the Troll - Highlight the cursor on the House - Enter the House - Look at the Sign - Open the Door - Talk to the Trainer - Insist that he trains you - Leave the House - Walk to the Path - Stop the Pirates (keep fighting the Pirates until you have gained enough answers to confront the Swordmaster) - Highlight the cursor on the Fork - Enter the Fork.

Walk northeast, north, east, east, west, north - Look at the Sign - Push Sign - Walk east - Walk to the Swordmaster - Talk to the Swordmaster (answer appropriately to her questions) - Take T Shirt - Leave the Swordmaster - Enter the Fork - Walk northeast, north, east, east, east, northeast, west, north, west, north, north, east, west, north - Walk to the Plaque - Look at the Plaque - Look at the Marker - Use Shovel with X - Take Treasure - Return to the Village.

Look at the Note - Walk to the Scum Bar - Pick up all the Mugs - Talk to the Cook - Enter the Kitchen - Use the Mug with the Barrel - Head straight for the Jail and use the Mug with the Mug o' Grog (repeat this three or four times as the Grog melts the Mugs) - Enter the Jail - Use the Mug o' Grog with the Lock - Leave the Jail - Walk to the Fortune Teller - Find out about the Future - Return to the Lookout - Walk east - Highlight the cursor on the Swordmaster's House - Enter the Swordmaster's - Walk to the Swordmaster - Tell her about the Governor - Leave the Swordmaster - Highlight the cursor on the Island - Enter the Island.

Walk to the Pole - Use the rubber Chicken on the Cable - Walk to the House - Enter the House - Tell him about the Governor - Tell him we could get a crew together - Open Door - Poke murderous Winged Devil - Leave House - Highlight the cursor on the Lights - Enter the Lights - Ask for something cheap but built to last - Tell him you were hoping to get one on credit - Leave the Shipyard - Walk to the Store - Talk to the Store-keeper - Ask for a Note of Credit - Tell him that you have a Job - Watch the combination to the Safe - Tell the Store-keeper that you want to see the Swordmaster - Use the combination on the Safe - Open the Safe - Take Note of Credit - leave the Store.

Return to the Shipyard - Tell him that you don't have much to spend - Say you have credit - Leave the Shipyard - Return to the Shipyard (repeat this until he drops the price to 8500 Pieces of Eight) - Talk to Extras - Tell him that you could live without that junk - Repeat this until he accepts your offer - Walk to the Dock.

Part 2 : The Journey

Pick up the Feather - Pick up the Ink - Walk to the Drawer - Open the Drawer - Look at the Drawer - Look at the Dusty Book - Walk to the Door - Walk to the Hatch - Pick up the giant piece of Rope - Pick up the Gunpowder in Kegs - Walk to the Chest in the southeast corner - Open the Chest - Take the Wine - Walk to the Ladder - Walk to the Door - Pick up the Pot - Open the Cupboard - Pick up the Cereal - Open the Cereal - Look at the Prize - Walk to the Ladder - Walk to the Top Ladder - Walk to the Rope Ladder - Pick up the Jolly Roger - Return to the Cabin - Use small Key in Cabinet - Pick up the Chest - Open the Chest - Look at the Chest - Return to the Kitchen - Look at the piece of Paper - Walk to the Cooking Pot.

Use Cinnamon Stick with Cooking Pot - Use Breathmints with Cooking Pot - Use Jolly Roger with Cooking Pot - Use Ink with Cooking Pot - Use Wine with Cooking Pot - Use rubber Chicken with Cooking Pot - Use Cereal with Cooking Pot - Use Gunpowder with Cooking Pot - Use Business Card in red hot Fire - Walk to the Ladder - Walk to the bottom Hatch - Take the Gunpowder - Walk to the Deck - Walk to the Cannon - Use the Gunpowder in the Cannon nozzle - Use the Pot.

Part 3: Under Monkey Island

Pick up the Banana - Walk to the Jungle - Walk northwest - Highlight the cursor on the Fort - Enter the Fort - Pick up the Spyglass - Pick up the Rope - Push the Cannon - Pick up the Cannon Ball - Pick up the Gunpowder - Walk to the Jungle - Walk east - Highlight the cursor on the River Fork - Enter the River Fork - Use the Gunpowder with the Dam - Open the Spyglass - Use the Lens with the Sun - Return to the River Fork - Pick up the Rock - Look at the Rock - Walk to the Footholds - Pull Primitive Art - Pull Primitive Art - Pick up the Note - Walk to the Footholds - Walk to the Footholds - Walk to the Rock - Push the Rock (it will hit the Banana Tree) - Return to the Jungle.

