



I'm a Goddess from the planet Phobos on an interplanetary kidnapping tour and I've just picked up this mad professor...

Why, Emilou, What's a nice girl like you doing in a mean ol' Gas Station like this?

Blushing furiously... What with all that pulsatin' an' such... Mercy...

TO THE DANGEROUS

I'm not MAD... just not awfully pleased...

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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● 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, GU15 3NG.

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

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

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 Gdns, Charlton, London SE7 8AJ.

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.

Jim McBrayne, 27 Paidmyre Crescent, Newton Mearns, Glasgow G77 5AQ

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

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

SofTouch, 6 Oak Avenue, Runcorn Road, Birmingham B12 8QT.

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

SynTax Disk Magazine and PD Library,

Sue Medley, 9 Warwick Road, Sidcup, Kent DA14 6LJ.

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

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

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Get Info

The Antillis Mission : Compass

Software: Spectrum 48k/128k : £1.99

Castle Warlock : The Guild : Amstrad

CPC 6128 : Disk only : £4.00

CosmoServe : Judith Pintar/AGT :

SynTax PD Disk 327, provided ARCed on both size disks : PC

The Curse of Calutha : Laurence

Creighton/Zenobi : Spectrum 48K : £2.49

Elvira II : Accolade : Amiga/PC/ST :

RRP £31.99 - £ 35.99.

Shop around for the best price.

The Eleventh Hour :

Terry Braverman/The Guild : Spectrum :

£2.00 cassette, £4.00 disk

Floor 13 : Virgin : Amiga/PC/ST :

RRP £34.99.

Shop around for the best price.

Leather Goddesses of Phobos II :

PC : Activision on the Infocom label :

RRP around £40 :

Shop around for the best price.

Lemmings : Psygnosis : Amiga/PC/ST

Prices vary wildly, so shop around for the best price.

Les Manley: Lost in L.A. : Accolade :

PC : RRP £34.99.

Shop around for the best price

Mansion Quest : Spectrum

Zenobi (GI Games) : £1.99

Monsters Of Murdac : Jonathon

Partington /Topologika : On a disk with

Avon : Spectrum +3,/Amstrad CPC and

PCW/BBC Model B/BBC Master/PC/

Archimedes : From £14.95 to £19.95

according to format. Disk only.

Quann Tulla : 8th Day/GI Games, sold

under licence by Zenobi Software :

Spectrum : £1.99

Robin of Sherlock: Fergus McNeill/GI

Games, sold under licence by Zenobi

Software : Spectrum : £1.99

Soul Hunter : Trevor Whitsey/The Guild

Spectrum 48K : £2.50

Spectre of Castle Coris: Larry

Horsfield/FSF Software : Spectrum :

£3.50 for 48K or 128K tape,

£4.50 for +3 disk.

T-Zero : D. Cunningham/Distributed by

Graham Cluley (*see Get Info*): PC : £12.

Unkullian Underworld : ST, SynTax

PD 378: PC, SynTax PD 329

Werewolf Simulator :

Charles Sharpe/The Guild

Amstrad CPC : £4.00 disk.

Wizard Quest : Zenobi

Spectrum : £1.99

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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Red Herring

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I'm devoting most of this editorial to a letter we received from Kerry Francis. We're coming to the end of the first year of RH and Sue and I would like your comments on the points he raises.

You might wonder why his letter is getting so much attention and has replaced Feedback with two editorial pages. Apart from a minor complaint from an Amstrad/C64 reader in Issue 2, this is the first really critical letter we've had. We would like to know if anything irritates or disappoints you and what, if any, deficiencies you think there are. I'm asking for your response in this way rather than sending out questionnaires... they're boring and most people don't bother to return them. So if you have something to say, we'd like to hear from you. As we say to our reviewers... tell it as you see it, warts and all.

Kerry's letter...

"... I would like to make a few comments about the magazine. I have been buying one issue at a time because I am not sure whether it caters to my needs. I have an Amiga 500+, a 52 megabyte hard drive and four megabytes of memory. I only have room for one computer, so the above set-up must do for all my needs. Therefore the adventure games I play are for the Amiga.

The magazine is very heavily biased towards the Spectrum. Yes, I can see why. The adventure games for it are quite staggering. But that does not help me. What interest is there to me in reading page after page of Spectrum reviews? So to me the balance of the magazine is wrong, it is not catering to my needs so why buy it!

I buy it hoping that the next issue will have more to interest me. The layout of the magazine is excellent, the style is also great, the actual physical size and shape and the ease that you that you can read it is very good, in fact the best. The other services you provide with your help line are first rate.

So all in all an excellent magazine, except to me there is not very much aimed at my computer, which in the end will stop me buying it. I hope this letter has been a little bit constructive in letting you know my thoughts about the magazine..."

Okay... just this once I've left the complimentary bits in because I wouldn't like you all to think that this is only a knocking letter. Now I'll try to answer the complaints.

The Red Herring readership is just about evenly divided 50-50 between 8- and 16-bit machines. Of the 8-bit owners, 68% have Spectrums, 22% have Amstrads and the remaining 10% have C64s, BBCs, Dragons, ZX81s etc., usually as second or third computers. Of the 16-bit owners, 46% have STs, 35% have PCs, 23% have Amigas and the other 2% have Macintoshes, again with another computer.

"The magazine is heavily biased towards the Spectrum." Well, yes - if you count the number of Spectrum reviews and set them against the 16-bit reviews. But, no - if you do a page count. In general Spectrum and Amstrad reviews tend to be much shorter than reviews for 16-bit machines and that is why there are more individual reviews.

We have very few people who are willing to contribute Amiga reviews, but Spectrum and Amstrad owners rush to put goose quill to parchment (a joke, honest... I know you've all got pencils) and very grateful we are to them. Neither Sue nor I went the Commodore route with computers, so we can't write the reviews ourselves in the way we can for the PC and the ST. This doesn't help Kerry and the other Amiga owners, but that's the way it is...

Sue is having the AGT adventures converted to the Amiga format, but it's drawing heavily on someone else's time and goodwill to do it. New titles have been added to the SynTax PD list this month.

Unfortunately, it looks as though things are only going to get worse for Amiga and ST owners. Witness, for example, *Leather Goddesses of Phobos II*, coming out first on the PC, and no release date being given for other computers. It's also salutary to see that, even in the States, the Amiga-specific adventure magazine *Enchanted Realms* has now added PC adventures.

As far as the rest of RH is concerned... Ron Rainbird continues to fight a magnificent campaign to keep the Amiga flag flying in the Solutions section, doing a huge amount of work both for SynTax and Red Herring. Again, Sue and I are very grateful for all his contributions.

We hope that most of our features are interesting, no matter which computer you own. You needn't have a Spectrum to find Tim Kemp's account of starting *From Beyond* interesting, or a PC to have a laugh at Graham Cluley's articles, or fail to be fascinated by Mike Trolan's *Dr. Who Factfile*, etc. We are totally committed to quality in every aspect of Red Herring.

Of course everyone would like to read more about their own machine, that's understandable. Tim Kemp suggested in his latest *From Beyond* editorial that perhaps there was a place in the market for a magazine devoted solely to 16-bit computers. I doubt that there is. In the far distant future when the last Speccy or Amstrad has gone to that *Great Junk Cupboard In The Sky*, there might be, but until then Red Herring will continue to do its best to cater for all computers. So there you are... it's over to you, now tell us what you think.

On a lighter note... I've been indulging in a little bout of nostalgia as I've been reading some of the Spectrum reviews in this issue. Robin of Sherlock, Quann Tulla - it takes me back years. I've been remembering playing games like *Valkyrie 17*, *Tower of Despair*, *Robyn Hode* (the relief when I discovered the password to enter Prince John's castle) and all the Level 9s with my friends on Micronet. Each of us helping the other with hints - and my delight when I finished *Emerald Isle* before the acknowledged expert. Ah well... bugs, spelling mistakes and all, it was great fun and I'm pleased to see them re-released.

Confession time. I've fallen victim to Lemmings! Me! A strictly orthodox text-adventurer. A hater of graphics, music and sound effects. Yet here I am stealing the odd hour nuking poor little lemmings. (*Question: Why are you nuking them and not saving them, Marion? Answer: 'cos I'm not very good at the game, it's sneaky.*) It's also very, very addictive. I'm hooked.

Marion

BYTES & PIECES

TWO UP

1991 AGT Adventure Writing Contest - The voting was so close that an unprecedented decision was made to have TWO joint first place winners. Both are PC-only games - CosmoServe and The Multidimensional Thief. Congratulations to Judith Pintar and Joel Finch who each won \$100. Honourable mentions go to Apprentice, Deadly Labyrinth, Disenchanted, Library, Mop and Murder, New England Gothic, Sanity Clause, Sherwood and The Spelunker's Tremendous Cave Adventure.

CHAOS UNLEASHED

The Guild - new Spectrum releases include The Guardian, The Prophecy, Talisman of Lost Souls, The Gladiator and Flights of Fantasy Vol. 2 (Detective, Revenge of Chaos and Morgan's Seal). Several others are almost ready; more news as we get it.

BETA LUCK

New AGT Products - AGT v1.8 is on beta-test. This version allows you to customise the default messages and interface and has a menu-driven parser plus other improvements. Look for a report on this early version soon. Later in the summer The Master's Edition will be available - this has all the v1.8 goodies plus extras including sound effects, music and graphics.

HERE'S ANOTHER ONE... POINT-FIVE

Unnkulian Unventures - Following the success of Unnkulian Underworld and Unnkulian II: The Secret of Acme, authors DA Leary and Dave Baggett have more games planned for release this summer. These are Unnkulia One-Half: The Salesman Triumphant, a short freeware adventure that will serve as an ad for the forthcoming semi-commercial Unnkulia Zero: The Search for Amanda

SAM MARCHES ON

The SAM Coupé Adventure Club is coming along really well. They're now up to Issue 4 and they're a very enthusiastic bunch. Coming out soon... The SAM Adventure Writing System, with a £5.00 discount for members. This utility has pull-down menus, optional mouse control to use twin Sam 3.5" drives and a megabyte memory. Games can have full colour graphics, text displayed as 32, 41 or 85 column text and up to 710k in size. Pretty impressive for an 8-bit machine. For details of the SAM Coupé Adventure Club, write to Phil Glover, 43 Ferndale Road, Hall Green, Birmingham B28 9AU.

TUNNEL VISION

Northern Underground are on the look out for new Spectrum adventures to publish. So far they have a package of games, The Protect and Survive Bargain Collection, at an amazing 99p, plus three adventures from Elven Adventures, Conman the Barbaric, The Haunting and Dreamare. The Haunting is £1.99, the other two are £2.99 each. Contact Northern Underground at Top Floor, 17 Fisher Street, Carlisle, Cumbria for more details or to order.

LATE GATE

Legend - Still no sign of Gateway as I write but already the NEXT two Legend games are being plugged. Spellcasting 301: Spring Break will be the next adventure featuring Ernie Eaglebeak. Bob Bates is also working on a satirical adventure, Eric the Unready, a comic fantasy story based round the unluckiest hero in the kingdom.

TEARS FROM ZENOBI

The Latest Zenobi releases are Tears of the Moon, The Dark Tower, Laskar's Crystals and One More Big Disk containing Jester's Jaunt, Violator of Voodoo, The Taxman Cometh and Amulet of Darath. Jack Lockerby's River Software adventures will now only be sold through Zenobi.

FROM BEYOND

The bad news is that From Beyond's PD Library has been discontinued. The good news is that Tim Kemp is currently negotiating with someone else who is interested in taking it over.

LAST WORD

Tony Stiles is currently working on his own multi-user adventure which will have a SF theme. He's asking for some input from RH readers... ideas on what sort of MUA it should be and so on. Write to him at 103a Ludlow Road, Itchen, Southampton, SO2 7ER.

Sue

THE ELEVENTH HOUR

Reviewed by Scott Denyer, played on the Spectrum

This is a Quilled game which was originally released way back in the misty days of 1986, and at the time was considered a reasonable adventure. However, it doesn't seem to have stood the test of time too well and I wasn't very impressed by it.

The game opened up with a screen of instructive text (instructions!) which was written with a mixture of the standard Spectrum character set and a redesigned set. It was written using just about every combination of text colour and paper colour, making it rather garish and particularly poorly presented. I was prepared to overlook this, and the awful beeps that accompanied it, and to get on with the game.

The plot centres around Harridges, a rather large shop, in which a mad janitor has planted an unknown number of bombs. It's up to you to defuse each of them!

The game is big, with about 100 screens, but there seems very little to do except to look for the bombs. This may seem pretty obvious, but what I mean is there is absolutely NOTHING to do except search for bombs through dozens of meaningless locations. The objects needed to defuse the bombs are scattered around at will with no puzzle-solving needed to find them. The only non bomb-related puzzle involves lifts. Early on you'll find an oil can which you'll need to oil the lift button. Fair enough, but not every single time you need to press the lift buttons in the various lifts.

The game appears to have a very limited vocabulary, with you only needing to use non-movement verbs to find a bomb. Admittedly you may need to examine objects, but I found this rarely gave important information about an object. Examining an object early on gave me no indication that there was a bomb concealed in it. The only way to find bombs is to get blown

up, and therefore return in the next game knowing what not to do! As I've said before, vocabulary is limited except when you find a bomb, when you need to use actions such as UNPICK, UNFASTEN, WIPE, GRIP and CAP - and none of them have synonyms!

Special effects are used liberally, but unfortunately they are rather dire, using beeps to simulate clocks, dripping taps and suchlike. I wouldn't mind, but you have to wait ten seconds each time you enter the clock department just to hear the beeping clocks for the umpteenth time. The limited vocabulary does, however, recognise RAMSAVE and RAMLOAD. There are no abbreviations used, while neither R or L redescribe a location, only LOOK works.

I frequently came across the mad janitor ...aaaargh! What was he going to do to me? Shoot me? Torture me? No! Ask me number and word riddles!?! Listen, if he's going to blow up a department store, he's hardly likely to play word games with people trying to foil his plan, now is he?

Overall I thought this was a very poor game. The Guild has released quite a few adventures of late and obviously there's going to be the odd dud among them. This, I'm afraid, is one of them. Even for £2 there are much better games you could buy. In my opinion, steer clear of this one. The Guild has much better games than this on offer.

A Few Hints

How to defuse the bomb in the umbrella? - .was dnasrossics, srettuceriw eht deen uoY .duts netsafnu, cirbaf tuc, mets waS - How to use the lifts? - .lio htiw nottub etacirbuL - Where are the bombs? - .allerbmU, noihsuc, pmaldaeh rac, elttob kni, kcolc potfooR - Answer to Janitor's first three riddles. - H, 47, ecaF

LEATHER GODDESSES OF PHOBOS 2:

Gas Pump Girls Meet The Pulsating Inconvenience From Planet X

Reviewed by Neil Shipman, played on the PC

In October 1956 a small spaceship crashes on the outskirts of Atom City, Nevada. Its occupant, an alien being from Planet X, has come to Earth to seek help against the evil Leather Goddesses of Phobos who have attacked his home world. But he is injured and hungry and his ship is damaged.

As luck would have it, Atom City is the home town of Zeke Zarmen, owner of the local gas station, and Lydia Sandler, daughter of scientist Professor Brian Sandler. It was Zeke's dad who was captured by the Leather Goddesses back in the '30s (and in whose exploits we all participated in the original Infocom text adventure). Also, Prof Sandler has recently discovered Planet X in his astronomical observations. So, although the military's response to the alien is predictably hostile, not everyone is out to kill the space monster.

LGOP2 comes on a staggering seventeen 3.5" disks and takes up 15 megs of space on your hard disk. The installation procedure is straightforward and should take about 45 mins unless, like me, you are unfortunate enough to have one or more floppy disks whose data has been corrupted. In this case you have to abort the process and start all over again because you don't get the chance to retry a failed disk! On my first go installation failed on disk 6; on the second and third attempts it got as far as disk 15 and I was getting more than a little frustrated.

A phone call to the suppliers - I bought the game from Strategic Plus Software - calmed me down a bit when I found that they were not at all surprised because they had experienced similar problems. All I had to do was to send any duff disks back and they would replace them. This

they did by return of post and I was soon up and running.

At the start of the adventure you can choose to play as either Zeke, Lydia, or the alien, Barthgub el Nikki-Nikki son of Jelgobar el Zayda-Zayda. The game is simplest from Barth's point of view. The Zeke and Lydia versions are very similar to each other and not much more difficult.

Unlike most graphic adventures you don't see your character on the screen. I felt that this enabled me to take on the identity of my selected person/thing more easily than in some games where a visible character keeps bumping into obstacles, falling off cliffs and so on. Suspension of disbelief was thus greatly enhanced.

The interface is intuitively simple with an 'intelligent' mouse cursor which changes according to the location, item or character it is pointing to. As an arrow it points the way to the next location, as a hand (or tentacle) it identifies objects which can be examined and possibly taken, and as a talking mouth it shows you can carry on a conversation.

Clicking on an object which can be picked up turns it into the cursor. It can then be operated on someone/something or carried around by dropping it in your handy toolbox, purse or alien HarnzBaffle which is always shown in the corner of the screen.

The full screen graphics updated incredibly fast on my 20MHz 386SX and I found it possible to move around extremely quickly. On occasions when you do have to wait while the computer



processes data a small Infocom logo appears and you are never left staring at a blank screen

The artwork is excellent and the graphics are large, bold and uncluttered. The artists have not felt the need to make every pixel a different colour and have thus avoided the sort of washed-out look of quite a few recent graphic adventures. Detail is good and animation of the characters is enough to bring them to life. Special screen effects like fades, wipes and dissolves are nicely implemented too.

Talking with a character brings up a head and shoulders picture with a number of icons down the left hand side of the screen. These include a pair of clasped hands for greeting; pictures of people, things or events you can ask about; a pair of lips for kissing; and others whose meaning you'll find out by clicking on them (including one for what follows naturally from your amorous advances!).

All the speech and sound effects are digitised so conversations can be heard as well as seen. So that players without a sound board don't miss out, a clever bit of hardware called the Life Size Sound Enhancer is included in the package. This plugs into your printer port and just needs connecting to an amplifier or stereo. I used this and found it worked very well indeed.

The voices are well cast and performed, bringing the characters to life and giving them more depth. Barth, especially with his garbled syntax and curious intonation before being fed and healed, is wonderfully amusing!

Music consists of a number of separate tunes which differ from location to location. These are not segued like the tunes in Lucasfilm's latest games which employ their new MUSE system, so one can end and another begin rather abruptly.

A 'Play-O-Matic' control panel is brought up by pressing the ESC key. This gives access to the game controls including on/off buttons for music, sound and screen fx plus 20 pre-named slots for saved positions. You only really need to save

before quitting and/or playing another character because you can't get stuck, lost or killed.

Once Barth is fit and well and his spaceship repaired you're off to Planet X. Very soon thereafter it's a quick trip to Phobos itself and an attempt to foil the Leather Goddesses' plans to invade Earth for the second time in twenty years. And in two shakes of a lamb's tail it's all over!!

This brings me to the most disappointing aspect of the whole production, and that is the distinct lack of puzzles to get your teeth into. If the first part of the game on Earth had been the introduction then LGOP2 could have been a great adventure. But the action in and around Atom City IS the main game. From then on the three characters' parts are very nearly identical, there are only a couple more dead easy problems and you find yourself just sitting back watching the story unfold.

Finally, I suppose I ought to say something about the sexual content of the adventure. "Mature Attitudes Expressed" it says on the box - which will probably mean that it will sell better than would otherwise be the case! - and the manual begins with a warning for the prudish of heart.

Suffice it to say that the game is typical raunchy Meretzky. The women are good lookers with enormous breasts and the men are real hunks. Lydia gets just as much opportunity for fun as Zeke does and it's all quite humorous. If you think you might be offended then, of course, you don't HAVE to click on THAT icon, do you?!