Highlight the cursor on the Pond - Enter the Pond - Pick up the Note - Pick up the Rope - Walk to the Jungle - Highlight the cursor on the Crack - Enter the Crack - Use the Rope with the Strong Branch - Walk to the

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—   —
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, 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!

—   —
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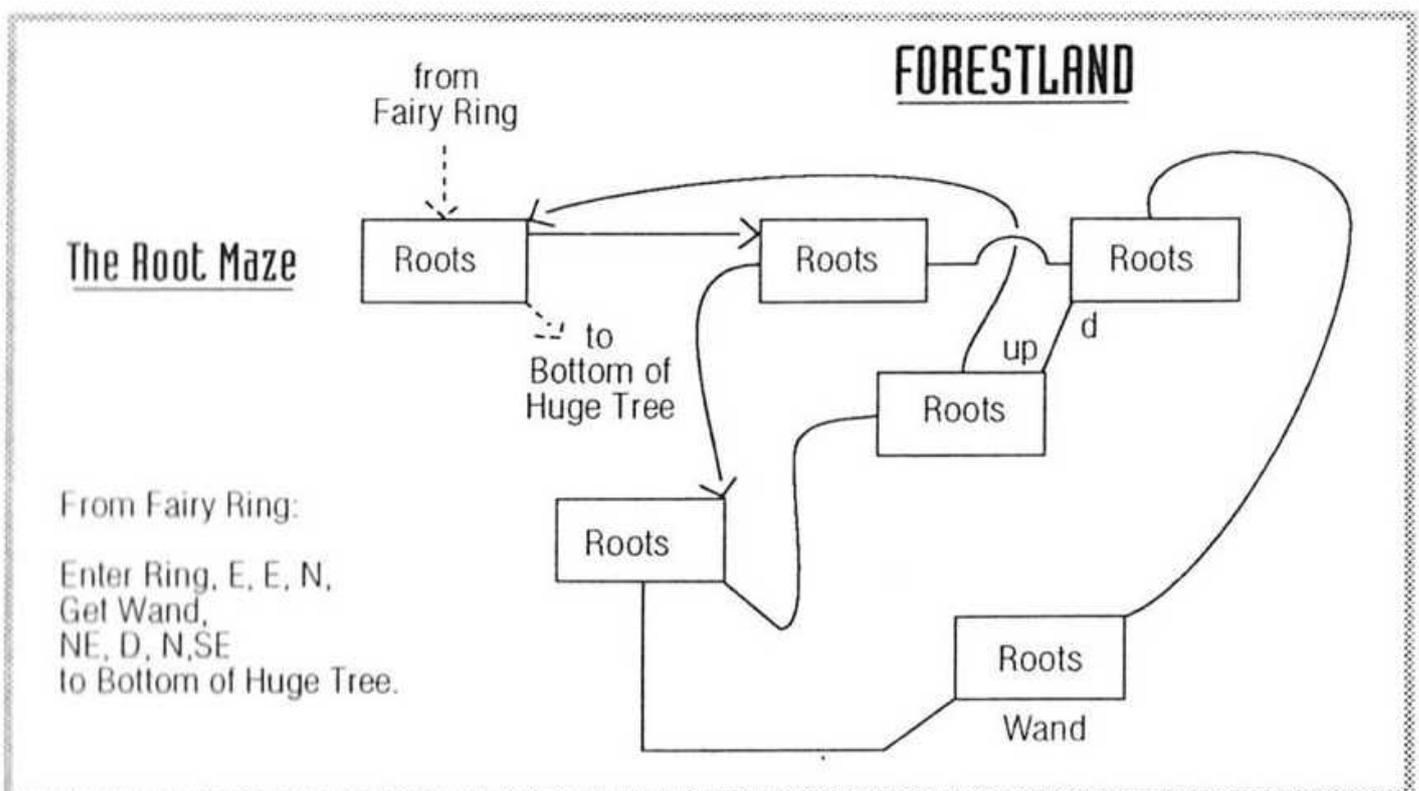
Sturdy Stump - Use the Rope with the Sturdy Stump - Walk to the Oars - Pick up the Oars - Walk to the Jungle - Return to the southwest Beach - Pick up the Bananas - Use the Oars with the Rowboat - Row east, north - Row to the east Beach - Pick up the Note - Walk to the Village - Walk west to the Bananas - Pick up the Bananas - Walk east to the Natives - Ask not to be eaten - Once inside the Hut, Pick up the Skull - Pick up the Memo - Pick up the loose Board - Walk to the Hole - Leave the Village.

Return to the Rowboat - Return to the southwest Beach - Walk to the Jungle - Highlight the Monkey - Meet the Monkey - Give all the Bananas to the Monkey - Walk to the Jungle - Walk northeast - Highlight the Clearing - Walk east - Look at the Totem Pole - Pull the Nose - Walk to the Monkey's Head - Pick up the wimpy little Idol - Return to the Village - Talk to the Natives - Give the Idol to the Natives - Walk to the Banana Picker - Pick up the Banana Picker - Give the Banana Picker to Hermann - Return to the Monkey Head - Walk to the Monkey Ear - Use the Monkey Head Key in the Monkey Ear - Return to the Village.

Talk to the Natives - Give the Leaflet to the Natives - Take the Head - Return to the Monkey Head - Enter the Head - Walk east to the Cave - Use the Head - Follow the Head to the Ghost Ship - Talk to the Head - Take the Necklace - Use the Necklace - Walk to the Ghost Ship - Walk west - Open the Door - Enter the Door - Use the Magnetic Compass with the Key - Leave the Room - Walk to the Hatch - Walk to the Passage - Walk to the Ghost Chickens - Pick up the Ghost Feather - Walk to the Passage - Use the Feather on the feet of the sleeping Ghost Crew - Pick up the Jug o' Grog.

Walk to the Passage - Walk to the Hatch - Use the Key on the Hatch - Use the Jug o' Grog with the Dish - Walk to the Cooking Grease - Pick up the Cooking Grease - Walk to the Ladder - Return to the Desk - Walk to the east Door - Use the Cooking Grease on the east Door - Open the Door - Pick up the Ghost Tools - Return to the Room with the Glowing Crate - Look at the Glowing Crate - Use the Ghost Tools with the Glowing Crate - Pick up the Root - Return to the Village - Return to the Ghost Ship.

Walk to the Church - Use the Magic Seltzer Bottle on the Ghosts - Enter the Church - Stop the Wedding - Pick up the Root Beer - Use the Root Beer on Lechuck... to complete the game.





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PD12: Dungeon Master Help Files.
PD81: More Dungeon Master Help.
PD60: Chaos Strikes Back. D/S. Maps.

: An isometric 3D version of Level 5.
: PD144: More Chaos Maps.
: PD145: Chaos Help, Portraits and Pix.
: PD151: Ultima IV Help.
: PD156: Chaos & Bloodwych Editor.
: PD159: Chaos Maps. Isometric Maps
of Levels 3 and 5. D/S.
: PD162: Chaos Editor, Hints and Pix.
: Populous Editor.
: PD179: More DM Help and Maps with
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: PD180: DM fans: a new Dungeon.
: PD187: Sim City terraformer. Editors
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PD6: Wizard's Tower. Version 1.65
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PD149: The Search. Educational game.
PD165: Public Investigations
PD175: Trials and Tribulations of an
Apprentice Wizard
PD277: Doctor Wot and the Crime
Lords. D/S

STOS games.

PD91: Time Switch. Text/graphic. D/S.
PD93: Treasure Search. D/S.
PD139: Daze Aster. D/S.

TALESPIN games.

PD176: Mountain, SDI and Mansion. 3
Talespin games written by children.
PD181: The Wolf and the Seven Kids.
Aimed at 5-9 year olds.

UNCLASSIFIABLE!

PD152: Dungeons and Dragons
creator - roll characters and populate a
city to use in D&D-type games. The
character creator isn't 100% complete

as this is a shareware disk
PD158: Mapper. Utility for drawing,
saving and printing maps for RPGs
and text games. AM + EMULATOR.
PD163: Character generators for
Traveller and Star Frontiers.

UMS.

PD166: Selection of UMS scenarios.
RPGs with rudimentary graphics.
PD5: Hack! Ver. 1.03 complete with
ramdisk. D/S.
PD25: Larn. Ver. 1.00
PD37: DDST
PD78: HASCS. MONO German RPG
with mono emulator. D/S.
PD127: Nethack. Ver. 2.3. 1 MEG. D/S.
PD147: Hero II. RPG/arcade
adventure. Demo. 1 Meg. D/S.

DEMOS etc.

PD13: Demo of Zak McKracken
PD14: Playable demo of the RPG
Bloodwych. Needs two joysticks.
PD21: Infocom sampler
PD22: Sundog demo
PD24: Demo of The Pawn
PD26: Playable demo, King's Quest II
PD27: Non-playable, Black Cauldron
PD28: Non-playable, Tanglewood. D/S.
PD30: Non-playable, The Jade Stone
PD31: Rolling demo of Lancelot
PD51: Zeitgeist demo.
PD128: Elvira demo. D/S.
PD135: Iron Lord demo. D/S.
PD136: Personal Nightmare demo.
PD137: Space Quest I and King's
Quest III demos
PD138: King's Quest IV and Larry 2
slideshow. D/S.
PD150: Captive demo. Resets in 5 min.
PD154: Non-playable demo of Debut
and demo of Elvira
PD155: Non-playable, Damocles
PD241: Demo of 3D Construction Kit
EAMON Adventures.
Text-only. Not STE-compatible.
PD16: EAMON, Deathstar and Quest
for the Holy Grail.
PD17: EAMON plus Zyphur and Devil's