To sum up then, LGOP2 is a (randy) romp with a silly storyline, great graphics and superb speech but only moderate music and, the greatest of its shortcomings, paltry puzzles. It is written as a spoof of the science fiction B movies of the 1950s. Unfortunately, it will entertain the serious adventurer for just about as long as one of those films.

PC Adventures

Humbug 3½ inch disk £9 5¼ inch disk £9

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

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

Why has Grandad hidden a time machine in the cellar?

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

Who is the computer junkie in the anorak?

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

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

Yes, quite.

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

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

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

Why is the deckchair attendant so miserable?

Who taught Mavis the cow to tapdance?

Why has Alan been hypnotised?

What is the significance of the word "Invoices"?

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

No, don't answer that.

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

FROM BEYOND

• THE SPECTRUM ADVENTURE FANZINE •

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

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

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

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

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

THE SPECTRE OF CASTLE CORIS

Reviewed by Joan Dunn, played on the Spectrum

This is a fantasy adventure by Larry Horsfield using P.A.W. by Gilsoft and published by F.S.F. Adventures.

Again you take the part of Alaric Blackmoon. Following your success in recovering the Axe of Kolt, and ridding the land of the lizardmen, the King of Hecate has bestowed on you the title of Duke of Jamack.

You are travelling through the towns and villages of the land and enter the town of Corwyn. Here the people seem terrified and most of them are fleeing with all their possessions. You stop to talk to them but they are in too much of a hurry to leave, and just say they do not want to have to face the spectre.

When you enter Corwyn you find it desolate and deserted. Most of the shops and houses are empty and boarded up.

In the tavern, however, there are a few customers and the landlord. When you tell him who you are, he tells you how the haunting started, and also gives you information on how you can make the spectre disappear when you encounter it. This piece of information is essential, as without it you will be killed off about every ten moves.

Once loaded, you can type in details of the storyline, vocab for useful words, and info for one or two letter inputs.

You can look around, in, under and in any direction. You can GET ALL, DROP ALL and EXAM ALL. Most inputs are verb/noun, but the game will understand more specific commands. There is RAMSAVE/RAMLOAD. The adventure is in two parts. Part 2 starts when you enter Castle Coris, but you return to Part 1 to complete the game. Examine and Search are most important and also talking to various characters, since without the information you receive from them you will not get very far. You are told how to

converse with people in the storyline. The puzzles are interesting and logical and if you are observant a few hints are given in the text.

The atmosphere is terrific and you really feel a chill of terror when you meet the spectre.

...All around you the air becomes icy cold and a mist forms. This solidifies into an apparition of a mysterious figure, wreathed in tendrils of ethereal mist. Taloned hands reach out and pass into your chest. Icy fingers close around your heart and squeeze the life force from your very soul. You die to the sound of demonic laughter...

How's that for really descriptive writing? And that is at the beginning of the game, it gets more exciting as you go on. There are some great descriptions of your encounter with Zalazar the Sorcerer and your fight with the Baron.

I enjoyed Axe of Kolt but this surpasses it. A first class game, not to be missed if you like your adventure with a touch of horror.

A Few Hints

Part 1. How can I survive when I encounter the Spectre? - .snoitcurtsni s'droldnal eht wolloF - How do I enter the bakery? - .sdraob tfil neht sdraob animaxE - How do I climb the tower? - .sworht lareves deen yaM .pu epor worht neht ,epor ot rab eiT - How can I escape from the wolfhound? - .rood eht rab dna elbats eht ni mih tuhS

Part 2. Can't catch the cat. - .hsif eht mih deef - What key can I get from Sharon? - .erots revlis eht snepo tl .yek revlis ehT - What should I hang on the weather vane? - .skaerb mrots eht erofeb eb tsuM .telumA ehT - Where are the bones of the Baroness? - .ydob s'noraB eht no tnemhcrap eht no eulc a si erehT .dnuorgrednu giD

CASTLE WARLOCK

Reviewed by "Kedenan", played on the Amstrad CPC6128

This is the third adventure from the keyboard of Ken Bond that the reviewer has played, and good adventures they have proved to be, this one being no exception. The adventure contains the usual logical puzzles and atmosphere which means a good text adventure.

When you load the adventure, it tells you to "Save" often "To tape" when you get inside the Castle. The adventure does however save to disc automatically, it asks your for a file name and then saves. Type "Load" and then when asked "The filename" to get back to your saved position. SAVE A LOT... you must do, to succeed.

Note that the adventure will not load with peripherals attached (ie. Rombox and Multiface 2), so if you have them attached, you must just pull the connecting plug!

You start off trekking through the countryside with your guide on your way to Castle Warlock the home of the evil Danzil, to solve the puzzles and traps which the castle contains. As you proceed towards the Castle a violent storm develops and you decide to shelter under a tree. Unfortunately, lightning strikes and hits the tree under which you are standing, when a branch breaks off and hits your guide and kills him. You search your guide to check that he is in fact dead, when you find that he is carrying a piece of paper which contains some writing.

Apart from the bit of paper, you are well and truly on your own. You have now to find your own way to the castle and solve the problems therein.

The first complication is getting into the Castle after you have found it, but before you do enter the castle, get some garlic from the side of the dry moat, read the paper and find an old coin which you need to drop in the well. You now should know all you need to get into the castle.

When you get into the castle there is a hungry vampire bat around, and having garlic will be a help!

FURTHER HINTS:

The cupboard in the armoury is a lift, just say "up" and you will go to the next floor, but don't forget your garlic. When you open the chest in the armoury, you must be using the shield. To get the shield, stand on the chair. To get the gold key from the cell, drop the chair to stop the ceiling crushing you flat like a kipper. To find the way out of the room of mirrors, just pull the curtain and you will see the exit. Use the block of wood to jam the spiked door in the mirror room, then go north and take the key.

You have now been given a sample of the problems which the adventure poses, and how to deal with them. The rest is up to you.

For Sale

Bill Wernham, Keeper's Cottage, Aberchalder Estate, Invergarry, Invernesshire PH35 4HN. Tel: 08093 373 has the following for sale.

An Atari MEGA 2 with a 20MB hard drive, a Cumana external 1MB second drive, an Atari colour monitor, an Atari high res B/W monitor, a monitor switch, games software and business software eg Timeworks DTP, First Word Plus, Easy Draw 2, Mighty Mail, Superbase Personal, Rubyview comms pack, KSpread 3, Neo Desk 2, Pagestream v2 and Touch Up, to name but a few. The price? £600.00

Contact Bill if you're interested.

ELVIRA II: The Jaws of Cerberus

Reviewed by Chuck Miller, played on the Amiga



As a child, I was compelled to watch just about every horror flick that made its way onto our television. Anything with a supernatural or out of this world flavor was a candidate to keep me mesmerized for a couple of hours. Sometimes, however, the effects lasted much longer. I especially remember the chilling effect of a film called *The Skull*. I had difficulty sleeping for weeks, and avoided dark places and being alone as much as possible. I guess you could say that movie left a lasting impression on me.

Regardless, I still go in for the macabre. Maybe that's why I continue watching those old horror flicks, and why I really enjoy adventures that transport me into the supernatural and paranormal. And I'm positive this is exactly why I enjoyed playing *Elvira II: The Jaws of Cerberus*.

In this sequel to *Elvira: Mistress of the Dark*, you get to play "Stud Muffin" in a backlot romp through Hollywood's Black Widow Productions, Elvira's personal movie studio. From the very start of the game, though, you realize that this evening is definitely not going to be comprised of "Cadillac limos and casting couches." In fact, I would say that you are in for one dog of an evening.

According to a letter written just this afternoon by your vivacious vixen of vampiresses, it appears that poor little (?) Elvira has been leashed by a demonic three-eyed, three-headed, carnivorous canine from Hell. This super-steroid version of Benji, somewhat less than affectionately referred to as Cerberus,

has snatched Elvira and plans to do her in before the night is through. Unless, of course, you can stop him.

To say your work is cut out for you would be an understatement. So, since Elvira doesn't go for that "lost-and-stupid nosepicker act," you had best get moving. Your first problem is to get past the studio gate. If you're not sure what to do, take the Ernest T. Bass approach. (What? You never watched the *Andy Griffith Show*?) Throw a rock through a window! Just walk one step forward, turn around and grab the rock by the side of the path on the left-hand side. Now, break the window in the door of the Guard House with the rock. The rest you can figure out for yourself.)

Once inside the studio lot, the fun really begins. Most action takes place inside the various studio sets: *House of Horror*, *Kiss of the Spider* and *It Came From Beyond the Grave*. However, some very essential sleuthing and preparation is necessary in the sundry offices and rooms in the studio complex itself. In other words, don't even venture onto any of the sets until you have thoroughly explored the main studio. Once you have gleaned all the useful items from elsewhere, you can begin your step-by-step search for Elvira on the sets. Hopefully, you can rescue her before she becomes "Kibbles & Bits" for Cerberus. [As a helpful side note, use the entry area for the three sets as a "dump zone" for all the items you have been collecting. This way they will be handy when you need them. Also, it doesn't really matter the order in

which you complete the sets as Elvira is always in the last set you complete. However, you are best off if you tackle the House of Horrors set first. There you will find a library containing books that will aid you in your quest.]

While the campy humor of the original game remains, quite a bit has changed in Elvira II: The Jaws of Cerberus over its predecessor. Most notable is the interface. Much of the screen is devoted to the view ahead, as before. However, the controls flanking both sides and below the Action Window have been "re-Vamped" to provide a much more attractive and usable interface. Let's scope it out.

The Movement Compass has been relocated to where it should be, the lower right corner (my apologies to lefties), and colorful icons replace most of the simple word "hot spots" used in the original. In the upper right are icons for the Suitcase (inventory), Room Scanner (items in the room), Spellthrower (which isolates all your prepared spells from the rest of your inventory for quick use), Spellbook (for the creation of spells), Combat Weapon (for selecting attack mode) and Mouth (for conversing). Below these is the Command Menu with four buttons that offer actions like Open, Close, Examine and Eat, and change depending on the options currently available. Two final icons residing below the Command Menu allow for displaying Secondary Stats and accessing Game Functions. We will discuss the Combat and Spellbook in more detail below.

Several new features are employed in Cerberus which simplify and improve play. A Seismic Activity Sensor (basically, a Monster Motion Detector) has been added to the lower left corner. Just above this is the Spellchecker, used for determining at a quick glance all your active spells (not for supplementing your spelling deficiencies). Also new, located in the top left quadrant, are the Health Status Indicator and Tell-Tale Heart. The Health Status

Indicator displays the condition of all critical body areas and hit point totals, while the Tell-Tale Heart represents your current state of affairs. When you panic, it speeds up. When you become injured (and you will), it slows. If it stops, you're fried, Clyde!

Two of Elvira's shortcomings (Elvira: Mistress of the Dark, that is) were with regards to Combat and Spells. Both have been admirably addressed in the sequel. Combat options are selected from a menu including Normal, Defense, Fierce and Berserk. Once the mode of attack is chosen, you attack your opponent by clicking directly on him (her, it, whatever) in the Action Window. Be mindful, though, random clicking will do little good. These denizens are tough, so locate their "weak spot" and focus your attack there. Otherwise, you'll soon be among the esprit de corpse.

Spellcasting has improved a hundred fold. Clicking on the Spellbook Icon brings the Index Page up in place of the Action Window. From here, you select a spell to view its stats and required ingredients. To return to the Index, click on the Index Symbol in the upper right. To create the spell, click on the Mix Symbol in the upper left. This takes you to the Mix Page where you drop the proper ingredient(s) into one or more empty boxes. Clean, easy and very manageable.

Gameplay is claimed to span over 120 hours, which is probably a good approximation for those playing without the aid of a clue book, walkthrough and/or modified character. Other additions include a whole new batch of deadly inhabitants to "play" with, plus, more than 700 weapons and spell ingredients, and a smattering of other items to manage.

Graphics in Cerberus have definitely been improved. Imagery is rich in color and well detailed. Still, the graphics have a rather "campy" look. Don't expect to see the same style of artistic approach as employed in Eye of the

Beholder II. The look is definitely more that of the Saturday afternoon monster matinee than a prime time movie classic.

Animation is relatively smooth and quick, and ranges from spot animation to fully animated characters. What has been provided is good, however, I found the animated sequences lacking in two regards. First, Elvira is only a static image this time. In the first game, her on-screen appearances were accompanied by appropriate animated motions. Not so here. The second point of weakness occurs during and after animated sequences. Mouse response seems just a touch sluggish when in animated combat. In addition, when our hero dies, or simply faints, there is an inordinate delay before action resumes or you are given the option to restore or quit. If this is a designed pause, it's much too long.

Musical accompaniment is quite good with a major sound card installed. Each principle location has an appropriate soundtrack added for that atmospheric touch. My only complaint is that there's no option to turn off the music if it becomes annoying, though, personally I had no problem.

Sound effects are only minimal. Noticeably lacking are appropriate screams, groans and creaks. Since this is a horror adventure, it is only fitting that these effects be provided. I would suggest that future releases be provided with the option of music, sound effects or both (where the music is muted enough to allow the sounds to be heard properly).

In addition to my quibbles above, there are several items worthy of mention. Fantasy role-playing games should all include automapping.

I simply don't have the time or desire to map out maze after maze.

I also disliked having to enter access codes (copy protection) multiple times. Once to get the gate open, and then three more times, once for each studio set. ONE time per playing session is more than sufficient!

My final gripe concerns keyboard support. Mainly, there is none. At the very least, keyboard equivalents should be provided for basic game functions, and especially for directional movement. I live by the keyboard for moving my character(s) about the game world. This leaves the mouse free for managing combat and spells.

Elvira: Mistress of the Dark proved to be one of last year's sleeper hits (it won a best adventure award from us). Elvira II may prove to be a dark horse, as well.

While I know of several other well known and respected reviewers who found the game disappointing, I did not. There are certain precautions you must take in the use of items (the library will help you significantly here), but I don't believe the shortcomings of the game to be that detrimental. It's quite difficult at points, but my suggestion is simply to purchase the clue book at your earliest convenience. It is definitely a worthwhile (even, necessary?) investment.

Those who like campy humor, a touch of the macabre and a very challenging adventure will definitely find fulfillment in Elvira II: The Jaws of Cerberus. However, if you prefer a more linear and guided approach, be warned. This demanding role-playing experience is enough to curl your socks and make your hair stand on end!

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SOUL HUNTER

Reviewed by Andrew Craig, played on the Spectrum 48k

Soul Hunter is a two part adventure written by Trevor Whitsey using the Graphic Adventure Creator. Part One has all the elements of many 'traditional' adventures - a shop in which to buy supplies, a river to cross, a forest maze to negotiate, a castle to explore, a creature to destroy... And therein lies its weakness and attraction. While it really does have little extra to distinguish it from many other adventures, Soul Hunter should appeal to apprentice adventurers. All the puzzles in Part One are fairly straightforward and logical and the quality of the graphics - and there are plenty - while not fantastic is pleasing enough.

There are adventures around of comparable price - £2.50 - which have a much more sophisticated feel than this one. Soul Hunter has, I think, too many rogue responses, too narrow a vocabulary range, no ramsave (and you really do need to save to tape at intervals) and too little atmosphere where it counts.

The challenge as you move from Part One to Part Two (you have to load Part One into Part Two and you only get one chance so be warned!) is to know which items to carry. I became stuck in Part Two simply because I wasn't carrying the means of killing a ghostly figure in the caverns. And I still have difficulty with the solution!

So what's the point of it all? Well, until I

contacted The Guild I hadn't a clue. The packaging I received was devoid of information and there are no indications at the start of the game. I played well into Part Two unclear about who I was, what I was doing or where I was going. The Guild, however, kindly sent me the blurb which reveals that 'the army of the soulless are ready to attack the Free... A Brave warrior such as yourself must restore the souls to the bodies and defeat the sorcerer... you leave at nigh...'. I would never have known.

Lest I sound too negative, I would have to say that I found Part Two much more challenging and original with its substantial underwater locations, its 'nowhere' and its caverns. So, if you're new to adventures or feel like a game that's easy to get into if not to complete (The Guild do say that Soul Hunter is designed for experienced and inexperienced adventurers) you might take a look at Soul Hunter.

A Few Hints

Part One: The river? - .exa eht dna eniwt eht esU -
The oak? - .hcnarb eht bmilC - The well? - .epor a
dniF - The bandits? - .gniyrac er'uoy tahw erac ekaT
Part Two: The bandits? - .ydeerg er'yehT - The
serpent? - .ybraen noitacol deklamnu na s'erehT - A
light source? - .teksac eht kaerB

FOR SALE

Are We There Yet? (Electronic Arts) for sale on the PC (3 1/2" disk) for £12.

WANTED

King's Quest V for the PC - 256 colour version, if possible, 3 1/2" disk.

Write to Sue at the usual Sidcup address or ring on 081-302 6598

THE CURSE OF CALUTHA

Reviewed by Joan Dunn, played on the Spectrum 48k

Hiking through the hills and villages you hear of Calutha, an ancient mystic. It is told that he has great treasure, which he has hidden in the Caves of Light. Many have searched for it, but no one has returned. Now you have decided to venture forth and try your luck. Can you succeed and survive the Curse of Calutha?

You start in a clearing. North is a quarry, west is a bus stop, but there are no buses running. East is a lake, north of the lake is a church and to the south you enter a dark forest... Yes, it is a maze, but not a difficult one and only five locations. One exit takes you back to the lake and another to a small village. You can cross the lake in the boat you find, but be careful because, needless to say, the boat has a hole in it.

There are plenty of useful objects to find and many problems, some of them are very tricky and you need a good imagination to solve them. You seem to spend a lot of time rowing back and forth across the lake, which I found rather trying. At the end of Part 1 you are given a password for Part 2.

Part 2 is rather similar to Part 1, another lake, another boat and the expected hole. I found this part rather easier than the first part where I was stuck several times. My main

criticism is the lack of atmosphere. The location descriptions and puzzles were excellent, as usual, but given the storyline of The Curse, I expected a bit more excitement. When you find the treasure, you just pick it up and walk out! Rather an anticlimax. I did expect to find Calutha waiting and for something nasty to happen to me.

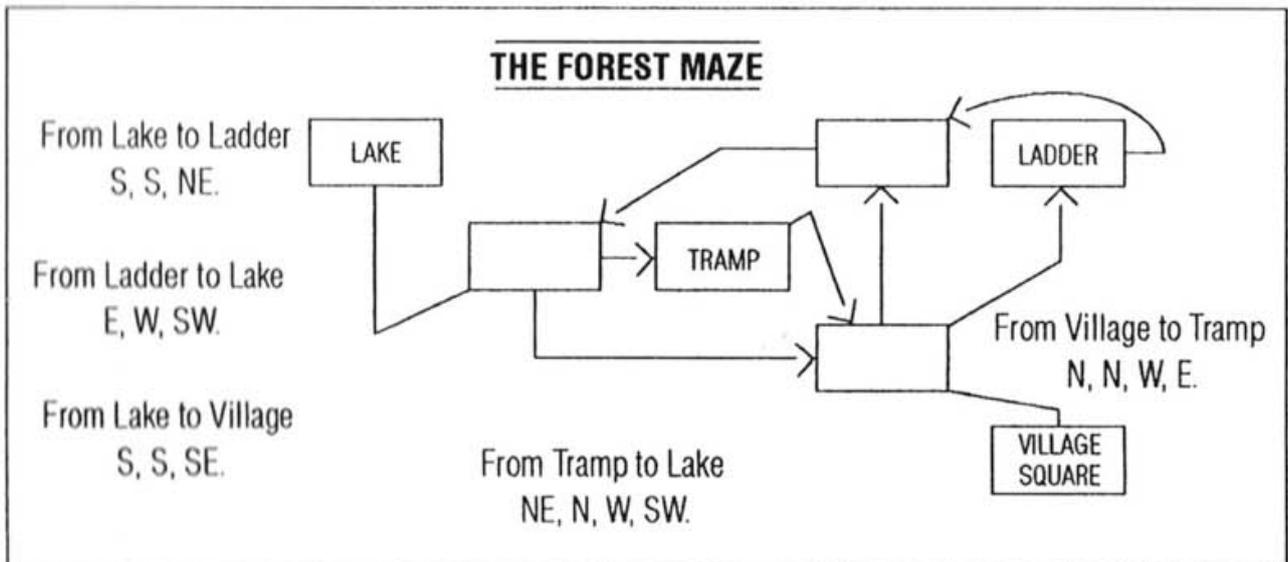
The crowds greet you and congratulate you and you are told that the curse has been eradicated. I didn't feel I had done anything to deserve it.

Despite this rather disappointing ending, it is still a very enjoyable game and well worth playing.

A Few Hints

Part 1. How do I get the ladder? - .reddal eerf dna eert barg ,reddal bmilC - What do I do at the bus stop? - .retsup eht revo retaw worhT - What do I do with the security card? - .pohs ytiruces eht ta ti pawS - What does the tramp want? - .mih htiw hciwdnas ruoy erahS

Part 2. Is the tree useful? - .fael kcip dna tiaw ,ti animaxE - What do I do at the picnic site? - .meht nioj dna sniahc der dna wolley teG - How do I get the key from the hand? - .enipucroP yaS - Will the wizard help me? - .nip tah eht mih eviG .seY



MONSTERS OF MURDAC

Reviewed by Joan Dunn, played on the Spectrum +3

You have always been intrigued by the Forests of Murdac, but although you have often wandered down the paths, somehow you never got very far. Each path seemed to turn and bring you back to the beginning again. So what is the secret of Murdac, a place that nobody has succeeded in finding? There must be an answer to the dread mystery.

In the village lives Dvessa, a wise woman said by many to be a sorceress. So one day you bravely go to her cottage. Inside it is very dirty with many strange objects. She seems to be expecting you and mumbles away saying "It's time the quest was done. The wizard needs help. The omens are favourable so perhaps this one will succeed."

She gives you instructions and sends you on your way. You must go down a certain path to a clearing, at midnight on Halloween. There you must draw a pentacle, stand inside and shout Pangory Panthrodulam. This you do, although you feel very frightened. What will happen to you? However the trees part, showing another long path. You go down the path and the trees close in behind you. Now there's no going back. You trudge for several hours until you arrive in a garden, around a stone hut. Is this Murdac? It seems very peaceful and ordinary... but beware, for this is an alien world.

You must first get past two ogres who are building a wall. You must get there before they finish it, otherwise you will miss a vital object. So do this first, then you can explore the few locations and find, amongst other things, a key to open the door to the hut. From there, down into the cellar and the main part of the game.

There is no shortage of objects to find or problems to solve. You may be killed in several places, but are given the opportunity of cancelling the last move.

You need to pass a centaur, a troll, a lion with a thorn in its foot and the old man of the sea, plus many others. There is a very intriguing haunted house and an island inhabited by cannibals.

If you are observant, you can figure out most of the puzzles, but there are built-in hints - you type HELP and are asked which number hint you require. Look up the number on the hint sheet and type it in. You will be given a gentle push in the right direction. You can get several hints from each set before being given the final solution. I found this a very good system, as you can take as little or as much help as you need. Not all the problems are solved for you but there are 56 hints, which give a great deal of help, if you want it.

Examining things is useless as you are told "I understand EXAMINE but not the rest." If the object you wish to examine is known, the reply is "I've told you all you need to know about this."

You need to save often. There are many treasures to find and you can leave these with the Keeper. When the last one is deposited, you are transported back to the beginning and have one more task to perform to finish the game. You are then made a Hero of the Land of Murdac.

There is a really nasty maze, where everything is pitch black. It is useless dropping objects as you can't see them. I spent several hours trying to sort this out and didn't completely map it.

This is an excellent game, plenty to do and lots to think about and, with the use of the hints, suitable for beginners or the expert adventurer.

COSMOSERVE

Reviewed by Sue, played on the PC



This is the life! You stretch back in your chair, and survey your office. R.J. Wright, self-employed computer consultant (and plumber!). Working from home is the best idea you've had for a long time. No commuting. No expensive office to rent. No boss to push you around. Instead, you've set up an office in your living room. Much cheaper and more convenient. There are a few problems though. You don't have a secretary or cleaner so the place is in rather a mess (to put it mildly). You work all the hours available, including weekends, and because you're working completely alone, your only contact with other people is through your computer, an Orfland 786SX, using electronic mail by logging onto bulletin boards (BBS), especially your favourite board, CosmoServe.

It has lots of useful sections to interest you. There's a section for plumbers where you can pick up useful tips. Other programmers are often on line to give you advice if your latest program goes wrong - which is the situation you're in now. Your current project is crashing and you don't know why, so you hope there'll be an answer waiting from the Orfland Sysop when you next log on.

There is one other major section that intrigues you... the Virtual Reality area. The facilities on BBS have really improved by the year 2001. If only you had enough money to buy the add-ons needed to enable you to enter that section, you could REALLY meet your friends, and take part in interesting and unusual activities, including naked sky-diving! Unfortunately your American Impress credit card is almost at its limit.

Still, it's time to switch on your computer and check your electronic mail. Will there be an answer to your programming query? You certainly hope so - the program has to be finished early tomorrow and it's already 3:30pm. While you're there you can also check out the plumbing section and see who has won the competition that was held on there recently. Though you say so yourself, your essay was pretty good and should have impressed the judges.

Oops - where have you put your new password? You can't log on without it...

When I was one of the judges for the recent AGT Adventure Writing Contest, CosmoServe was the game I picked, without hesitation, for first place and for various reasons. I was very pleased to see that I wasn't alone in my high regard for the game as it won joint first prize.

Firstly, the scenario. It's hard for an author to devise one that's really different. CosmoServe is one of the most original ideas I've come across for a long time because about 85% of the game takes place while you're using the computer, either running programs or using the BBS. If you haven't had much (or any) experience with BBS, don't let that put you off trying the game. It is easy to find your way around the system, much as it is in a real BBS where everything is menu-driven, using numbers (1. Messages 2. Library 3. Conferences) or keywords such as GO PLUMB or GO DEBTS. The initial stages of the game, and some intermediate ones, take place in your small but cluttered flat using standard adventure commands and well-implemented puzzles. The

final stages take place within the virtual reality section and are, again, played like a standard text adventure.

Secondly, the realism of the game. The author has not only re-created the atmosphere of the BBS so that you really feel you're on-line to one, she's also managed to introduce suitable screen displays and sound effects for using the computer. 'Switch on' your computer and you'll be greeted by a typical PC display, memory check and sound of the fan whirring. You can use standard DOS commands such as DIR and CHKDSK and run programs. In your flat you can use the microwave and hear it 'ping' when your supper is ready!

Logging on to CosmoServe will give the usual telephone effects such as the sound of the carrier. Once on-line you can move round the system as if it were real, using all the normal commands, reading messages, answering them if you choose, entering conference areas, getting messages from the Sysop and downloading software (which takes a realistic amount of game time according to the size of the program). You'll encounter hackers, hard disk errors and if you're very unlucky, your system can get infected with a virus, complete with great sound effects and screen display. Since time on-line costs money (again, as in real life), you have to keep an eye on the amount of time you've been logged on so that you don't run out of money in your account.

Thirdly, the programming of the game. This is the biggest game written (so far!) using AGT

and Judith Pintar customised the source code to make it do exactly what she wanted. Clearly a lot of time and work has gone into this adventure. There aren't many locations, under 90, but the game seems a lot larger because of the way it has been designed. Messages are lengthy without being tedious. The atmosphere of both the electronic mail and conference sections are especially realistic.

Fourthly, the puzzles. These aren't too challenging in the early stages before you enter the game proper. But in the virtual reality area, you will meet some tricky problems as you enter another world, or two.

All in all, an excellent game and a worthy joint winner of the 1991 contest. Because of its size, it is provided ARCD and needs to be run from a hard disk or high density floppy. The style of the game means you effectively get two games for the price of one - a true text adventure and a simulation of a bulletin board. Great fun, very addictive and it has an excellent ending. I hope Judith Pintar will bring out another game for next year's contest.

A Few Hints

To find new password: - .kcocllab daer ,teliot ni
kcocllab elggij ,rettel yggos daer ,niard nepo
,lasopsid egabrag no nrut ,repap fo parcs enimaxe
,sehsid hsaW - To switch off computer: - .ti kraP -
What to buy on-line? - .ecafretni dna rotpada
,revirdwercS - To pay for adaptor: - .eetnaraug tuoba
mih ksa os etal si yob yrevileD

WANTED for Atari 520 STFM

*Infocom : Bureaucracy, Mind Forever, Nord & Bert, Starcross,
Suspect, Suspended, Plundered Hearts.*

Level 9 : Gnome Ranger, Knight Orc, Lancelot, Ingrid's Back, Red Moon.

Please send lists & prices to

Brian Palmer, 6 Central Avenue, Sandiacre, Nottingham NG10 5FN.

Zenobi Software ADVENTURES

THE BALROG AND THE CAT

The Tale So Far

There was nothing a BALROG enjoyed more than a 'green-cheese' sandwich, especially one that had been allowed to 'ferment' for a week or two! It also helped if the cheese had been laid to rest between two thick slices of good brown bread ... BALROGS have been known to go to war over such delights.

However, unbeknowns to this particular Balrog, such joys were soon to be brought to a sudden end ... by a strange 'scratching' noise at the door of his abode. This noise would cause him to become involved with the likes of 'Lemin-Rats', 'Cockroaches' and nasty 'Red-Caps', as he struggled to solve some very devious problems indeed.

Would he be able to find the means to cross the bridge or even to assist the young boy in his search for the 'impossible'? Would he dare to venture close enough to the dark trees to locate the object of his desires? Could he attract the attention of the boat-man or even discover the whereabouts of the runaway Donkey?

The answers to these and numerous other problems are all there, but are you clever enough and brave enough to find them or will the task simply be too much for both YOU and the BALROG ?



Spectrum 48K/128K+2



NOTES This game will accept all the 'usual' commands, along with the following additions Use CASSETTE to save or load to TAPE and use MEMORY to save or load to Ram for instant recall. To activate the save/load routine, simply input either SAVE or LOAD and then choose the medium you wish to use. For a permanent record always use CASSETTE.

There is a simple 'Talk' routine built into the game, so should you wish to converse with any or all of the characters you might encounter, simply type TALK (if there is only ONE character present) or TALK TO THE DONKEY, or whoever you wish to chat to, when there is more than one character present. Failing that, you could always just SAY HELLO and see if they are willing to be engaged in conversation.

Some useful abbreviations are Z = WAIT, X = EXAMINE, V = VIEW, R = REDESCRIBE

P.S. Exercise can be a very good way to lose weight and improve fitness

ADVENTURE

Zenobi Software

ADVENTURES

THE BERMUDA TRIANGLE

Even as a child you had expressed a great fondness for tales of the 'para-normal' and stories of the 'occult'. There was nothing you liked more than to curl up under your duvet with a small torch and a copy of a tatty old book entitled 'WEIRD TALES AND STRANGE STORIES' and to while away the early hours of the morning until it was time for breakfast. Mind you, you were never quite brave enough to read the book in the middle of the night when the sky was at its darkest and the shadows at their longest, but those first few hours of daylight did not seem to hold so many terrors.

As you grew up and the thoughts of your childhood were replaced by those of a fully grown adult, you continued to savour an interest in all things weird and were often to be found immersed in some book or other or watching a tale of fantasy on your recently acquired video recorder.

None of these books or videos had ever affected you in any way and generally you took their contents with more than a pinch of salt. In fact you often laughed at your friends who found some of the more 'colourful' tales to be more than they could stomach.

However all this was to change when you decided to take a holiday abroad and the travel company informed you that your flight would take you through the infamous 'BERMUDA TRIANGLE'. Almost immediately your head began to fill with thoughts of Alien spacecraft, sunken fishing boats and missing aircraft. You recalled all the tales you had either heard or read concerning this area and of the mysterious disappearances that had taken place there. But surely nothing like that

would ever happen to you ... or at least that was what you thought as you boarded the bus to take you out to your waiting aircraft and your flight over the 'TRIANGLE'.



NOTES : This game will accept all the 'normal' commands such as OPEN THE BAG or GET THE SPADE or EXAMINE THE POCKET. Some useful abbreviations are ...
R = Redescribe: L = Look: I = Inventory: X = Examine: QQ = Quit

The game will also accept the use of RAM SAVE and RAM LOAD to store or recall a game-position in MEMORY, though it is advisable to use the more normal SAVE and LOAD to make a more permanent record to TAPE.

HINTS : Be 'gentle' with everything and put things down with care if they are to last.

Spectrum 48K/128K+2.

ADVENTURE

ROBIN OF SHERLOCK

Reviewed by Steve Clay, played on the Spectrum 48k

In Robin of Sherlock you take the role of Robin, the famous outlaw, who has now acquired the investigative talents of Mr. Holmes. In his fight against crime, ignoring his own dubious hobby, Robin has to unearth evidence against the numerous villains residing in Sherwood Forest. (No doubt to leave the way clear for himself and his band of merry men!)

The game begins in the hideout, east of the outlaw camp. You begin with an unusually large inventory including: a bow, a quiver of arrows which are, on the whole, 'plastic' and a portable telephone complete with a redial button. The phone is prone to random ringing and beeps an impressive sound effect. However after the second time it becomes annoying and, with no way of turning the sound off, you'll end up wanting to shoot the computer! That said, there is a level-crossing to be found and the sound of the train passing is excellent.

Heading south then east will supply you with a lamp, vital if you don't want problems with nightfall! Sherwood Forest is fairly large but does include several repeated descriptions. There are many interesting places to visit including the convent, although you'll need a habit to get in. The nuns within the convent walls are doing hideous things to poor innocent Smurfs. There is the Kentucky Fried Squirrel building where, no doubt, hideous things are done to squirrels. You'll also find Dorothy on the yellow brick road, but don't touch her up the wrong way!

The real humour of the game comes more in the messages than the locations. There are some really funny moments and the humour is wide ranging but generally tongue in cheek, Carry On style, full of innuendo (which is a word full of

different meanings).

Among the good points in the game is the seemingly unlimited number of objects you can carry. This equates to the many objects available within the forest. In fact finding objects isn't the problem, it's what to do with them all. This promotes guessing games and experimenting and happily most inputs have been catered for. The puzzles tend to be on the lines of do something to learn something. There are some of the more traditional puzzles; use keys to open doors etc. but on the whole it is the object to collect evidence.

You can travel through all three parts by saving the game at special locations. This means that you can't save the game other than at these locations (pay attention, I'll be asking questions later). I thought this was a bug but it appears not. The save location will be the first location in the next part and this system gives a

nice feeling of freedom to roam!

The game includes graphics which are very blocky and add nothing to the game at all. The forest graphics are repeated time and again. However, we must all remember that when this game was originally released, adventures had to have graphics or they wouldn't be sold in the high street. (We have all seen the success of that policy!). This game suffers from poor graphics and would surely be a text-only game if it had been written today!

The writing system used is the Quill and therefore inputs can be restricted to the first four letters. I could find no Ramsave facility, probably due to the odd save feature! There is no score feature which is always welcome.

Robin of Sherlock also contains the

"...The nuns within the convent walls are doing hideous things to poor innocent Smurfs..."

infamous FART bug (can I say fart in a family magazine?) [You just did, twice! Marion.]. For those in the dark I shall explain. During the game you'll find a window and due to us adventurers being violent you obviously try to break the window. Remember the bit about the first four letters being used, BREAK WIND is how the computer reads it. This is classed as swearing and the computer resets with the warning 'Swear not! You have been warned, don't break wind in Sherwood Forest!'

To conclude, for three parts and a lot of gameplay, £1.99 is a real bargain. This is Fergus McNeill at his best, before fame struck. The game does show its age with a shortage of

commands expected as standard these days. An excellent game for mappers and no apparent sudden deaths. One point I'd like to raise, and this goes for all GI releases, is the lack of instructions. Put the price up to £2.25 by all means but supply some instructions, please!

All GI games are now distributed through Zenobi. Make cheques payable to Zenobi, thank you and good night.

A Few Hints

In the convent you'll need the lighter and you'll need to keep quiet. - People who listen at windows may hear something interesting. - In the Fried Squirrel building, there is evidence in that box.

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WIZARD QUEST

Reviewed by Steve Clay, played on the Spectrum 48k

Wizard Quest is a text-only, Quilled adventure with a whiff of RPG features; hiring party members and health stats for example.



On side-B of the tape is a playing guide and it is worth loading this in first. The guide offers you three choices, 'Story', 'How to play' and 'Help'. Help provides you with Zenobi's address and a request for a S.A.E. for a helpsheet. 'How to play' gives you a list of useful abbreviations and vocabulary examples. Being the Quill, commands can be truncated to the first four letters. The story reads like this... You are Hugo, brave adventurer returning from a quest. During your return journey you have been ambushed (shades of Dungeon Adventure here!). Your ambushers, if that is the word, have, it seems, an allergy to gold and leave you with 120 gold pieces. Anyway you arrive at the village near the Dragon Tooth Inn. From here you see a forest from where a blood-curling howl is heard. For some reason Hugo sees this as a challenge to him to enter the forest. Me? I would see it as a good reason to steer clear of said forest. We are also told that Hugo is hoping to find his old friend Dulgan the Wizard.

Upon loading the game you are treated to an eyeball-frying white title page. Fortunately the rest of the game uses black paper and is much easier on the eye. Before entering the forest it is wise to enter the inn. In here, some chat with the Innkeeper and the Barmaid should reveal some early clues! Sounds easy that, doesn't it? Not a chance! The need to interact with the aforesaid persons was the cause of a vast amount of frustration and cursing as I played guessing

games with the parser and lost. The need for a helpsheet became obvious as I failed to get through to this double-act. "Talk Innkeeper" revealed the

prices of lodgings, ale and food. "Buy Food", I tried. "Maybe later... but not now.!" I was told. "Rent Lodgings" - that worked! "Buy Ale" - didn't! I tried to leave the inn, only to be told that the action was here! Must be in hiding! Resorting to the help-sheet and another look at the 'How to play' section of the Playing Guide, I started making progress. I received a letter, left by Dulgan, who had gone to the forest (no doubt keen to get away from the frustrations of talking to our two friends). Upon opening the envelope you are given two spells and before long a dwarf appears who should be hired if you want to get past the guards later on. There are only two spells and a magic potion, which in a game with the title of Wizard Quest, is somewhat disappointing.

After early setbacks the game became more playable. A shift to more traditional puzzles helped. Alas, the overuse of the spells and the lack of real meaty puzzles kept the game in the average category.

The thing that surprised me most about this game were the number of bugs and poor responses to obvious inputs. Having had a game published by Zenobi, I know how thorough John Wilson and his playtesters are. Wizard Quest seems to be the one that got away. Exits are listed at the bottom of some locations, but not all. Why? The problem in communication at the start was a real put-off and should have been improved with more informative responses.

There is no Ramsave feature listed and is sorely missed. At one point you come across a hungry beggar. I tried to give him one of my coins... nothing doing. I know he wants some food, but surely a response to the offer of gold could have been allowed for.

Little glitches like this spoilt my enjoyment of the game. The later stages do improve but not sufficiently enough for me to recommend it.

STARTING OFF

Go To Inn, Innkeeper Dulgan, Talk Barmaid, Rent Lodgings, Get All, Open Envelope, Get All, Hire Dwarf then Go To Shop and Buy Everything.

Return to Inn and go to your room. Look Under Bed and Get Bottle.

LES MANLEY: Lost in L.A.