Tomb .
 PD18: The Crypt Crasher.
AGT Adventures. Text-only.
None will run on the Amiga.
 PD38: Adventure Game Toolkit. V. 3.1
 PD39: AGT Source Code, 1 - 10 AGT adventures. Requires AGT disk to run.
 PD245: AGTBIG
 PD41: A Dudley Dilemma
 PD42: Tark
 PD50: Love's Fiery Rapture
 PD63: Der Ring Des Nibelungen
 PD64: Star Portal. D/S.
 PD65: Susan. Adult only.
 PD66: Tamoret. D/S.
 PD67: Pork. Zork spoof.
 PD68: Son of Stagefright
 PD69: Easter Egg Hunt
 PD70: Fast Lane
 PD71: House of the O's
 PD72: Pork II
 PD73: Pyramid of Muna
 PD74: Quest for the Holy Grail
 PD75: Sir Ramic Hobbs and the High Level Gorilla
 PD76: The Battle of Philip
 PD77: The Pilot
 PD146: Dragon Slayer. Adult .
 PD161: Mold 1
 PD183: Disenchanted
 PD184: Mystery of Old St Joseph
 PD212: Lasar. A fantasy game.
 PD213: Andkara. Fantasy.
 PD214: Escape from the ELI
 PD216: Weekend Survival
 The above two games were written during research into Computer Assisted Language Learning for students learning English as a second language.
 PD218: Magic Mansion.
 PD221: NMR2. This time, you're a research chemist investigating invading creatures who can transform their appearance and must use an NMR Spectrometer to save the world (see PD 233 NMR).
 PD223: Pyramid
 PD225: Storms
 PD 231: Orientation to the Van Pelt Library. A strange one this.
 PD233: NMR. Originally written as a game to help people learn how to use the Bruker NMR Spectrometer.
 PD235: Whatever We Decide To Call This Game. From Australia. It's your first day at Tumbulgum University.

PD256: Crusade
 PD261: Deena of Kolini. Adult. Text.
 PD269: Elf's Adventure
 PD308: Ghost Town
STAWS Adventures.
 PD188: ST Adventure Writing System. Adventure writing system for text games. Includes about 9 sample games.
TADS Adventures.
 PD177: Text Adventure Development System. Write your own games. Register to get full instructions. Includes the game Ditch Day Drifter. Needs 1 meg.
 PD178: Deep Space Drifter. Written with TADS. Needs 1 meg.
MISCELLANEOUS ADVENTURES.
Text-only unless stated otherwise.
 PD9: Colossal Cave, Once a King and (AM + EM.) City out of Bounds.
 PD10: Enchanted Realm, Sherlock and Beyond the Tesseract.
 PD15: AdvSys/AdvInt adventure writing system plus Starship Columbus. NOT STE-compatible.
 PD19: Asylum. NOT STE-compatible.
 PD20: Dopyworld, NOT STE-compatible, Crowley's House and Prisoner of the Dark Pearl.
 PD23: System 5, NOT STE-compatible, and Paranoia.
 PD40: Darkness is Forever. Text in medium res. Some graphics in high res.
 PD46: Treasure Hunt Jersey. Mouse-controlled graphic game.
 PD79: Article on writing adventures with GFA Basic. Dungeon, graphic maze-type game. Magik, text. Moonstone, text (all low res). Mercy Mission (any res), text, by author of Darkness is Forever (on PD 40).
 PD 80: Under Berkwood. Arc/adv + ed.
 PD126: World
 PD161: Isthorn. Text, spot graphics.
 PD164: Grampa Howard Mysteries (text, multiple-choice) and Naarjek Data Systems (hacking game).
 PD185: Hassle Court Adventure
 PD189: Escape!
MIKE and the MECHANICS DEMOS.
 PD35: Batman demo. NOT STE-compatible.
 PD36: UFO demo
 PD43: Dr Who demo. D/S.
 PD48: NASA Slideshow. 1/2 meg version, no sound.

PD49: NASA Slideshow. 1 meg. Sampled music. D/S.
 PD 52: Randall and Hopkirk (Deceased) demo. D/S.
MIND GAMES... and BOARD GAMES.
 PD84: Puzpuz. MONO jigsaw program from Germany with mono emulator.
 PD85: Colour jigsaw program
 PD86: Drachen. German colour version of Shanghai.
 PD87: Around The World in 80 Days - like the board game. Runs in mono but a mono emulator is provided.
UTILITIES.
 PD32: DC Formatter, Filefix 2, QuickRUN, QUIKFIND, Restart, DC STuffer and Word Processing Toolkit.
 PD33: ST Writer Elite now v4.1. Excellent PD word processor which saves as ASCII - ideal for sending in your SynTax and Red Herring contributions!! D/S. AM + EMULATOR.
 PD45: Address book, by Clive Swain.
ST NEWS.
NONE of the following are STE-compatible.
 PD95: Vol 1, Compendium
 PD96: Vol 2, Issue 1
 PD97: Vol 2, Issue 2
 PD98: Vol 2, Issue 3
 PD99: Vol 2, Issue 4
 PD100: Vol 2, Issue 5
 PD101: Vol 2, Issue 6
 PD102: Vol 2, Issue 7
 PD103: Vol 2, Issue 8
 PD104: Vol 3, Issue 1
 PD105: Vol 3, Issue 2
 PD106: Vol 3, Issue 3
 PD107: Vol 3, Issue 4
 PD108: Vol 3, Issue 5
 PD109: Vol 3, Issue 6
 PD110 Vol 3, Issue 7
 PD111: Vol 4, Issue 1
 PD112: Vol 4, Issue 2
 PD113: Vol 4, Issue 3
 PD114/115: The Final Compendium + Two DOUBLE-SIDED disks, contains the best of ST News. £3.50 the pair or £2.50 plus a blank disk.
 PD272: The Blag. Solution, Maps. D/S
SLIDESHOWS:
complete with Tinyview program.
 PD82: SF pix
 PD83 Fantasy pix



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

- | | | | | |
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| Adventure 100 | Beyond Zork | Chambers Of Xenobia | Dare, The | Elven Crystals |
| Adventure 200 | Big Sleaze | Changeling | Dargon's Crypt | Elvira |
| Adventure 550 | Bimble's Adventure | Chaos Strikes Back | Dark Crystal, The | Emerald Isle |
| Adventure In Atlantis | Bite / Sorority Vampires | Chrono Quest I | Dark Lord | Emmanuelle |
| Adventure Quest | Black Cauldron | Chrono Quest II | Dark Lore | Empire Of Karn |
| Adventureland | Black Fountain | Circus | Dark Planet | Enchanted Cottage |
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| Agatha's Folly | Blackscar Mountain | City For Ransom | Dark Storm | Enchanted Realm II |
| Alice (AGT) | Blade Of Blackpoole | City Out of Bounds | Darkest Road | Enchanter |
| Alice In Wonderland | Blade The Warrior | Classic Adventure | Darkness Is Forever | End Day 2240 |
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| Battune The Sailor | Castle Eerie | Curse Of Crowley Manor | Dungeon Adventure | For Your Thighs Only |
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| | Cave Explorer | Dance Of The Vampires | El Dorado | |