Reviewed By Sue, played on the PC

Hollywood, land of the stars with their fabulous houses high in the hills and their exotic lifestyles. Life couldn't be more perfect for them - or so you'd think. But underneath all the glamour and glitz, evil is stirring and the stars are disappearing! Slowly, over the last six months, they have vanished, one by one, to... who knows where? Is it a serial kidnapper or just a publicity stunt? Every man (or woman) on the street has his or her own theory.

Picture the scene. The home of Helmut Bean, the smallest man, and 'biggest', new star in Hollywood. Being only knee-high to a telephone receiver is no disadvantage for Helmut who is making oodles of money working as a stuntman on specially-constructed miniaturised sets, saving the movie studios a packet but putting some of the regular stuntmen out of work, for obvious reasons. Life is good, especially with his new lady friend LaFonda Turner. The night is hot and LaFonda goes out for a dip in the pool, Helmut promising to join her after he's made a quick phone call to his friend Les Manley in New York. Les is understandably concerned about the spate of disappearances but Helmut reassures him; everything is fine - why not come down for the weekend?

Meanwhile a shadowy figure moves outside by the pool... LaFonda swims on, oblivious...

Sure, says Les, and the two friends agree a rendezvous. Suddenly Helmut hears a dog bark outside and leaves to investigate. A scream rings out and the pool lies empty and silent.

Needless to say, when Les arrives at Venice Beach the next day, there is no sign of Helmut. The time has come for Les, private investigator, to solve the mystery which has, so far, foxed the police.

Les Manley first appeared in Les Manley: Search for The King. Then he was working for a radio station and trying to track down an ageing rock star who had been missing for years. His companion and helper in that game was none other than - yes - Helmut Bean, so it's only fair that Les should return the favour and help Helmut in this follow-up. The graphics in that game looked very Sierra-like. In Lost in LA, most of the graphics are similar but real people have been used for close-ups using digitized pictures. Most effective if you are into grainy pix of partially-clad young ladies with limited animation. But then this IS billed as a game for 'mature audiences'. Mature? Piccies and some double entendre humour with references to, for example, 'private dicks'? Ho hum.

Les must search the streets and buildings accessible to him in LA, interacting with and questioning anyone he meets, collecting useful

objects and clues to aid in his investigation. There are a lot of people about to chat to including a group of rappers, The Boyz, who won't let you enter a pawn shop, the doorman of a mud wrestling club, the security man at Paramounts Studios, the main movie studio in town, two 'beach bunnies' working out with weights by the beach and a lifeguard who can just about string three words together. There are even more standing or drifting about who cannot be interacted with in any way but are just there to make the place looks busy. Initial impressions of a town buzzing with life are soon destroyed as attempted conversations fall flat before they even get started.

The game can be mouse/keyboard or keyboard-only controlled and is completely icon-driven. Icon-driven games leave me pretty cold due to their limited scope. Lost in LA is no exception, in fact it is even more restricted than most. Les can move to places on the screen where the cursor changes into a pair of footprints (at least, that's what the manual says, they looked more like kidneys to me) and get more information about places/people where the cursor changes to a question mark. 'More information' is a mite misleading as all you may learn is something along the lines of "The crowd are waiting to go into the movie theatre". Buildings that look interesting often can't be entered, just examined, giving Hollywood more of a cardboard cut-out appearance of a film set than that of a real place.

Examining people who CAN be truly interacted with brings up a little box with options like 'about' and 'talk'. 'About' will tell you who the person is and 'talk' will give possible lines for Les to speak to them. Needless to say, these will often NOT be the ones you would have chosen yourself. The responses you

get will frequently give you an oh-so-unsubtle hint for where to go or who to see next, making progression through the game easy... or it would do, if not for one thing. My copy kept crashing, making it impossible for me to enter two locations so my investigations ground to a halt.

Lost in LA is a very memory-hungry program coming on 4 high density disks and will run from a hard disk only. The information sheet provided gives detailed instructions for coping with various problems that may arise - trouble with loading, lack of memory, no graphics, garbled graphics, no sound, non-functioning mouse. Some of the solutions are obvious (did you load your mouse driver?), others are more complicated, especially those related to lack of memory and suggest booting up with a clean DOS system disk and renaming the AUTOEXEC.

BAT and CONFIG. SYS files. Personally, I treat with suspicion any program that requires such shenanigans to get the darn thing to run

“...Meanwhile a shadowy figure moves outside by the pool... LaFonda swims on, oblivious...”

properly. But whether my problems were due to a quirk in the program or a duff disk remains, as yet, unsolved. But the outcome was the same - end of review.

I can't say I was terribly upset to have to give up on Lost in LA. It didn't appear a very exciting or challenging adventure, partly due to the icon system and partly because of all the clues tossed about in the text, so unless the style suddenly changed and the game got harder, which didn't look likely, I wouldn't imagine it would take that long to complete. Adding to that the fact that within about 15 minutes of play I was 99% sure that I had worked out where the people had gone and why they'd vanished, a lot of the suspense had gone too. If you're desperate for something to play, try it. All the glossy mags seem to reckon it's wonderful. I'll pass.

FLOOR 13

Reviewed by Sue, played on the PC

Every government wants to be more popular than the opposition. And what better way to ensure that they are the blue-eyed boys than to have a secret department at their disposal whose sole purpose is to make this happen. But what happens when the Director General of this secret department lets his bosses down? They send him for flying lessons, straight out of his office window! When he's working on the 13th floor of an office block, it's not a pretty sight. It's time for a new DG to step into his shoes and, you've guessed it, it's you. I hope you do better in your job than your predecessor did. If you don't, I hope you've got a parachute!

It's the first day in your new job. The office decor is just to your taste and the Government is slightly ahead in the MORI polls. Suddenly a message comes through.

What can have happened? Does a high-ranking policeman think he's got a direct line to God? Is a member of the Royal

Family under threat of kidnapping? Is a play about to open that doesn't treat the Government sympathetically? What potential damage will be done to the Government as a result, and what can you do about it?

At your disposal, you have a series of teams specialising in surveillance, pursuit, the ominous-sounding 'removal' and more. You can mount smear campaigns against selected targets or infiltrate unions or secret organisations. Get a tip off relating to a building and your men will move in and search it discreetly or, if you prefer, turn the place upside-down. They can sneak into someone's home or office and hunt for clues. This may bring other names to your notice. Check them out too. If necessary, bring people in for questioning but don't let your men be too

enthusiastic in their techniques. Whatever you do, sort out the mess before the next poll deadline or the PM won't be too pleased with you!

The screen display of Floor 13 is in shades of grey, ominously atmospheric at first, but soon it gets boring. You see your desk and any reports you read are overlaid on it, being selected from a menu. There are often several 'cases' under investigation at any one time and sometimes it is hard to know which one you're making progress on. Sure, the poll results may look promising but just what have you done right? After a short time, certain cases will be closed and it isn't always clear whether it's just because of the passage of time or because you've done the right or wrong things. The acid test is

the final MORI poll. If the Government don't come top, it's end of game. If they win, you live to investigate another day.

***"...What can have happened?
Does a high-ranking
policeman think he's got
a direct line to God?..."***

I had a feeling of *deja vu* when playing this game. It was a while before it dawned on me but then the answer came - Fourth Protocol, an old Spectrum game. I played that game for hours though I never completed it. Unfortunately a scenario that was gripping some years ago (6 or so?) doesn't have quite the same appeal today. When you compare the memory and display of a 386 PC with a 48K Spectrum, you'd expect the PC game to win hands down. In fact, given the choice, I'd prefer to dust off Fourth Protocol and have another go at it. Though my initial impression of Floor 13 was that there was a lot going on, with messages and reports coming in and decisions to be made while the deadline was creeping closer, I found the game was too slow to be exciting.

THE ANTILLIS MISSION

Reviewed by Chris Rogers, played on the Spectrum 48k



A malfunction has taken place aboard an important submarine carrying a large amount of nuclear missiles. The team of androids in charge of the ship have malfunctioned, sending them slightly potty, and making them decide that perhaps it might be a good idea to set a few missiles loose on people. This, as you may have gathered by now, did not please the government too much so they have sent you to sort out the mess. (Quelle surprise!).

Your mission is to guide your mini submarine - the Antillis - to the main submarine - the ZX3 - to disarm these missiles, deprogram the androids and generally tidy things up a bit.

Well, first of all, well done to Compass Software for their very good standard of presentation. This is the first Compass game I've played and I was quite surprised when I opened the box and out fell a small front page of a newspaper, a lot of background information about the subs and a host of other small bits of paper explaining about the various features of the game. Also, the inlay contains really good artwork (I don't know whether this is a standard feature of every game or not). Anyway... well done.

Now on to the features and this is probably technically the best game written with PAW that I have ever played. There are like a series of drop-down menus which appear from the top bar of the screen when you use certain features (like your scanner); some not-baddish sound effects; and a very interesting re-designed cursor (I think it's supposed to be a squid!). There are

also pop-down menus for telling you which sector (location number, I guess) of the sub you are in, how high your body's radiation level is and how much power there is left in your scanner.

The game itself is relatively easy, but it soon becomes apparent after the first few moves that it is a game which relies a lot on good timing. Unless you get to certain places within certain times you will find yourself trapped, or in some cases something violently nasty will happen to the sub and you will find yourself tastefully scattered around the deck. Such cases of things like this happen quite frequently and will involve you running backwards and forwards around the various decks trying to find an answer to your problem... 50% of the time this turns out to be impossible. The number of moves given is quite generous, but as soon as you are in a hurry to do something, the doors will refuse to open, your way will be blocked by radioactive androids and your scanner will run out of power. It is no fault of the program, but it's just ironic that these things always seem to happen when you are in a hurry. Oh well, that's life.

I didn't like the game too much, although it was brilliantly presented and PAW had obviously been used to its limits. I found half of the puzzles too easy and quickly became frustrated with the rest, which involved time limits, as I have said above. Not too bad, but nothing I'd rush out and buy immediately and I warn you, play with the sound down as the sound effects quickly get very annoying!

A Few Hints

How do I stop the sub from slipping off the ZX3 when docking? - As soon as you get the emergency warning, press the button that fires the magnetic anchor. - How do I kill the first android who jumps me? - As soon as he attacks you, move back up into the decontamination room of the sub and press the

button. That will kill him. - What do I do to the android who is trying to blow himself up with the plug? - Check to see what the room's sector is and then go to the room with the power switches. Flick the switch for the sector number. - How do I kill the octopus who attacks me when trying to resurface? - Pull the lever in the sub that draws the power to the hull.

QUANN TULLA

Reviewed by Geoff Lynas, played on the Spectrum 48k

Your scout vessel sits, damaged beyond repair, a short distance from the immense bulk of the 'Quann Tulla', your mothership, which orbits the enemy held planet below.

'You are lying in a leaking air filled suspend-bubble in the uni-am chamber of your ship. Registers on the wall indicate your waking - but the other instruments are all damaged. The only exit is out. You can't breathe! ...'

'Quann Tulla' is not the best presented game I have ever encountered. The packaging is cheap, the screen layout unimaginative, the spelling is atrocious and the typeface 'scruffy'. The loading screen contains no graphics and is merely a proclamation that 'G.I. Games present...' and neither acknowledges the Quill (which I'm sure was used) not the author of the game (unless it was Gordon Inglis himself). The cassette is blank on one side so that (unlike Zenobi games) if side A doesn't load correctly, you've had it! No storyline is provided and at no stage (that I went through) is the aim of the game spelled out.

Objects are referred to within the location descriptions which do not feature in the vocabulary, so 'I don't understand...' type messages appear regularly whenever you try to

examine or search one of these items. Some objects, which may be collected, are spelled incorrectly in different locations (e.g. the shockcape). The 'natuflow airmask' cannot be retrieved with GET AIRMASK but can be with GET NATUFLOW, GET AIR or GET MASK! A 'one-cred note' appears but 'note' is not in the vocabulary.

The punishment for failing to come up with the correct problem-solving combinations of objects and actions is, very often, DEATH! This makes the lack of a RAMSAVE facility VERY irritating. I'm not convinced that RAMSAVE is a universal requirement for adventure games but in this case its absence made life very difficult (especially with an unreliable tape deck attached to my +3).

There are over 100 locations to explore, mostly described in a rather confusing manner which detracts from the atmosphere: e.g.

"You are now north of the east rim of the inward facing walkway next to the top of the xenon retrotube assembly access thrucrawl..." followed by *"You are west of the floatway rim to the south of the exi-tube which leads NW. Below are the south ends of the mega-booster rocket housing inspection bracket fixings..."* etc.

After a few of this type of description : confusion reigns or you start to ignore them (and miss things). NB These exaggerated descriptions are done in the style of 'QT' and don't actually appear in the game.

What else was there? Oh yes! If you insert a particular item into the wrong receptacle early in the game, you can't move into the rest of the spaceship and beyond (about 50% of the locations). You are left to work this out for yourself, no matter how many fruitless hours that might take. Most unfriendly.

So there you have it. Absolutely useless! But wait a minute. If it was so poorly presented, irritating and unfriendly, how is it that I spent SIX solid hours engrossed in it. I'm sorry if this sounds schizophrenic but I genuinely enjoyed playing this rough diamond!

As I played the game I forgave it its rough edges as I became involved with the tasks presented to me. It is just a shame that the likes of Barbara Gibb and June Rowe were not involved with the playtesting! The lack of an introductory storyline isn't really a problem because there is no time for reflection in the first location as you must move decisively to avoid suffocation (or is that asphyxiation). Once the initial problem is solved, time has been bought to explore the little spacecraft before crossing over to the 'Quann Tulla'. In this first phase you learn that not everything will be placed as conveniently as the airmask. When you arrive aboard the mothership you quickly come to appreciate the fact that 'something' cataclysmic has happened but even then what is to be done about it is entirely up to you. I don't know at what stage I decided on a course of action or why I chose the course that I did. I only know that it was before 60% of the game had gone by and that it was the correct goal to pursue. So FULL MARKS to the author for 'subtle' hints.

Most of the first section concerned itself with exploring the very large spaceship, collecting objects (some more useful than others), collecting objects you could only collect if you had other objects and avoiding being killed by the occasional droid. The next section of the ship was more of the same and then in the third area (which is where I became stuck) things became more complicated. Overall, a very nicely paced progression from novice to difficult (the next solution is always only 10 or so minutes away). It is possible to avoid some problems and finish with a score of less than 100%. I did make it to 78% without the aid of a hint sheet (courtesy of John Wilson of Zenobi Software, by the way). The hint sheet is nicely done too as it doesn't give a solution but does help to get you going again, if stuck with an obscure problem and no more ideas.

My conclusion and verdict on 'Quann Tulla' is - I can't think of many cheaper ways of entertaining myself for 6+ hours and that despite its lack of presentational style it is an absorbing experience. My advice to the readers - buy it and try it! My advice to the author - get some help with the presentation of your next game and do justice to all the hard work you obviously put into the game design.

Getting You Started

Out - E - take mask - wear mask - E - press blue button - take badge (decreases the wearer's body weight) - wear badge - W - S - examine box - N - N - N - N - E - take ball (it shrinks) - E - take ladder - examine code computer (code-accessed, naturally!) - W - N - W - drop ladder - up - take shock cape - examine shock cape (protects you from electric shocks) - wear shock cape - NW - take combulock key - examine combulock key - SE - down - W - take glue - examine glue...

WEREWOLF SIMULATOR

Reviewed by Simon Avery, played on the Amstrad CPC

Werewolf Simulator... a strange name for an adventure, don't you think? This is a strange adventure in which you play a newspaper reporter, Tommy Astle. The game starts with you in your apartment (yes, it is set in America) and one move later the phone rings. Naturally enough you answer it to hear your editor telling you that there has been a suspicious murder and you must go to the scene of the crime and report. In case you haven't guessed already, the person in question was murdered by a werewolf, although you don't know this yet.

Werewolf was first released in 1988 by Top Ten Software before being re-released by Recreation Re-creation and subsequently The Guild and P.K. Computer Graphics in

1991. To be honest, I don't like this game, or any other Charles Sharpe adventures I have played. Maybe I'm being unfair, but to me they are all much of a muchness.

The game is written with GAC and boasts (if that's the right word) graphics. The pictures themselves are pleasant enough if you like that sort of thing, quickly drawn though they are repeated in some locations. Mapping is a nightmare, as with many of his games. If you go East along a street, then try to return West, you might end up in another part of the city altogether! All the streets have names which does simplify it a bit but not much. Also, another point which niggles is that exits are not often displayed. Why not? It doesn't take much time to put them in when you're writing.

There are a lot of minor bugs in the game, such as when you try and wear the pentagram, you get the same message as Examine

Pentagram. This sort of thing is repeated through the game. Another example is Smash Mirror - 'Aren't you the pretty guy?' is the message given, the same as Examine Mirror... weird. If you search one room in Joe's apartment, you keep finding bloodstained coats, there's no end of them. If you try to examine an object there isn't a message for, you get 'I can't'. A lot of minor points I'm sure you'll agree, but they all add up to a game which is not very enjoyable to play.

As to puzzles, I've managed to score 75% in about half an hour without actually doing very much. This may be yet another bug in the game to do with the scoring, I don't know. All I did was wander around

for a while without doing much apart from answering the phone to begin with (as I didn't replace the receiver, I am now carrying that around with me after the adventure assumed I'd ripped it from the phone) and getting mugged by a pretty girl in a 'skirt up to her neck'. Some skirt!

As I haven't found many puzzles worthy of mention, I can't really give you many clues, except to say don't say yes to the girl (however tempting) and to put the receiver down after you've answered the phone.

Tony Collins has some excellent adventures in his company, The Guild. But, sadly, this is certainly not one of them. It has a good starting plot, but is sloppily programmed which, to me, spoils it tremendously. I'd give it a three out of ten. Maybe someone likes Mr. Sharpe's style, if so they would like this game, but I don't. Sorry.

"...If you search one room in Joe's apartment, you keep finding bloodstained coats, there's no end of them..."



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The SHOCK of the New!

UNNKULIAN UNDERWORLD: The Unknown Unventure

Reviewed by Alex McEwan, played on the PC



The first text adventure I ever played was a Spectrum version of Colossal Cave with white text on a black background. Although this is not the easiest combination on the eyes, I still like it for Cave type scenarios, so I was quite pleased to see that this game, my first TADS adventure, used this colour scheme.

The story opens with you, a humble slave, witnessing the death of your master. With his dying breath he manages to inform you that you are the hope of the world and that you must find The Orb of..... From here you are on your own, to first of all determine what you have to find, and secondly to do it. One piece of advice to bear in mind at all times in this game is to try things more than once. This is brought home before leaving the starting location, and it's a feature I don't really agree with in adventures.

There is a small (13 location) section above ground to be explored before venturing into the cave system where most of the action is set. Again you would do well to pay attention to the first hint in the documentation, which advises that you examine everything and not just those items that you can pick up. There is a second open air section later in the game once you pass the first real puzzle in the game which involves getting past a Guardian who locks onto your body heat and destroys you within two moves of you trying to pass it. I have to admit that it took me a while to figure this one, but in my defence I would say that this was due to the fact that I had missed an object, which was not found using the normally reliable SEARCH command.

I found a number of bugs which rather spoiled the reasonable standard which the

author managed to maintain in the content of the game. The routine which calculates how much weight you can carry seemed rather wayward. For instance there were a number of places where I tried to pick up an item only to be told that my load was too heavy. I dropped the bucket that I was carrying, picked up the new object, and then retrieved the bucket, without any problems. An example of another problem arose when I entered a location containing an altar on which there was some writing. At the time I was carrying a vellum scroll on which there was also some writing. Issuing the command, READ WRITING, brought the response. *Which writing do you mean, the vellum scroll, or the writing?* Answering THE WRITING, brought the same response, but this time with the rather patronising prefix, *Let's try it again.* Nothing for it but to leave and drop the scroll outside.

There were a couple of elements of the game I found rather distasteful, carrying a doggie doodle around, and encountering an emetic door are things I could happily do without. To offset this there were some good puzzles. A number of these involved the actions required to make use of the magic wand found at the start of your quest.