Frankie Crashed On Jupiter	Hobbit, The	Kingdom Of Speldome	Merhownie's Light	Operation Stallion
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Galaxias	Hound Of Shadow	L abyrinth	Mindbender	Panic Beneath The Sea
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Gateway To Karos	House On The Tor	Labyrinth (Actavision)	Mindshadow	Paradox (M. Eltringham)
Gauntlet Of Meldir	Hunchback	Lady In Green	Mindwheel	Paranoia
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Ghost Town (AGT)	Imagination	Lapis Philosophorum	Mission One: Project Vol.	Pawns of War
Ghost Town (Virgin)	Inca Curse	Leather Goddesses of	Mission X	Pay Off (Bug Byte)
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Gnome Ranger	Inferno	Legacy For Alaric, 1.	Monsters Of Murdac	Perry Mason: Mandarin
Goblin Towers	Infidel	Legend Of Apache Gold	Moonmist	Murder
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Golden Apple	Institute, The	Leisure Suit Larry III	Mortville Manor	Peter Pan
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Golden Fleece	Intruder Alert	Let Sleeping Gods Lie	Mountains Of Ket	Pharoah's Tomb
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Golden Voyage	Island, The (Ken Bond)	Loads of Midnight	Murder On The Waterfront	Pirate Adventure
Gordello Incident	Island, The (Crystal)	London Adventure	Mutant	Pirate Gold
Grail, The	Island, The (Duckworth)	Loom	Myorem	Pits Of Doom
Grange Hill	Island, The (Virgin)	Lord of the Rings	Mysterious Fairground	Plagues Of Egypt