Despite the bugs already mentioned and the RUN TIME errors I encountered a couple of times, I did like this game, so much so that I have already obtained a copy of Part 2. If you don't share my sensitivity regarding 'doggie doodle' and 'barf' (the author's words not mine) you will probably enjoy it even more.

A Few Hints

The Guardian: Light is not the only form of energy your lamp produces. Find an alternative light source. You should probably read the description of the Side Cave carefully. Move the debris in the side cave. After 'waking' the guardian, drop the lamp and move out of the location.

The Monastery: The monk mentions something you

should have found near the start location. Where do birds nest? What do they leave there? Raw food isn't acceptable. Fry the egg at the side of the Molten River, give it to the monk.

Cheez Door: Once is never enough.

The Warrior: Discretion is the better part of valour. Don't bother to fight him. What is your main quest? What's stopping you? Head back to the pillar.

T-ZERO: An Adventure For The Time Being

Reviewed by Marion, played on the PC

"...You awake and become conscious of your cosmos... You awake from uneasy dreams. Since you're no longer on easy street, maybe that's the way your dreams are going to be from now on. Exactly where you are becomes clear as you sort out the sounds of the river to the east, the rustlings of birds to the north and west, and the sweet scent of sleep-inducing poppies wafting down from the northwest. Apparently, after a day of determined walking about, you burrowed down next to the river and let consciousness drift.

What exactly induced this bout of walking? Well, two nights ago, Count Zero handed you your walking papers and extracted your latchkey to the museum in exchange (*little does he know that you keep a spare hidden in the topiary*). It's just as well that you were dismissed from the museum... your duties as combination custodian and librarian involved either re-shelving books and dusting off clocks or rewinding timepieces and dusting off books. However, you were onto something. Exactly what is unclear since the pieces of the puzzle seem to be connected with sleep. You resolve not to sleep until you've recollected and reconnected their jagged edges. You can be just as calculating as the the Count. You can even reach beyond Zero..."

T-Zero starts you off at 6 am beside a swiftly moving river. You don't seem have have many possessions, but a quick rummage through your pockets gives you a compass (*always useful when you're a bit lost*), a page torn from a journal and a pink slip of paper. The page contains a few cryptic lines you seem to have written to yourself, but they don't make much sense to you right now, and the pink slip is your dismissal notice signed by the nasty Count Zero (*all together now...boo... hiss*). You stride off purposely, determined to do in the Count if it kills you - but wait - where exactly are you off to? I bet there's no way you can get back into the museum yet, the Count will have the doors locked. You remember you hid a key somewhere in the Topiary of Time but you have a nasty feeling there's a lot to do before you can head off in that direction and you're right...

A great deal of thought, imagination and humour has been used. It shows in the well-written room descriptions, in the people, animals you meet and the objects - loads of them - which you discover in your travels. As well as the Museum and its strange library, you'll visit a mysterious Obelisk, a Moebius Strip, the Ragman's Junk Yard and many more locations. There's a Gizmatic Whatnot, a Fixer-Upper, Shrinking Violets, a Worry Stone and lots

more objects to intrigue, puzzle and amuse you.

And there's the maze... shriek... all full of tangled roots and creatures with very odd names. Would you believe a Bugphoon, a Hippoquatch, a Cocklope, a Squashhogoye and a Rinpillar and that's just a sample. It's not a small maze either! I'm not a maze addict or expert, so fortunately the solution to the maze is in the the walkthrough, which I freely admit I peeked at (blush), otherwise I'd still be going round in circles.

T-Zero has two main parts, the present day and the past. The answer to all your questions seems to lie in the past and that, eventually, is where you'll have to go. I got there, but the adventure-player's nightmare happened. I needed some items which I'd collected in the present and they hadn't come with me into the past... sigh... and of course, I hadn't saved my position just before I took that decisive step backwards! Some people never learn.

As well as the usual commands - SCORE, QUIT, SCRIPT, UNDO, VERBOSE, BRIEF, EXITS etc., there are a few more unusual ones. NOHINTS which turns off the hints for a particular playing session and you can't turn them back on unless you start again, or return to a saved position which has HINT on. The hints are cryptic and in some cases you get a very cryptic hint, followed by the option to have one that makes things a little clearer. FIND and WHERE which will locate an object, but only if you have already seen it. IMAGINE lets you visualise unencountered items and objects. But you don't have these talents from the start - you have to solve a fair amount of the puzzles before your 'magic' will work. It's a little like a Multi User Adventure where your powers are graduated

and allied to your expertise in playing the game and solving the puzzles. So you don't get all your 'magic' in the one go. Function keys are also used in some cases, F1 for EXITS for example.

If you type in something the game doesn't understand or you mistype, a little red arrow points at the offending word and you're told 'That word comes from an unknown realm', or 'These words are outside your compass'. I know it's the same as 'You can't do that' and so on, but it's much more elegant.

So what's my verdict? I think it's great. Exactly my kind of thing - a text-only adventure with not a graphic in sight (*cheer!*) Dennis Cunningham has done an excellent job with T-Zero and I very much hope he's writing another one. It's not for the novice, even with the built-in hints and the walkthrough it's

“...And there's the maze... shriek... all full of tangled roots and creatures with very odd names. Would you believe a Bugphoon, a Hippoquatch, a Cocklope, a Squashhogoye ...”

difficult and you had better do some serious mapping. The walkthrough, with some exceptions is more like a playing guide - it tells you where you should go and what to look for, but not 'exactly' how to get what you're looking for. Graham Cluley (*see Get Info*) is handling the British distribution for Dennis who is an American from Oregon. All registered owners have the option of the walkthrough if they wish, as well as further updates. Graham tells me that Dennis is currently working on a new version which will include atmospheric sound effects, mouse control, a compass rose and palette manipulation... wow! So 'Support Shareware' and get yourself a registered copy. My one niggle is that it's only available for the PC, purist text-adventurers with other machines can only hope and maybe try a bit of whimpering, begging and pleading!

MANSION QUEST

Reviewed by David A. Mennell, played on the Spectrum

The idea behind this release from G I Games is that your rich uncle has died, leaving everything to you in his will. The only problem with this is that Uncle was a little eccentric, and your legacy has been hidden somewhere within the walls of his mansion. Your first task is, therefore, to find the mansion, and then to find the valuables hidden within. Your only clue is that your uncle lived somewhere near the village of Upper Puddleton and the Vicar may be helpful (or 'Helpfull' as the author spells it).

You start with nothing more than a small key in your possession, and there are many more objects along the way for you to find a use for. These objects have to be in your possession before you can do anything with them... i.e. examine them, search them or use them in any other way. You cannot even examine an object if you are in the same location as it. I find this to be a little tedious, having to pick up an object in order to examine it.

You begin your mission aboard a moving train, and your first task, therefore, is to find a way of leaving the train without being killed in the process. Once off the train, the problems reveal themselves to be fairly easy, and sometimes more than a little sneaky, such as having to guess where the ticket is. I found this to be very sneaky, as you need to 'Search Pockets' and yet the pockets are not mentioned anywhere in the game. I felt this to be more guesswork than actual problem solving.

There are, perhaps, a few too many menial tasks, such as having to unlock something before it can be opened, or having to 'Search' something in order to find another object which has been cunningly hidden. To me, these do not seem like real problems, but more like things which have been 'thrown in' as afterthoughts.

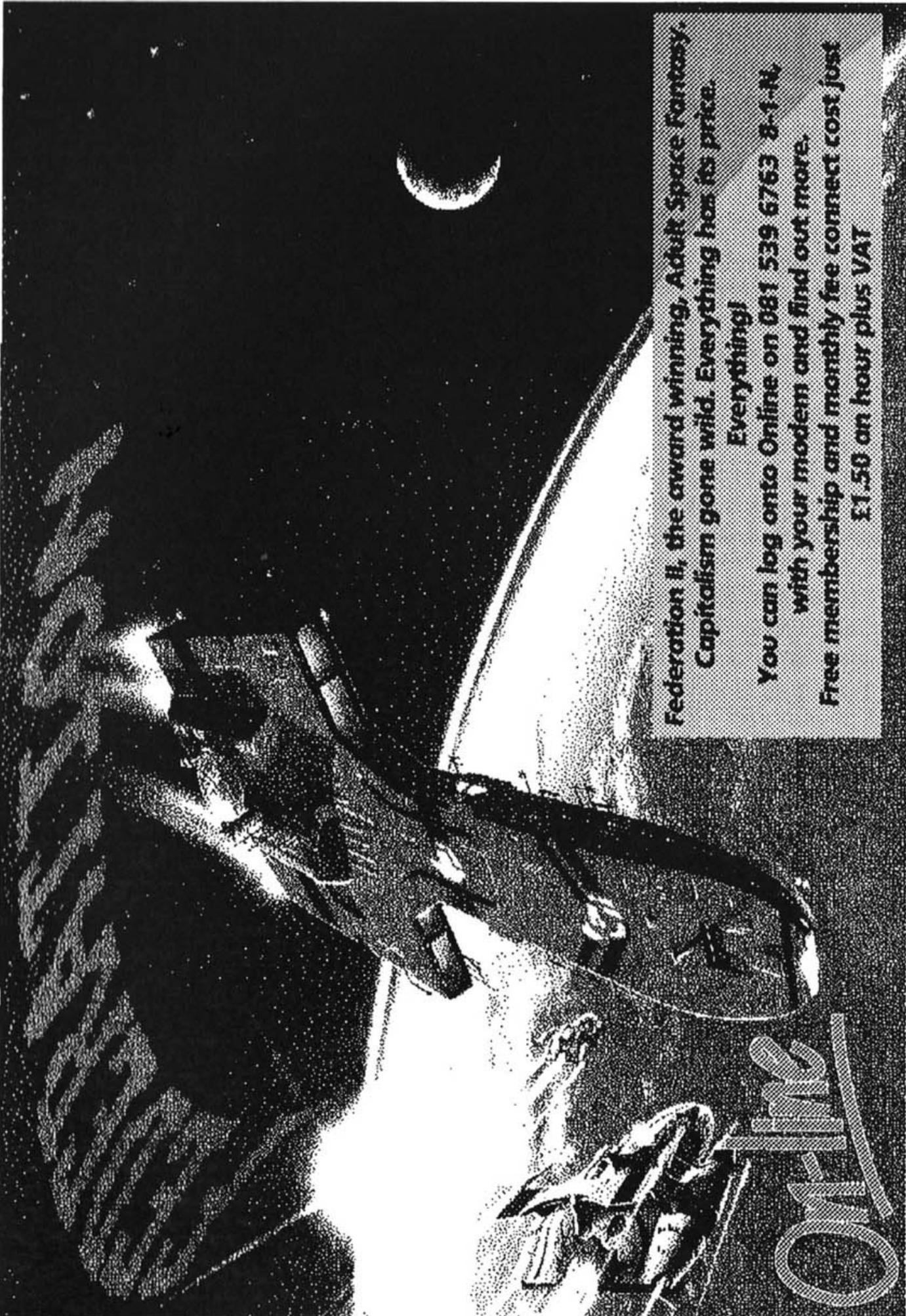
There are a few problems which take some thinking about, but all too often these are spoiled by lack of thought on the part of the author.

The game is absolutely 'littered' with spelling mistakes and typing errors, which should have been corrected during playtesting (if, indeed, the game was playtested at all. Personally, I doubt it very much). There are no GET / DROP ALL commands, which, in these days of PAWed adventures, is now a pretty standard facility. Also, I feel that the game is aimed more at the novice adventurer than the more experienced one, as many of the problems are, to say the least, easy. If pushed, then I think that it would be very difficult to find anything good to say about this game.

It isn't that I didn't enjoy playing the game. In fact, I'm sure that there is quite a good little game hidden in there somewhere. It's just that the myriad of spelling errors, the VERB/NOUN input, sneaky problems, lack of help, short location descriptions and numerous other problems prevented me from really getting into it.

I don't know how the scoring system works, but I got quite a way through the game, and my score did not increase past zero. I felt robbed that after all the work I had done to get as far as I had, I still hadn't got a score. At one point, I had taken 411 turns, and had still only scored zero. I didn't think it possible to solve as many problems as I did without scoring a single point.

While I could not really recommend it, novice adventurers may find a lot of enjoyment in the game, and although there is nothing to say who wrote it, I am certain that any future efforts from the same author will be much better than Mansion Quest.



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



Reviewed by Sue, played on the PC

And now... for something completely different...

Even the most ardent adventurer occasionally slips sideways into a non-adventure game. I normally avoid arcade games like the plague. My reflexes aren't quick enough to get anywhere, and because there invariably isn't a save routine, after a few days I get so fed up with seeing the first few levels and getting killed before I can get any further that I give up and go back to a text adventure or an RPG.

Then, I met Lemmings! Like everyone else, I'd seen the enthusiastic reviews and thought - that looks good - but it was quite a while before I finally gave in and bought it.

The idea behind Lemmings is s-o-o simple - guide the little creatures from their starting point (a trapdoor which opens in the sky and disgorges a stream of them) to the exit (a small archway through which they can bunny-hop ... or should that be lemming-hop?... to freedom). All this is done against the clock. Unfortunately there are lots of barriers they can meet en route which can send them prematurely to lemming heaven. These include cliffs which they can't climb, sheer drops down which they plummet to their deaths, jets of flame to fry 'em, broken staircases which they fall through and get trapped in inaccessible holes, little whirling machines which shred them into lemming mincemeat and much more. You think up a torture for lemmings and it's probably on the disk somewhere.

Fortunately these little creatures, though having about as much collective intelligence as a bowl of porridge, have a wide range of special

abilities to call on during their trek. It's a shame real lemmings aren't so versatile. These lemmings can dig downwards like a dog burying a bone sending tiny clods of dirt into the air, bash through things with their tiny fists, wield lemming-size pickaxes to dig their equivalent of the Channel Tunnel, build staircases to span yawning chasms, open teeny umbrellas to float safely down from a great height and crawl up vertical surfaces using the sticking ability of a slug. And who decides which ability they use at any one time? Yep, it's you.

While you're frantically clicking on the range of icons, each of which gives one lemming one special ability, all of them are trundling along in the wake of their leader - if you can call him that... let's face it, he's trotting along so single-mindedly he doesn't KNOW there's anyone behind him! So sometimes you may want to just have a few of the creatures wandering about while you, hopefully, keep the others 'safe'. This entails using a blocker who stands his ground, arms outstretched, foot tapping impatiently, and prevents the others passing.

Meanwhile, your pathfinder lemmings build a safe route through. The time has come for the rest to follow. What to do about the blocker? This is one of the fun bits - use another icon to blow him up. A countdown starts over his head, 5...4... 3 ... 2...1...the lemming claps his hands to his ears, crouches slightly, shivers and explodes into smithereens. If things are going really badly, you can use another icon to nuke the whole lot of them!

You've probably guessed by now that I found



this game compulsive. 'Just one more try' often turned into 'where did that hour go?' And there are several reasons why this game is ideal for people who normally view arcade games with the same expression of distaste that Dracula would use when offered a garlic sandwich.

The lemmings are cute with a capital C. How anyone got so much expression and feeling into such small graphics amazes me. A lemming bashing his way through a wall really seems to put power behind each punch. One building a staircase will pause at the top and shrug his shoulders if not 'told' to continue. Marching lemmings each have a wodge of green hair which bounces jauntily with each step. And you haven't lived until you've seen a lemming floating safely down from a great height, feet dangling as he clutches his open umbrella.

Though there are 100 levels to the game (and yet another 100 on the data disk), they start off nice and easy. Each one completed gives you the code for the next level. Fail at a level and you can replay it immediately by clicking the mouse. This means you don't have to go all the way back to the beginning when the lemmings die - which they do, regularly. At Level 30 it goes into 'tricky' levels, but even with these, you feel you have a chance of doing them... eventually. I hear that at Level 60 they start being rated 'taxing' but I haven't got that far yet! When the need for sleep finally catches up with you, you know that the next day you can continue the game from the point where you left it by typing in the appropriate code. Last but not least the pause icon means you can plan

your strategy in peace without wondering what dreadful fate is befalling the little creatures while you survey their route.

Last but not least, Lemmings is also a good spectator sport. It's usually mind-numbingly boring watching someone else play an arcade game; it's hysterical watching someone play Lemmings, forgetting to set a blocker at one end of a ramp and concentrating on building complex stairways at the other end while their lemmings are hurtling off into the void, completely unnoticed by the player. (If that sounds heartless, Alan and I have both watched the other make a pig's ear of it so we've each had a laugh at the other's expense on several occasions.) There are options for a two-player game and extras such as music, sound effects etc. providing you have a suitable set-up.

Lemmings isn't an arcade game in the strict sense. You don't mindlessly blast away at wave upon wave of objects that are trying to overwhelm you. There's a strong strategy element as there are often several ways to deal with each level. When things go wrong and you see a stream of lemmings plunging off a cliff and disappearing into oblivion, there isn't the same feeling of hopelessness that I get when I fail at an arcade game because I know I can have another go. Where Lemmings scores is that it appeals to (nearly!) everyone, whatever their taste in games. If you want to lose several weeks of your life, buy this game. If you want to lose months, go the whole hog and get the data disk too!

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I WISH PEOPLE WHO LIVED IN WALES HAD LEGIBLE HANDWRITING

by Graham Cluley

Last issue I described how my adventure game JACARANDA JIM came into creation, and its conversion from Prime minicomputer to IBM compatible PC. As I explained, I sent JACARANDA JIM off to every shareware distributor I could think, and waited for the money to pour in... and waited... and waited...

Truth be told I only received 16 registrations in the first 12 months. And half of them were people I knew, or had bullied into buying the game. Hmm... I thought. This shareware thing isn't all its cracked up to be.

I had been buying PC Plus for some time and in December 1988 I sent them a version of the game for their cover disk. What did I have to lose? It would be nice to see my name in print anyway. And any extra registrations I received would be a bonus. The original version I sent PC Plus was very basic and incorporated no text compression techniques. Because of this the EXE file was virtually 200k long. Disk editor Simon Williams wrote back to me saying he liked the game but it might take some time to get onto the disk - because of its large size. Eventually I whittled down the code (actually making the scope of the game bigger in the process!) and they published JACARANDA JIM on their January 1990 issue (out December 1989).

Suddenly my letter box went berserk. Hundreds of loonies from all about the country began to write to me, many with indecipherable Welsh addresses. That was tough enough. But what was worse was that people started ringing me up, and turning up unannounced on my doorstep threatening me if I didn't tell them how to get past the gold door. I took to wearing a false nose and moustache in public.

By this time I had started my two year HND in Computer Studies at Bristol Polytechnic. Some of these JIM fanatics even got hold of my

telephone number in Bristol! There was one bloke who kept ringing me up at seven in the morning asking about the gold door, coloured buttons, tap dancing cows called Mavis and so on. I asked him why he always rang me up at seven in the morning and he explained that he worked nights. I told him (in my best "let me sleep.. I'm a student" voice) that I worked days. AND THEN!!!! Gosh, this got me angry. I found out he hadn't actually bought the game. Grrr... Well, he never rang up again, and the cheque he "posted the day before yesterday... honest" never arrived.

Having a shareware program on a magazine cover disk had distributed it to some 50,000+ PC owners. Unfortunately not all of these people registered, otherwise I would be living in tax exile by now. But the letters which KEPT coming in clearly proved that shareware could work.

One of the weirdos who registered went by the name of Alex McLean. In fact he hassled me so much I had to eventually actually put him in HUMBUG as one of the characters - the hacker. If you find the hacker (he stands beside the pedestal under the mansion) try asking him about HUMBUG. But don't toy with his anorak or he could get a rather angry. As an incentive for people to register JACARANDA JIM I said I would answer any queries about the puzzles included in the program if the players included an SAE. Luckily many people did not take me up on the help offer. One thing I did notice, however. Nearly everybody was stuck at one puzzle less than halfway through the game: the gold door.

This struck me as a bit of pain in the neck. I had spent months writing the damned thing and a large percentage of the players would probably never see half the game! Bah! Humbug.

Ping! A flash of inspiration. Why didn't I

write a cheap and nasty adventure game, include a "gold door"-type puzzle and then just have one location beyond the gold door? Everyone would register at the "gold door" point and I wouldn't spend hours coding something hardly anyone would ever see.

You can see why I failed my A levels now, can't you? Least possible effort for maximum gain.

HUMBUG was supposed to be the "cheap and nasty" game, unfortunately vanity got the better of me and the game ended up being far larger and complicated than JACARANDA JIM ever was!

However, when designing HUMBUG there were some features I included which I had misplaced in JACARANDA JIM. The most obvious of these was the open plan nature of HUMBUG. I liked the idea of showing people they were going to get their money's worth if they registered the game. Also, if

locked doors are found there are, generally, not too many locations behind them. In that way large sections of the game are not missed by the more amateur player because of the "gold door" scenario. JACARANDA JIM definitely suffers from a very linear plan; one only needs to look at the map supplied upon registration to realise this.

I also wanted to include many objects that the player could mess around with. I think it is quite fun to find bizarre objects like lard and (broken) particle accelerators lying around the place. As for the trombone and the terrapin - I'll leave that to your imagination.

So far I have written four shareware programs: two arcade, and two adventure. The adventure games have been many many times more successful than the zappetyzap type of games. I think adventure games are particularly

well suited to the shareware market, as there are clear benefits in registering: the latest version, maps of the game, a hints sheet and so on. I have also been able to incorporate players' ideas and thoughts into the games.

For example, it is now possible to kiss the shark in the pantry, and even wiggle your bottom and waggle your eyebrows! The average arcade game player has no obvious reason to register the program. So, on the whole, they don't.

The disadvantage of shareware is that people don't believe I exist, think I might take the money and run (now, there's a good idea!), or

ring me up at seven in the morning asking how to get past the gold door. But it's fun writing shareware, it's fun hearing from people getting into the games, they tend to say nice things in letters and on occasion have

even sent Christmas cards!

The problem with adventure games is that they take an enormously long time to write. I think HUMBUG took about a year to write - admittedly this wasn't full time, but it was a long time compared to writing a Tetris or Pacman clone. A lot of HUMBUG players are writing to me now asking if I have anything else in the pipeline.

Frankly the thought of spending another year writing an adventure game makes me feel very drained. I also have this stupid "vanity" thing about my next game having to be better than the last. Jeez! I wish I didn't have to feel like that. I would love to write a cheap and nasty adventure game (I might even call it "C.A.N") and buy a camel with the proceeds, but I cannot see it happening. It would start all ticketyboo and then I would start adding things,

...I think it is quite fun to find bizarre objects like lard and (broken)particle accelerators lying around the place. As for the trombone and the terrapin..."

and then... "Ooooh! How about MCGA graphics?" and so on...

So what am I up to now? Well, late last year I received a large parcel from a player of my games - Dr. Alan Solomon. Alan is quite a well-known figure in the PC world, and an acknowledged expert on the subject of viruses. It turned out his daughters were big fans of Alan the Gribbley and Wibbling Wilf (one of my arcade creations). Not only did Alan enclose a packet of cheesy biscuits, but the immortal words "If you're looking for a job, give me a ring".

I had just spent the last six months working at a firm that made lavatories for aircraft. Of course I wanted a job! The Fairy Godmother waved her wand and I am now a programmer for S & S International, makers of Dr. Solomon's Anti-Virus Toolkit (plug... plug).

Because I am working all hours of the day at S&S I do not have a lot of time to do my own programming. I was working on a couple of new ideas, but these have had to be put on the

backburner for a while. One thing I have tried to do, however, is promote my games abroad.

The advantage of living in England is that people in America, Canada, Australia, and so on speak English also. The disadvantage is that these people do not share the same currency, and it is quite frustrating for them to register foreign programs. For that reason I have recently signed a deal with a well-known American shareware games author, Nels Anderson. Nels handles the American side of things, and I am currently hoping to find similar people to help support the games in other parts of the world. No one said it was easy being a shareware author. You have to promote, promote and promote again your games if you are going to get registrations.

Although I never live at the registration address in Camberley, all the mail there is passed on to me. So please don't ring me up there, because my dear mother knows nothing at all about computer games, or how to get the sock out of the trombone!

LAURENCE CREIGHTON TALKS ABOUT ADVENTURE-WRITING

For me, to write an adventure, the first thing I need is a germ of an idea - not the full storyline, just an idea (or even a provisional title).

I then take a large sheet of paper (preferably A3) and start drawing interconnecting squares (which will be the locations). I look at this lot and THEN decide what will be what, and which locations will be 'inaccessible' (i.e. a locked door, a force field etc.) preventing access. There is NO way I can develop my theme by looking at this bit of paper: I must do it on-screen.

What really gets me going is the introductory screen where I give the player a précis of the game. After that I develop what I

call 'blocks of the game' at a time. By this I mean I work at, say, 3 or 4 interconnecting locations and complete all the puzzles relating to them. If an object is required which is only to be created much later on (and in real play the player would have to come back with it) I list that object as 'carried' so I can work with it. Later on I mark it as to be created. I find this works well for me.

It is only when I'm 'on-screen' that ideas flow into me! I could be working on a puzzle when another idea would hit me, and I'd have to create another object, or maybe even delete either an object (or modify it) or amend a message.

The first thing I do when all the 'areas' are completed is to get the game to 'work'. That is, I must be able to go from start to finish and everything must work right. I must find the concealed objects, obey the parameters laid down etc. etc. At this stage I haven't put in the messages like 'That has been done' or 'Don't be mad' or similar. In other words, it's just a skeleton. Once I'm happy that it all works or 'comes together' I start dressing it up with more messages to make the game more friendly. In my opinion nothing makes a game worse than getting a constant stream of 'You can't' or 'You see nothing special' so I try putting in a reply for almost everything - sometimes humorous, sometimes sarky!

It's only after I've done all this that I start

enhancing the location descriptions, and even enhancing the messages. And after I've done all that, then polishing up the actions and conditions. When all that is finished, I play-test it about 10 times (no lie) making notes on what to rectify/improve. Eventually my notes get less and less. When I'm able to play the game blindfold, I then let Andy loose on the game. To save time, he doesn't map it: I guide him through, but he works at it and the puzzles and again I make notes after hearing his 'thoughts out loud'. Often he comes out with inputs that I hadn't thought of. One more run through after that, and it's a wrap.

Usually it takes 5-6 weeks a game. And I work with 5 various reference books. I love writing and will continue as long as I can.

FEDERATION II

by Kirm

One evening in October, whilst thumbing through old computer magazines, I spotted a small advert for the "On-line" bulletin board, and so I was introduced to my first experience in Multi-User-Games - or MUGs as they are called by their pals. Federation II was like nothing I had ever played before, and was to become my blinding addiction.

This text only MUG begins by asking you to select a name and sex for your player as well as vital statistics, specifically Strength; Stamina; Intelligence and Dexterity. The values you choose for these statistics will dictate what tasks your player is capable of performing - but, as with all things in Federation, statistics can be improved with sufficiently LARGE amounts of hard cash.

The aim of Federation II is beautifully simple - to become the wealthiest of the wealthy. With wealth comes power, and with power comes more power. A table of the six most powerful

players (the conclave) is automatically maintained, so that all other players know upon whom they should impress their grovelling.

When you first enter Federation Dataspace, you will be the lowliest of the low, in the gutter, and virtually penniless; a Groundhog. Your first task is to get yourself a spaceship in order to get promoted to a "Not so lowly, but very overdrawn" Commander. Now the game starts properly - you must earn enough money (Imperial Groats) to repay the loan for your well loved spaceship, in order to become "an almost acceptable" Captain.

In the early levels of the game, money can be made by taking "jobs" transporting goods from one of the seven planets to another. Jobs are advertised in all cafes and bars on each of the planets in Federation Dataspace. Also, you may have the fortune of being offered a contract by a wealthier (and therefore truly great) player.

As you progress through the ranks of Commander, Captain, Adventurer, Trader, Merchant, Journey Person and Guild Master (or Maitresse for the females out there) - you will find that you are gradually allowed to do more and more. For example, Traders can visit the Trading exchanges on each planet, buying commodities cheaply; storing them in their warehouses, and selling them elsewhere when prices are high, while Merchants have the power to start up their own company; build factories and produce their own commodities to be sold in the Exchanges.

When you reach the soaring height of (GASP... shock) Explorer, THEN the fun starts! This is where you can "build your own planet", complete with bars, trading exchanges, hospitals, shipyards, insurance brokers and on and on... Obviously, planets take a fair old wadge of groats to pay for, BUT if you get it right and enough people visit, your investment should be fully repaid. Meanwhile, you can happily concentrate on becoming the one true political supremo in Federation Dataspace... "but that", as they say, "is another story"!

The challenges in Fed should not be viewed in isolation. Every MUG is ultimately judged by the level and friendliness of players regularly participating. Fed is not short on helpful players. Experienced players will always be looking out for newbods (Groundhogs) to help along and mould into images of themselves, so expect lots of offers of help. Indeed, many puzzles in Fed require two, or even THREE players to solve, so it is heavily in your interests to be a good, friendly dude!

Federation has a strong social side. "Chez Diesels", (CDs to friends) on Mars is THE social centre of the universe, and is the perfect place to meet experienced Federans. It is a good idea to buy copious amounts of Ale and Pizzas for your pals, as well as sharing lots of kisses, cuddles, gropes and fondles. Sex is not a barrier in Fed. If you feel like kissing a Federan of the same sex, go ahead and kiss them! They'll enjoy it! Fed is a fun and friendly place to be (mostly)!

Federation II provides an ever-changing challenge. As soon as you find you have become proficient at one skill you discover that you now need to learn another. There are many hidden doors in Federation II, and after 3 months of playing - some of those doors have only just become apparent to me. Although there are many difficult puzzles to be solved in order to progress through the 17 ranks in Federation II, it is not imperative that you solve them all... always remember your rich money grabbing buddies in the Conclave... if you are rich enough then you may be able to bribe one of the Conclave to tell you their secrets and save you a lot of bother - but then WHO'S THAT RICH?! Alternatively, you could seduce one of the conclave to help you, or perhaps cash in a previous favour!

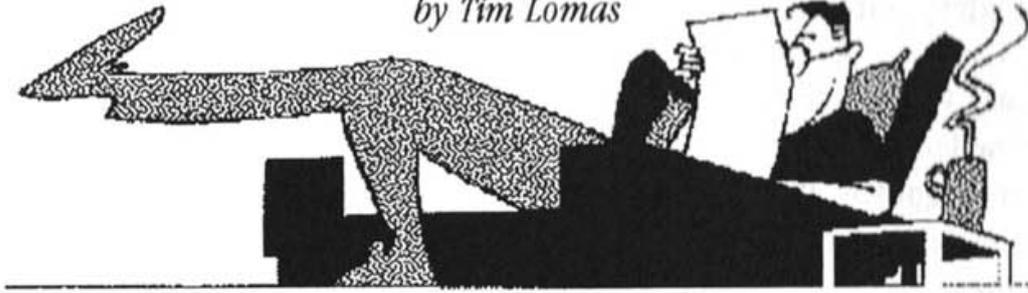
Newbods, type : COM HELP ME PLEEEEEZE!!
when you first arrive! Cya soon pals! :-)

Red Herring subscribers are offered one free hour's play... all you have to do is to log on and identify yourself.

Federation is now over 4 years old. It originally appeared on Compunet, and has also appeared on (the now defunct) Microlink; (the now defunct) Matrix; the huge GENie service in the US; CIX; and now the "On-line" system. The On-line system is run by the people behind Federation from the early days. You can play Federation II on the On-line system by dialing 081 539 6763, 24 hours a day. RS232 settings are a standard 8-N-1, and you will find that most baud rates are accepted.

PLAY BY MAIL

by Tim Lomas



Time to lay hands on the keyboard once more, four issues down and our beloved editors still haven't got sick of me. Onwards and upwards as one of my favourite GMs is fond of saying.

Not too much news around at the moment, Quest of the Great Jewels has just begun an all Compuserve game which yours truly has got himself into, I haven't been able to play this since the UK postboxing service collapsed in 1988, 2 turns processed by the new company and who do I find myself bumping into? Only the games original designer! Oh well, it's all or nothing, I've got agreements with my other neighbours so it's time to launch an attack on him. I suppose it'll look good when I write the diary article for Flagship that I've been asked to do. I've just got the second turn while I was writing this article, it's going awfully well, one of his leaders was killed, another one got set up to be killed this turn and I finally got in touch with my only neighbour that might side with him against me. With just a bit of luck I'll have him persuaded to remain neutral in this present conflict.

The other news (also from the States) that's come to my flapping ears concerns Fantastic Simulations, a firm I played a lot with in the late '80s, they ran a rather good space combat game called Fleet Maneuvres (yes, I know that spelling is wrong but that's what it's called, they're American), they collapsed in some confusion sometime in the last 2 years (I did say some confusion) which was a shame as I'd always quoted them as being the firm with the

best service in the hobby. Apparently the firm has been bought out and is getting going again, I'm told by some of the US players on CIX that they've had letters telling them what's going on but I've heard nothing. Maybe it's time to see if I can get another game.

I trust you all found the advise last issue on choosing your first game to be useful? Having heard nothing I'll assume you did and carry on with some more beginners advice, this is the 'Now I've got a start-up, what do I do next' article.

The problem I face now is that this advice is rather different depending on the type of game you're playing, with a core of advice that applies to all of them. The only way to cover as much as possible is to do the general stuff then cover the different types of games one by one...

Your first startup drops through the letterbox and onto the doormat with a hefty thump (first turns tend to be heavier than others, they often include various startup materials that come just once at the start of the game). The first urge is to grab the letter, rip it open and start writing a turn, bad idea people. The first thing is to get comfortable, this might take a while. Grab the armchair and a cup of coffee, settle down and open up the envelope. Take stock of what's inside. The first thing you'd better check is the return date, if it's a deadlined game (and therefore there's a day your orders have to be back with the GM) then it's imperative that you make sure you post them in time. Always allow at least 2 days for the post office to get the letter there, preferably 3. I don't care what they say,

I've had orders miss deadlines when they've been posted the day before. If you're just playing one game then it's easy to remember when your orders are due, if you're playing more it's often a good idea to have some sort of system. Personally, I use a calendar with deadlines marked in green and dates I have to post by in red, along with a post-it note on each file to remind me. If you're just playing one game then it's easy to remember when your orders are due, if you're playing more it's often a good idea to have some sort of system. Personally, I use a calendar with deadlines marked in green and dates I have to post by in red, along with a post-it note on each file to remind me.

Having done that it's time to enjoy yourself, empty out the envelope and see what you've got, there may be maps, information sheets, rules, hint sheets. Read the lot, in the case of information sheets or rules read them twice, the same holds for hint sheets, many games will have hints on your first turn, after all they don't want you to make a mess of the first turn do they?

If the game is one that requires mapping (which most do) then now is the time to start off your map. If it's a hex map you're better off using hex mapping paper, it's damned difficult drawing hex maps yourself, square maps are easy, you can just use graph paper for that if you need to. Another option, of course, if you have a computer is to use a mapping programme of some sort. There are a few packages which are useful for some types of mapping and there's another one currently in test which will allow most forms of hex and square maps.

The most important thing to remember at this time is that you need to understand the rules. You won't understand the intricacies of them all but you should certainly know the basic rules and have a working knowledge of as much of the rest as possible.

Having run through generalities it's time to

write your first set of orders. You've read all the stuff that came with the turn, you've got time to write and post your turn to get it in in time and you've drawn any maps you need to. Now we separate into three types of games, there are others but these 3 should cover most games you're liable to start with.

The first type and the easiest to cover are the games which provide order cards. The ones which come to mind as examples are Monster Island, Lords of Sylrania and It's a Crime. In general these tend to be the less complex games (that doesn't mean worse, just less complex). This really doesn't need much explaining, you've got a limited number of orders you can give, on the first turn this will be even more limited because some of the orders will only be possibly later on. It's simply a matter of deciding which orders you want to give and filling in the blanks. One point which should be made is that it's usually a mistake to leave blank spaces. If you find you have less orders than you are allowed then have a look to see if you can throw in a few scouting orders or something that doesn't take any resources, you might get something for it and if you can fill up the card with orders that take very little of your precious resources it can't do any harm...

Type number 2 is the type with either a custom printed order sheet at the end of your turnsheet or a preprinted order sheet, obvious examples here are Vorcon Wars for the first and The Weapon for the second. In this case the advice is much the same as the first type, except for filling it all up, I've NEVER filled a Weapon order sheet up, there are some spaces I've never used at all, scrapping ship components for example. I build many small scout ships at the start and never need to scrap them, they get shot down, that's what I want. They clog up my resources by about turn 6 or 7 so if they haven't been shot I sometimes send them over an ally's world and ask him to do the job for me, saves a

turn taken scrapping and frees my ships for other things. In this case it's simply a question of figuring out what you want to do (and especially taking note of the hints for your first turn, they're written to help you and sometimes contain a list of mistakes often made to help you avoid them) and write them down. Not knowing what game you're playing that's about all I can say about this game.

One comment to make on both of these two types of game is that it's often (as in ALMOST always) a good idea to expand fairly fast, much easier normally to take on neutrals than have to take the same areas from the other players. Not too fast though, if you throw everything as far as you can it might leave you just a bit vulnerable.

Lastly we get onto the hardest game to write first turn orders for, Role Playing games, often these have free form order formats, you write what you want to do and the GM interprets it. The advise here is to try and make sure you understand the sort of game you're getting into, what style of game is it and if an example turn is included, what sort of tone do the orders seem to take?

This is very much a matter of your own style but it's probably a good idea to keep your first turn or 2 reasonably simple while you get 'into' the game. Include a note to the GM telling him/her how you're visualising your orders and asking if that seems right. They should tell you if they think you've got it right or if not what sort of thing they'd expect. Especially in this type of game the GM will probably be fairly helpful in interpretation. If, for example, you order a character of yours with a massive good rating to go off and murder someone for no apparent reason (which you wouldn't of course!) some GMs will stop the order, assuming

you've misread or misunderstood your character. They may do this in the turn in an 'in character' form, maybe he has second thoughts and wonders what on earth made him even think of such an action. Some GMs might allow the order, I wouldn't personally and most GMs I know wouldn't, the last thing they want to do is allow you to wreck your characters like this at the start.

In an RPG you'll probably spend time (often many turns) getting to know the game world, wandering round a town, chatting to other characters in bars, checking out guilds, all that sort of thing. Remember you want to know something of the background to the game before you start doing the more adventurous stuff.

I trust that's given you a little more confidence for the start of the game I'm sure you're all just about to enter? As I've said remember the GM is

there to help you understand his/her game as well as to run it, especially in RPGs. If you have questions then ask, a good GM will always answer the question and often the other question you didn't ask but he can foresee coming on the same or similar subject. If you don't understand then ask, the question has probably been asked before and no doubt will be again.

Next issue's deadline falls a few days after a game meet I'm planning to attend down in Dorset, it's a Delenda meet (I did a quick review of Delenda a couple of issues ago) and I'll probably use the issue to tell you about that, unless someone asks for something else of course...

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THE BALROG'S TALE



...Balrog, his attention drawn to the area of the 'W.I.' stand by the noise now coming from that direction, glanced up from his copy of 'NAKED GNOMES & ELVES' and was just in time to see Cat's bum vanishing into the distance. "What has that little s*d been up to now?" growled Balrog, rising creakily to his feet and slipping the now-folded copy of 'N.G.&E.' into his hip pocket. "I'll cut off more than his privileges when I get my hands on him!" With that he set off in pursuit of the fleeing cat, albeit at a slightly more sedate pace than was to be expected from somebody hoping to catch a cat who was sprinting for all it was worth.