Grave Robbers	Island of Mystery	Lords Of Midnight	Mystery Funhouse	Planet Of Death
Great Mission	It Came From The Desert	Lords Of Time	Mystery Island	Planetfall
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Hero's Quest	King's Quest I	Masters Of Midworld	One Of Our Wombats Is	Quest For Eternity
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Hillsfar	King's Quest III	Matt Lucas	Oo-Topos	Quest / Holy Joystick
Himalayan Oddysey	King's Quest IV	McKensie	Ooze	Quest of Merravid
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Sandman Corneth, The	Sorcerer	Susan	Twice Shy	Wonderland
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School Adventure	Space Aca	Sword Of Vhor	Ultima II	Xenomorph
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Seabase Delta	Space Quest IV	Tangled Tale	Ulysses / Golden Fleece	Zak McCracken
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Seastalker	Spacy	Tass Time In Tone Town	Unknown, The	Zork I
Secret Agent: Mission 1	Special Delivery	Tealand	Upper Gumtree	Zork II
Secret Mission		Temple Curse	Urban Upstart	Zork III
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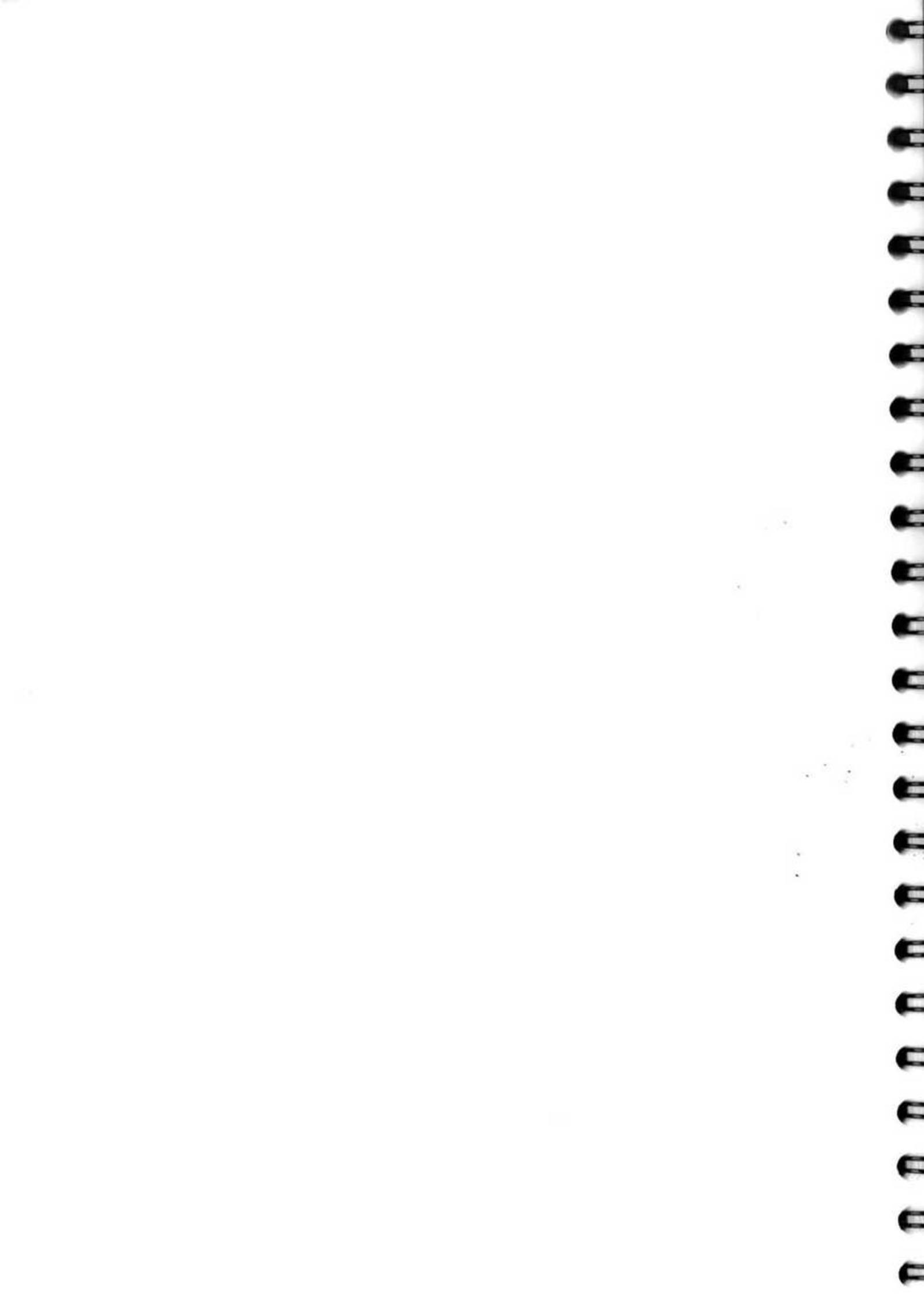
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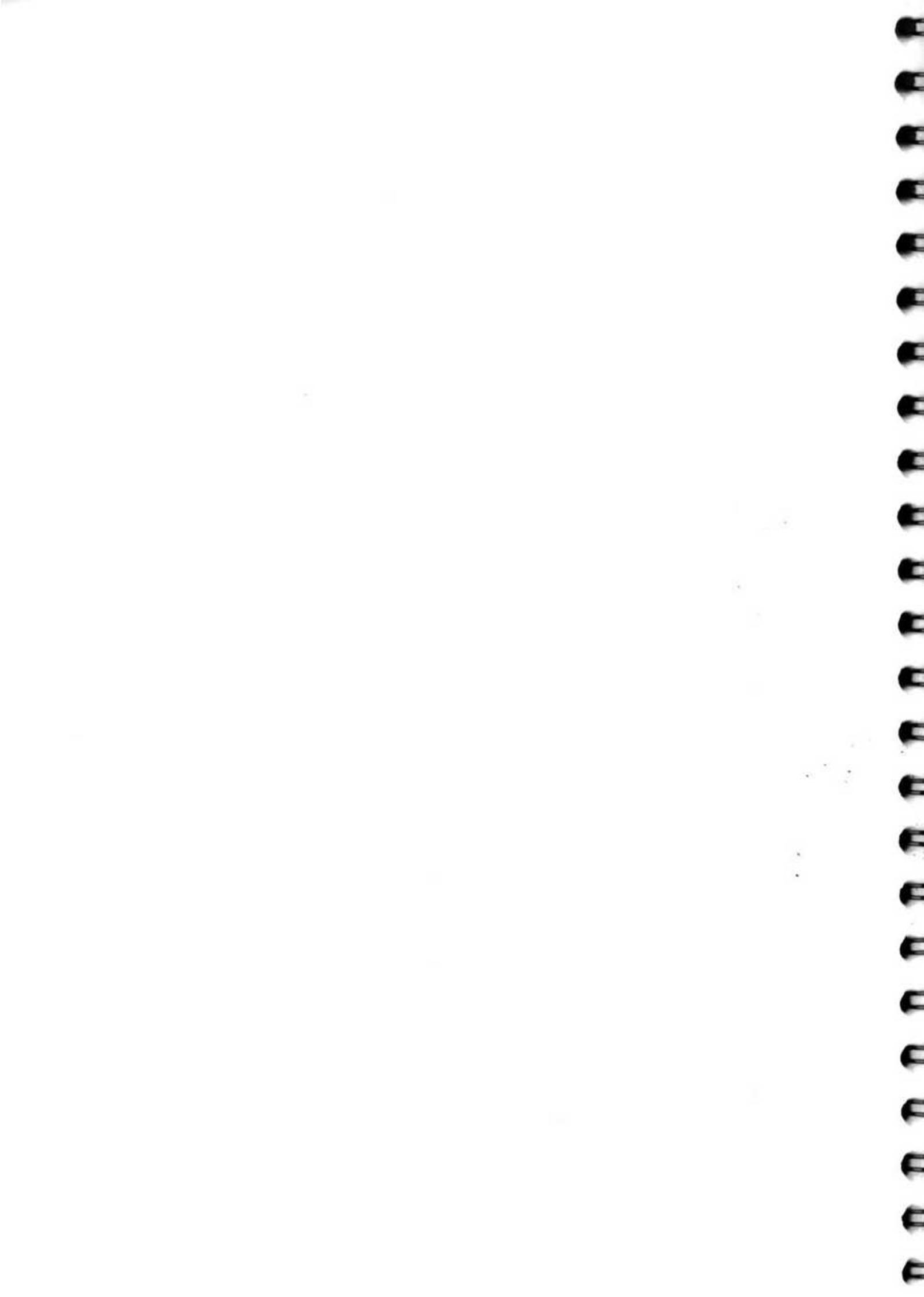
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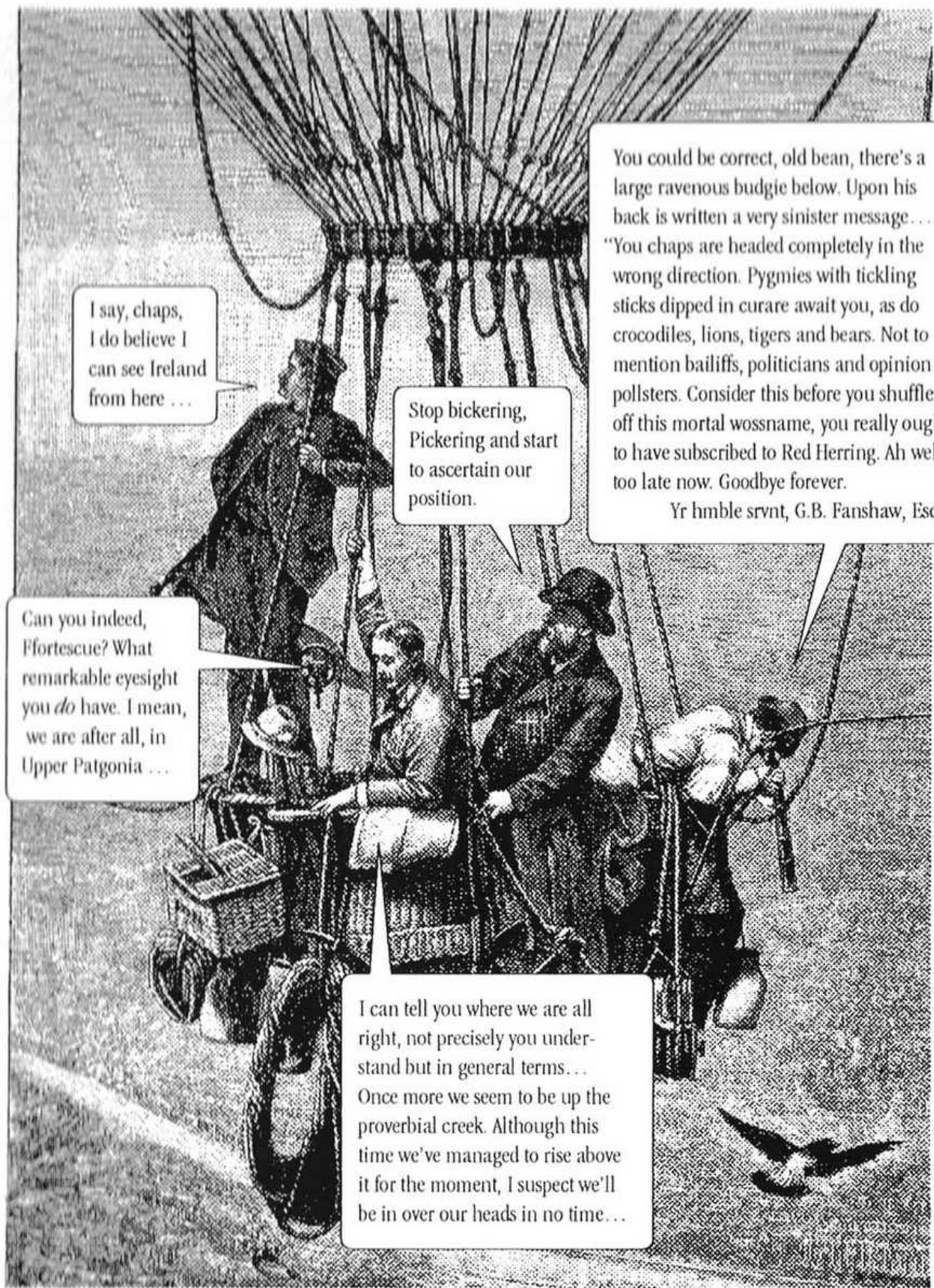