Meanwhile back at the 'disaster-area' that had been the 'W.I.' stall the stout Welsh lady was tentatively dabbing a wet napkin in the direction of some large blobs of 'sticky brown substance' that were clinging to the left leg of her red satin bloomers... a task she was obviously not enamoured with, owing to the fact that she was not quite sure whether the 'blobs' were remnants of chocolate cake or the result of her sudden shock. A passing tortoise (an escapee from the 'Pet Show' tent) looked up and astonished to see the state of the Welsh lady's bloomers was heard to remark... "Gee, it's a real pity, but I guess that incontinence comes to us all in our old age." With her head averted to one side and her eyes tightly closed, the buxom beauty kept dabbing at the 'blobs'.

To the onlookers Balrog's pursuit seemed pointless as the cat had by now almost reached the safety of the small copse of Ash trees and Balrog himself had yet to cross the village green. However all was not lost because at that very

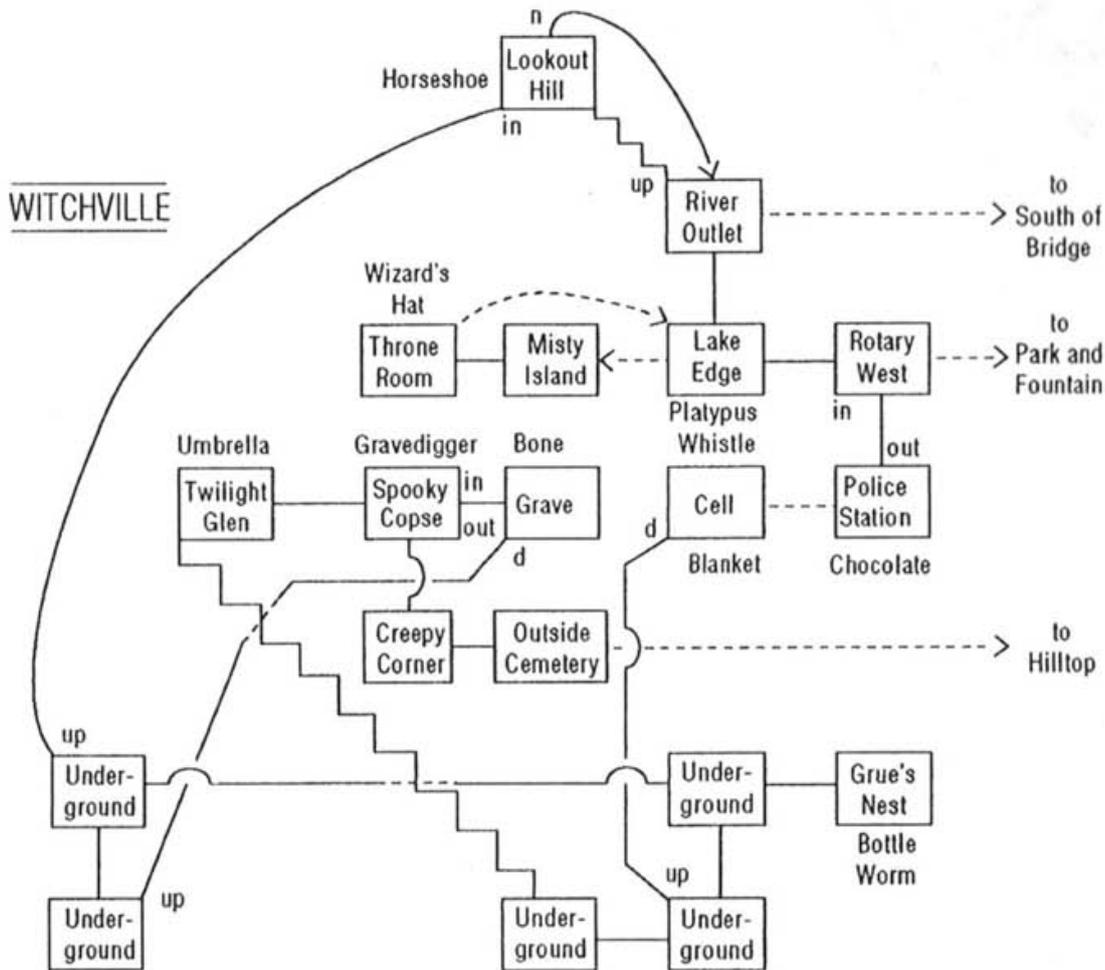
instant Squire Horsfield stepped down the wicket and drove a lovely cover-drive in the direction of southern boundary. "Just what I could do with," thought Balrog spying the approaching red-leather ball and reaching up with a podgy right hand he plucked it out of the air in mid-flight. "Jolly well done!" cried Tim who had been fielding nearby, "Bloody fine catch old boy!" and Squire Horsfield slunk off dejectedly as the scorer chalked up a large 'duck-egg' next to his name on the scoreboard.

Balrog shook his head in bemused amazement as a ripple of applause echoed around the village green and then wiping the ball on the seat of his pants, took aim at the fleeing cat and let fly... the small red-leather ball rose into the clear blue sky and, for what seemed like an eternity to all who looked on, travelled in the general direction of the small copse of trees before plummeting downwards towards its target.

With his breath coming in short pants and the sound of... "Run, you tw*t! Run!" resounding in his ears, Cat glanced over his shoulder at the cockroach who was clinging for dear life to his tail, whilst entreating the cat to make all possible haste in the direction of the safety of the trees. It was at that precise moment that he first spied the incoming missile and the 'pain' it was about to bring down on him. "Oh sh*t!" hissed the Cat, between clenched teeth, before making one last frantic effort to reach the group of Ash trees and the relative safety of their overhanging boughs. Meanwhile at the tip of his tail a small cockroach clung on for dear life and prayed that Balrog's aim had not been true...

WISHBRINGER

Solution by Ron Rainbird, played on the Atari



FESTERON VILLAGE

Start on Hilltop. In, Wait - Take Envelope - Out, W, W - Yes - N - Wait - Give Envelope To Gravedigger - Wait - Go Into Grave - Get Bone - Out, W - Get Umbrella - E, S, E, E, E - Give Bone To Dog - N - Wait - Take Note - N - Examine Fountain - Get Gold Coin - W, In - Wait - Wait - Wait - Get Chocolate - Out, E, E - Read Schedule - E, E - Get Seahorse - Throw Seahorse Into Sea - W, N - Get Shell - N, S, S, S, N, W, W, N, In, Out, N, W, S - Read Message - N, E, N, N, E - Break Branch - Up, W, N, Up, E, S, Up - Open Door - In - Wait - Wait - Give Envelope to Woman - Open Envelope - Read Letter - Wait - Take Can - Examine Can - Out.

WITCHVILLE

Down, N, W, Down, S, E, Down - Drop Shell and Umbrella - Get Branch - W, S - Open Can - Get Can - Squeeze Can - Get Stone - Drop Can - Open Toll Gate - S, S, W, S - Put Branch In Pit - Lift Branch - Drop Branch - Dig In Sand - Get Whistle - Blow Whistle - W - Bow To King - Take Wizard's Hat - Wait - Blow Whistle - E, In - Wait - Wait - Get Stone and Blanket - Move Bunk - Down - Drop Blanket - Up - Get All Except Bunk - Down - Get Blanket - N, E - Put Blanket On Baby Grue - Open Refrigerator - Get Bottle and Worm - W, W - Push Stump - Up - Get Horseshoe - N, E, E, S - Examine Mailbox - Open Mailbox - Get Leaflet - Wait - Wait - N, W, N, N, W, S, S - Put Worm In Fountain - Get Token - E - Give Miss Voss Gold

DUNGEON QUEST

Solution by Dave Barker, played on the Amiga

Weary from travelling and devoid of all questing gear, with a near shipwreck and a band of pirates to help you along toward poverty, you find yourself without sword or armament deep in a forest.

SOUTH - dense part of the forest by a stream. SEARCH - you find a discarded playing card. GET CARD, LOOK CARD, SOUTH - to an ill-travelled path. SEARCH - you find an ancient, rusty broadaxe. GET BROADAXE - although I don't think it is really needed. EAST - the centre of a small village.

EAST - the stable's windows are boarded, the double doors are shut and securely padlocked. SEARCH - there is a doormat under which is a key. DROP BROADAXE - GET KEY, USE KEY - the key fits and the doors open, but the key breaks. ENTER - inside you see three starved horses. The ground is covered with rotting hay. SEARCH - you eventually find a coin. GET COIN, WEST, GET BROADAXE, WEST, SOUTH - a run-down tavern.

ENTER, GO BAR - the bartender addresses you. SAY - the bartender says, 'Look stranger, there is nothing left that's worth anything in this town. Ever since 'he' came to the old castle, everything's been dying off.'. SAY, NORTH, EXIT - you are back outside the tavern.

NORTH, WEST, WEST - the bank of a wide, slow-moving river. The cloaked ferryman is nothing but a skeleton. ENTER, WAIT, WAIT, WAIT - the spectre takes the coin from you in payment. Eventually you are on the opposite side. You can see a large rock. DROP BROADAXE - there is a carrying restriction in this adventure. GET ROCK, EAST, SOUTH - by a castle moat. The control lever for the raised drawbridge is out of reach.

THROW ROCK - if it misses the lever and the drawbridge does not come down then go back to the river and get another rock. SOUTH, SOUTH, WEST - to a largely-empty room. Amongst the debris you can see a flint and a shield. GET SHIELD, GET FLINT, EAST, SOUTH, SOUTH - you are in a great hall, upon a writing table is a candle. LOOK TABLE - you can see a quill, a dry inkwell, a half-finished letter, and a candle. GET CANDLE, GET PARCHMENT, READ PARCHMENT - it appears to be part of a letter. The letter stops in mid sentence, mid page.

EAST - in this bedroom, a young woman is crying softly. She says, 'Beware. Listen carefully or you are doomed. I have only a little time. Don't look into the amulet. You must...' She looks up and screams in terror. Then she begins to fade away like a ghost. In a few desperate words she gasps, 'The sword is the key. Use the sword'. You can see a rose in a small vase. GET ROSE - you notice a tiny card on the coaster. READ CARD - it says, 'For a good time, call Cricket'. SEARCH - the coaster is a small papyrus codewheel. GET CODEWHEEL, EXAMINE CODEWHEEL - on the back is a handwritten note, 'Help! I can't get out of the dungeon, Jerr'.

WEST, SOUTH - you are in a long hall. You can see an emerald ring. GET RING - it seems to glow with a light of its own. SOUTH - to the centre of an overgrown garden. SEARCH - you find an old torch. GET TORCH, NORTH, WEST - to the castle's throne room. SIT, SEARCH THRONE - you find a small cloth sack. GET SACK, I - you now have a sack containing Dragon Nip, which all dragons crave.

EAST, NORTH, NORTH, NORTH, EAST - to a dining room, there is a razor-sharp sword here. GET SWORD, EAST, SOUTH - to a secret stairwell, but it's dark, and you cannot see. SEARCH - carefully you step past the wall and into a hidden room. Your torchlight reveals a stairwell which leads down into the darkness. DOWN - to an underground chamber with two doors. The one to the right has a small sign, written in some strange language.

USE CODEWHEEL - the inscription is decoded as, 'Beware of the Minotaur'. WEST - this seems to be a dead end. SEARCH - you realize that the north wall is an illusion. NORTH - to an odd-looking room. There is a small hole in the west wall. You smell burned brimstone. LOOK HOLE - another illusion. WEST, WEST - the edge of a vast cavern, across which is a stone tower whose lowered drawbridge spans the abyss. Suddenly a dragon appears in the tower entrance.

THROW SACK - his eyes focus on the sack. You toss it into the abyss and the dragon jumps after it. WEST - at the entrance to the centre portion of the underground chamber. SOUTH - you open and enter through vast double doors into some kind of temple and an idol. At the edge of the ring of coals that surround the idol is a small, nearly charred book.

READ BOOK - the cover bears a nearly obliterated title that reads, 'ESBHPO DPMTUSVDUJPM TFU', and in smaller letters underneath, much easier to read, 'WFSTJPO 1.0'. USE CODEWHEEL - the title is decoded as, 'Dragon Construction Set, version 1.0'. SOUTH - JUMP - you leap the ring of coals and land behind the idol. You can see a small door with no doorknob, handle or lock. LOOK DOOR - it appears to be a flat plate in the wall. Beside it is a small metal box. USE SWORD - you hack open the cover. You prod the keys randomly, suddenly the metal door opens.

EAST - a sign that obviously once adorned the metal door lies on the floor at the entrance. READ SIGN - 'MBCPSBUPSZ'. USE CODEWHEEL - the sign is decoded as, 'Laboratory'. SEARCH - in a far corner, cowering under a table, you find a person. LOOK PERSON - he pleads, 'Don't kill me. Please don't kill me'. LOOK PERSON - 'You killed my beautiful dragon', he whines. LOOK PERSON - the man asks that you go away and leave him to his experiments.

ASK PERSON - It appears that you have found out what was wrong in this land. But what are you going to do about it. RESET COMPUTER - you turn off the computer. Congratulations! You have vanquished all evil and won the game!

DANGER! ADVENTURER AT WORK

Solution by Phill Ramsay, played on the Amstrad

In this very funny adventure by Simon Avery, you play an adventurer who must find a quiet place in which to play an adventure without interruptions. The game is up to Simon's usual high standards, is eminently playable, and well worth the asking price from WoW Software.

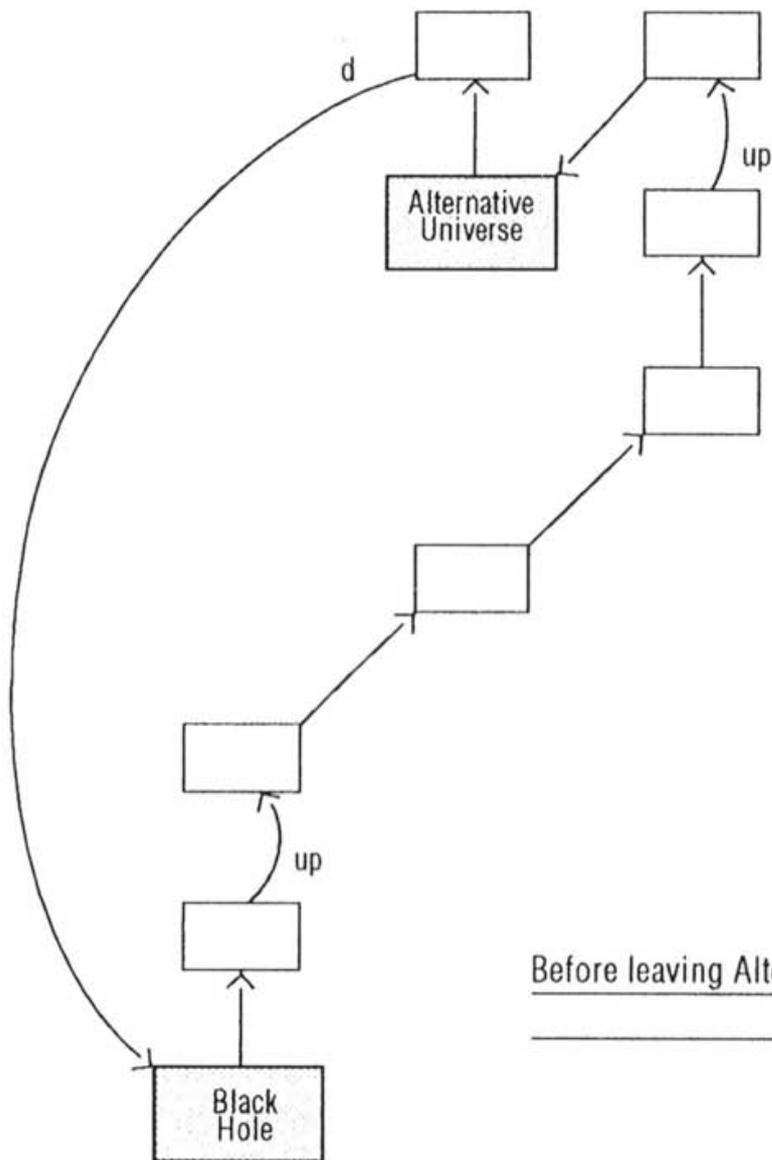
Get Stool - Throw Stool - Climb Window - Get head - E- Enter Booth - Get Rope - Out, N, E - Get Torso - Get Bull - W, S, E, S - Look - Get Boltcutters - N, W - Enter Booth - Exam Telescope - Cut Wire - Get Receiver - Out, E, E - Get Lleg - Exam Fence - Kick Slat - Look - Get Seed - S - Talk to Witch - Give Receiver - Get Broom - N, E, Down (the Communist kipper is a red herring) - Exam Lady - Get Tube - Up, W, W, W, W, W, W - Give Broom - Look - Get Needle, E, E, E, N - Give Needle - Exam Dung - Get Coin - N - Get Leaflet - S, S, W, W, W, W - Get Bucket - E, E, E, E, E, E, Down - Fill Bucket - Up, W, W, W, W, W, S - Exam Engineer - Give Bucket - Get Dynamite - N, W, W, S - Get Rarm - Enter Cave - Get Rock - Get Gold - Lobe Dragon - Look - Get Adventure - Out, S, In - Get Larm - Give Leaflet - Out, N, N, E, E, E, E, N, N, E - Drop Rock - Push Humpty - Get Eggshells - W, S, S, W, W, W, N - Get Rleg - Give Eggshells - S, E, N, In - Exam Sign - Give Gold - Out, S, W, W, N - Give Coin - N, N - Loun Bench - Look - Get Pills - Make Monster - Attach Electrodes - Throw Switch - N - Exam Brick - Pull Brick - Look - Get Matches - Exam Chasm - Throw Seed - Look - Give Adventure - E, E - Cut Rope - N - Pull Nails - Get Flashlight - On Flashlight - E - Wear Tube - Swim - E - Drop Dynamite - Light Dynamite - W - Wait - Wait - E, S - Exam Fireplace - Turn Brackets - E, E - Eat Pills - Ride Pony.

LOUN is a special abbreviation used by Simon for LOOK UNDER
LOBE is a special abbreviation used by Simon for LOOK BEHIND

MONSTERS OF MURDAC

Maze by Joan Dunn, played on the Spectrum +3

THE "PITCH BLACK" MAZE

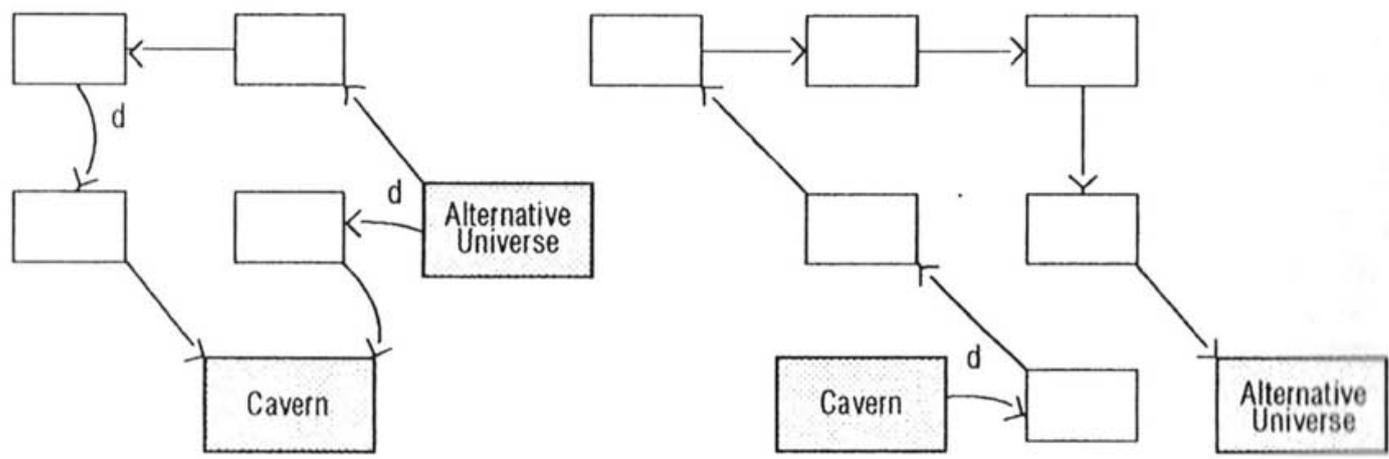


To and from the Alternative Universe and the Black Hole.