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I say, chaps,
I do believe I
can see Ireland
from here ...

Stop bickering,
Pickering and start
to ascertain our
position.

You could be correct, old bean, there's a
large ravenous budgie below. Upon his
back is written a very sinister message...
"You chaps are headed completely in the
wrong direction. Pygmies with tickling
sticks dipped in curare await you, as do
crocodiles, lions, tigers and bears. Not to
mention bailiffs, politicians and opinion
pollsters. Consider this before you shuffle
off this mortal wosname, you really ought
to have subscribed to Red Herring. Ah well,
too late now. Goodbye forever.
Yr hmble srvnt, G.B. Fanshaw, Esq."

Can you indeed,
Ffortescue? What
remarkable eyesight
you *do* have. I mean,
we are after all, in
Upper Patagonia ...

I can tell you where we are all
right, not precisely you under-
stand but in general terms...
Once more we seem to be up the
proverbial creek. Although this
time we've managed to rise above
it for the moment, I suspect we'll
be in over our heads in no time...

RED HERRING AND SYNTAX ADVENTURE HELPLINE

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Call Sue on
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9 Warwick Road,
Sidcup,
Kent DA14 6LJ.



Red Herring has a number of keen
adventurers on their Helpline Team.
Your request for help will be passed
over to them for instant action.

If you are writing, don't forget to send a SAE.