When you move from the Alternative Universe, the direction is random so either make your way back to the Alternative Universe or restore until you go North.

Before leaving Alternative Universe each time, type OOZELUMNY.

To and from the Alternative Universe and the Cavern





ZOGAN'S REVENGE

After Zogan was defeated at Bolimol he retreated with the remaining orc army and marched into Freand!

He set up camp at the far side of Battle valley and began his new campaign to rid this land of good.

His first target were the mud monsters he believed that if the mud monsters had helped him, he would not have lost the war. Zogan called on all

his magic powers and one by one the mud monsters dried and crumbled to dust! As Zogan became more powerful the evil that burned inside him began to take its toll. The dark force engulfed Zogan, his body and face twisted and distorted into a hideous form. It was at this time that Bogmole, following Zogan's trail, arrived in Freand with prince Eldrin and the dwarf army. As prince Eldrin and the dwarfs marched towards Battle valley, Bogmole decided to visit his old swamp and see what damage had been done. After a short walk he arrived at Black hill. Suddenly, three orcs appeared and surrounded Bogmole. They were about to attack when Randor the dwarf burst forth from behind a tree. He drew his sword and charged into the orcs. Now, badly wounded the orcs retreated up Black hill and disappeared. Randor then explained to Bogmole how he had been sent by prince Eldrin to act as bodyguard and to travel with him on his journey.

YOUR QUEST...

You are Bogmole, the last of the swamp monsters. With the aid of Randor you must hunt down Zogan and destroy him before he commits total genocide on the mud monster race. Gregor, the wizard of Bolimol, has promised to help when he can and Bernard the beaver has already entered Freand and is now searching for you...

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GOLDEN WOMBAT OF DESTINY

Solution by Sue, played on the PC

For days you have been wandering aimlessly beneath the merciless sun. Your quest is to discover the Forbidden City of the Great Lost Empire and to unearth the mysteries which it contains.

It is said that a mighty civilisation once held sway over the land until they were wiped out by some dreadful plague. Some say that the wise men of the Empire delved too deep into the Book of Knowledge and unleashed upon the world some nameless horror which doomed them to eternal damnation. There is a legend that tells of wonderful things which lurk within the City's high walls and of knowledge which may elevate a man to the level of the Immortals... but the truth of these legends cannot be ascertained unless by entering the cursed City itself...

Start: In a Mangrove Swamp, carrying nothing

N - W - S - E - N (West Wall of City) - N (Outside Doorway) - read sign - look through keyhole - E (East Wall) - S (South Wall) - read graffiti ("S, S") - S - S (you stumble on something!) - examine mud - pull ring - D (Dark Tunnel) - N - N - N - U (City Square).

S - S - S (Crossroads) - read sign - E - S (Ruined Area) - get coin - examine statue - examine column - read inscription (it's worn but you can read part of it) - N - W - N - N (City Avenue; there's a slot in the wall by a door) - put coin in slot (door opens) - W (Death Ray Room) - examine bottle (warning not to open it) - get bottle - examine machinery (lever, slot, flange, spike, button) - pull lever (jammed) - look in slot (there's something in it but you can't reach it) - push button (Zap! A flash passes from the spike into the ground).

E - S - S - W - S - S (A Mangrove Swamp with a pearl) - E (Alley; note the lookout building above with a window) - W (Now it's a Wombat Grove) - E - W (A Shimmering Place) - E - W (you find out the room was The Room of Lesser Hallucination, but it's now shut down) - E - S (Dome) - read notice (do not go south) - S (Dome; a termite leaps in front of you) - read sign (do not feed the term...) - E (termite stops you) - N - N - W - N - N - E - N - N - N - E (Alley with a flap in the wall and a skull) - open flap (tightly shut) - get skull (Ouch! An ant jumps out of a crack and bites you before you can get the skull) - E - S (A Cul de Sac with a sleeping wombat).

Waste moves until it gets dark on move 90, then... Shout at wombat (it wakes) - N (it follows you) - W - W - S - S - S - E - S - E - N - N - W - N (Kennel Room; the wombat leaps into its kennel and kicks out a leaflet and a card) - get card - examine card - get leaflet - examine leaflet (it's folded) - open leaflet - read leaflet (a quotation from As You Like It).

S - E - S - S - U (Landing in Tower; there's a slot in the west wall) - put card in slot (a gap opens) - W (Lookout with a high window) - throw bottle through window (good shot!) - E - D - W - N - W - W - S - S - E - S - S - E (termite has gone) - N (West Courtyard; dead termite is here) - N (NW Courtyard; the broken bottle is here and you see a square incised into a stone in the wall) - E (NE Courtyard; there's a similar stone here too) - examine stone - read stone ('do not push') - W (NW Courtyard) - push stone (it clicks into the wall, then reappears) - E (NE Courtyard) - push stone (it swivels) - examine stone - read stone (the history of the city and the story of the Empress) - S (E Courtyard) - get coin.

S - W - W - N - N - W - N - N - E - E - S - E - U - U - U - U (A Nasty Room with a nameless horror. Remember the leaflet and the story of the Empress...) - kthalak Rosalind (the horror vanishes, a vision of the Empress appears, blesses you and vanishes and an egg is left) - get egg.

D - D - D - D - W - N - W - N - N - W (Death Ray Room) - put egg under spike (you'll notice it's been making

strange noises all this time) - push button (a flash passes from the spike to the ground through the egg. The egg and its sinister contents are vaporised, leaving a pearl) - get pearl.

E - S - S - W - S - S - E - S - W (Dome; you see a funnel in the undergrowth) - put coin in funnel (you seem to have donated to some wombat fund. The racket disturbs a hamster) - get hamster - S - get potto (whatever that is...) - E - N - N - W - N - N - E - N - N - W (Death Ray Room) - put hamster in slot (it emerges with a carrot) - get hamster - get carrot - pull lever (now it moves and you find it's something to do with controlling the life support systems) - E - S - S - E - S - E - U - U - U - U - U (Garret; you see a column, lever and box) - get box - examine box (jewel box) - open box (you can't) - examine column (depression in the top) - examine depression (Square) - pull lever (the lights flicker and you get another message about the life support systems).

D - D - D - D - D - W - N - W - N - N - N - E (Alley; an aardvark has escaped through the flap when you pulled the levers and eaten the ant) - get skull - examine skull (human).

W - S - S - S (Crossroads) E - S - E (Ruined Tower) - U - U - U - U - U (Garret) - put box on column - put pearl in box - D - D - D - D - D - W - N - W (Crossroads) - S... Click!

Welcome mortal. Thou hast done well. At last the curse which has lain upon this unhappy City has been cleansed. Thou has restored the Empress Rosalind to the legions of the blest and purified her name amongst the holy.

Again the time is at hand when Bliss shall be restored to the land and the Golden Wombat of Destiny shall romp once more upon the field of Fate. The skull of the unknown prince is returned to the appointed sanctuary. Your accomplishments deserve reward and the greatest reward is enlightenment.

Since thou has proven thyself worthy of the Secret Knowledge of the Elders, thou shalt now enter the realms of sublime Knowing. But first you must enter the state of Grace which will fit you for such Greatness of Being...

...you hear the familiar incantations of the Khtalaking Ritual. Your body now begins to tremble uncontrollably. Your flesh seems to be changing subtly, becoming coarse and bestial. The air is filled with the stench of decay, corruption and the sounds of heavenly voices. Darkness seeps around you and then... the rest is silence.

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RED MOON (The rest of the hints)

- (18) Turn the safe! (19) Bury the Guardian. (20) To pass XIIIZ, give him the book. Get it back when in Stone House by saying SATARH. (21) In the Tiny Passage, get the medallion. (22) Eat the mushroom to get a suit and mask - wear mask when opening the box. (23) To get spices, say "YES". (24) Wear a cloak. (25) Kill the dog with poisoned meat. (26) Cannot cross the line? Erase it. (27) Remember that chalk will naturalise acid. (28) Use crowbar to remove grill. (29) Bury the reflection. (30) Fill the bottle and give it to Kellf. (31) "OBIS" and "OLLABIN" will gain you a brooch. (32) Wave the fan at the dragons. (33) Do NOT drink the potion until the penultimate move.

DUNGEON ADVENTURE (More hints)

- (10) Wear the yellow collar to get a hammer and nails. (11) Push the rock more than once. (12) Wave staff at skeletons to release dwarf and make a friend. (13) Wave wand at SE entrance to get a chair. (14) Kill dragon with sword, then look. (15) Use the cross to kill the vampire. (16) A pot full of slime will dispose of the goat. (17) When challenged by sentry say "The Password". (18) Blow stick to open the door. (19) In Roc's nest, squeeze the caterpillar, then tie silk rope to get out. (20) Out of Roc's nest, go W, S, and E for a permanent light source, but make sure you have your helmet with you. (21) Smash evil gems. (22) In the chair, press buttons 4 and 9.

PLANETFALL (The rest of the hints)

- (13) Up in the lift, the South and North-East. Make a note of the colour of the flashing light. (14) Fill flask with the same coloured liquid as the flashing light. (15) Empty flask into funnel-shaped hole, note new colour of flashing light, then repeat sequence as above. (16) Down in the lift for a shuttle service. (17) Don't travel faster than 60 on the shuttle. (18) Get new battery for laser and note the number on the accompanying paper. (19) Don't lose Floyd! (20) Bedistor and pliers needed to repair cube. (21) Floyd will get new Fromite board if told to do so. (22) Essential card is in a dangerous room. Floyd will get it for you - but he will pay the supreme price! (23) When miniaturised, set laser to 1 and fire a speck. (24) When giant spider appears, set laser to 6 and fire until weapon is hot, then throw it over the edge. (25) Wear gas mask when entering the room of horrors. (26) When monsters chase you, RUN West, South, West, South - don't hesitate!

TEACHER TROUBLE

Solution by "Kedenan", played on an Amstrad CPC612

SAY TO DILLON "FOLLOW". E. E. E. E. N. N. E. LOOK UNDER PAPER. GET MONEY. W. W. W. GET SHOVEL. E. U. E. E. N. N. LOOK IN CUPBOARD. GET SAUCEPAN. GET BOWL. SEARCH CUPBOARD. LOOK IN DRAWER. GET SPOON. S. E. N. LOOK IN BOOKCASE. GET COOKBOOK. READ COOKBOOK. Note recipe for Sugar Puffs. DROP COOKBOOK. LOOK ON TABLE. GET NOVEL. READ NOVEL. GET CLEANERS DIY BOOK. READ DIY BOOK. Note how to make potent cleaning fluid. DROP DIY BOOK. S. S. GET SHIRT. EXAMINE SHIRT. READ SIGN. Danger Radiation. N. E. E. GET RADIATION SUIT. WEAR SUIT. GET TROUSERS. EXAMINE TROUSERS. LOOK IN LOCKER. GET BLAZER. EXAMINE BLAZER. W. W. W. S. W. W. W. W. W. CLIMB ROPE. You get a necktie. EXAMINE NECKTIE. GET TRAMPET. EXAMINE TRAMPET. OPEN CUPBOARD. You need Dillon with you to survive. GET HOCKEY STICK. GET HOCKEY BALL. GET RUGBY BALL. E. E. E. U. W. W. GET GEOGRAPHY BOOK. READ GEOGRAPHY BOOK. A book which explains map symbols. LOOK IN CUPBOARD. GET MAP. EXAMINE MAP. Staff Room Map. E. E. E. N. LOOK ON FLOOR. GET WASHING UP LIQUID. LOOK ON SHELVES. GET BUCKET. LOOK ON SHELVES. GET DISINFECTANT. S. E. Mr. Rozzley is here - starkers!

GIVE NECKTIE TO ROZZLEY. GIVE TROUSERS 'O ROZZLEY. GIVE SHIRT TO ROZZLEY. GIVE BLAZER TO ROZZLEY. SAY TO ROZZLEY "HELP". He gives you a mallet. READ BLACKBOARD. How to make concrete. W. W. D. D. E. S. W - Staff Room. USE MAP to find your way to the Centre. GIVE MAP TO EVANS. FOLLOW EVANS. SAY TO EVANS "HELP". He gives you the Medium Key. S. W. W. N. READ SIGN. HIT BUTTON WITH MALLETT. Everyone has gone out onto the Playing Field, so you can now get in to the Secretary's Office. S. W. W. N. N. SEARCH DESK. GET ALL. S. S. SAY TO DILLON "STAY". At the Assembly Hall.

Around this time the Dinner Bell rings. From Assembly Hall go S. S. S. S. Can only leave school at Dinner Time. SAY TO LOLLYPOP LADY "HELP". She sees you across the road. E. N. SEARCH COUNTER. BUY SUGAR. S. E. SEARCH COUNTER. BUY LAXATIVE. W. S. SEARCH COUNTER. BUY RICE. N. W. SAY TO LADY "HELP". N. N. N. N. Back at the Assembly Hall where you have to make a limited number of moves do do above until Dinner Bell rings again.

From Assembly Hall. E. N. FILL BUCKET WITH WATER. S. E. E. E. N. N. W. U. E. E. N. E. S. UNLOCK DOOR. E. Don't take Dillon in here with you. Mr. Wood is in here trapped in a bubble near the ceiling. DROP TRAMPET. JUMP ON TRAMPET. BURST BUBBLE WITH PIN. SAY TO WOOD "HELP". He gives you calcium carbonate. MIX FLUID IN BUCKET. N. W. S. W. W. W. W. THROW FLUID AT BODIE. S. GET BEEKEEPING OUTFIT. WEAR OUTFIT. N. E. E. D. E. S. S. W. W. W. N. FILL BUCKET. S. E. E. E. E. E. MAKE CONCRETE WITH SHOVEL. FILL RUGBY BALL WITH CONCRETE. W. W. N. E. UNLOCK HUT. S. GET PENKNIFE. N. W. S. W. W. W. N. FILL BUCKET. S. W. W. N Grizzly Dinsdale won't let you past. DROP RUGBY BALL. N. Hockey Field, with Mr. Woodward tied to Hockey Goal. Hanging over him is a huge fat female alien. If you move in and cut the ropes, you will be squashed by the alien! DROP HOCKEY BALL. HIT HOCKEY BALL WITH STICK. A direct hit on alien! CUT ROPE WITH PENKNIFE.

SAY TO WOODWARD "HELP". He gives you a piece of string. S. S. E. E. E. E. N. N. W. U. E. E. N. E. E. E. UNLOCK DOOR. S. SEARCH DESKS. One desk has a drawer which appears to be stuck. It has no handle, but a nail is sticking out. There is a sudden crash behind Ernie as a heavy HINT is dropped. READ HINT. If only Ernie had something to tie to the nail!! TIE STRING. PULL STRING and

out pops Mr. Sharpe. SAY TO MR SHARPE "HELP". He gives you a Jam Jar. N. W. W. W. S. W. W. D. E. S. E. E. You must be wearing Beekeepers Outfit. SEARCH HIVES. FILL JAM JAR WITH HONEY. MIX INGREDIENTS IN SAUCEPAN. EMPTY SAUCEPAN INTO BOWL. W. W. S. W. W. N. HIT BUTTON WITH MALLET. To get into Secretary's Office again. S. W. W. N. N. KNOCK ON DOOR. Mr. Bennet answers. GIVE NOVEL TO BENNET. E. LOOK ON DESK. GIVE BOWL TO MORRIS. He gulps down the Sugar Puffs and dashes off to the loo! SEARCH DESK. GET THINGY. W. S. S. SAY TO DILLON "FOLLOW". E. N.

As Ernie and Dillon rush into the boy's toilet they are met by a flash. There is a scream of sirens as the police surround the pervert and take him away to the Lock-Up... CONGRATULATIONS BOYS.

CONQUESTS OF CAMELOT: Part 4

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

You will now be arriving by sea at Gaza. Ignore anyone except Hazim at the Port. Go with him to the Scholar and ask about Galahad, the Goddesses and the Guardians. Take careful note of the symbols he draws in the sand. You may eat and drink with him in complete safety. Leave the garden and go to the hill above Gaza. Again, ignore anyone you may meet there. Go down to the box canyon and then, using your Lodestone, go East to enter the desert. Go South once and then East to a small pool. Take no notice of the man there and do not drink from the pool. It is poisoned! To frighten Jabir away, draw your sword. He will, however, be waiting to ambush you later. Head East around a Wadi, then North to some stone stairs and South to the Pool of Siloam where you may drink. Go back to the Stairs and carry on in the same direction. Watch out for Jahir if he hasn't already tried to ambush you. Go to the Walls of Jerusalem but be sure that you have sheathed your sword. Do not get into a fight with the Arabs at the Zion Gate - instead you must bribe them, then follow the Walls until you come to the Jaffa Gate. On entering the bazaar, a thief will take your purse. Do not try to pursue him - it is hopeless! Find Mohammed and sell him your Mule. Mohammed will give you a fair price for it.

The next steps could be complicated and there are several ways of completing them (I think), but I found the following was the best sequence. First, travel all round the Bazaar and get to know the names and types of shops and talk to all the shopkeepers. Once you know where everyone is, buy an Apple from the Seeress for a Gold Coin. Buy a Felatel from Sarak and give it to the beggar boy. Buy a Mirror from the Pottery Seller and go to Mohammed's Shop. Shout for Mari and throw her the Mirror. She will throw you a veil in return. Give the Veil to Ibrahim. Go to Tariq and buy Herbs which you must take to Hayyam the Fishmonger. Go to Fawrez and buy some Lamb. Go down the street to Sarak and give the Lamb to her. Visit Ismail, the Relic Merchant, and buy a Relic which must be taken to Tariq. He will let you take his Broom. Now go to the Inn, knock and give the Broom to Achmed. Go east to the beggar and talk to him. The beggar is a Leper. Go back to Tariq, buy some charcoal and give it to the Leprous Beggar. Back to Mohammed and talk to a crying girl, then go to Ali and buy some grain. Return to the crying girl and throw grain near to the cage. Go to the seeress from whom you can now get an Apple of Strength - do not eat it yet! If you have previously spoken to all the Shopkeepers you will understand the reasons for the foregoing apparently unrelated acts. Now go to the door with Star and Crescent upon it, knock and enter. This is the home of the seductive Fatima, so be prepared to maintain your virtuous attitude.

to be continued

CHAMPIONS OF KRYNN

RPG Guidelines by Ron Rainbird, played on the Amiga (1 meg)

Locations of Weapons and Magical Items: Part 1		
TOWN/AREA ITEM	MAP REF	
THROTL TEMPLE	Flail + 1	12-7
	Extra Healing Potion	
	Speed Potion	
	Arrows + 1	1-0
THROTL CATACOMBS	Invisibility Potion	18-3
	Hoopak + 2	
	AC6 Bracers	
	Ice Storm Wand	
	Healing Potion	12-6
	Ring Of Protection + 1	
	Chain Mail + 1	29-1
THROTL	Neutralize Poison Scrolls (Cleric)	14-13
	Healing Potion	
	Shield + 1	
	Scroll With 3 Red Mage Spells	3-7
	Scroll With 3 White Mage Spells	5-7
Map Refs: 1st figure read Left to Right, 2nd Figure read Top to Bottom.		

BETTY CARLSON'S BIG DATE

Solution by "Kedenan", played on the PC

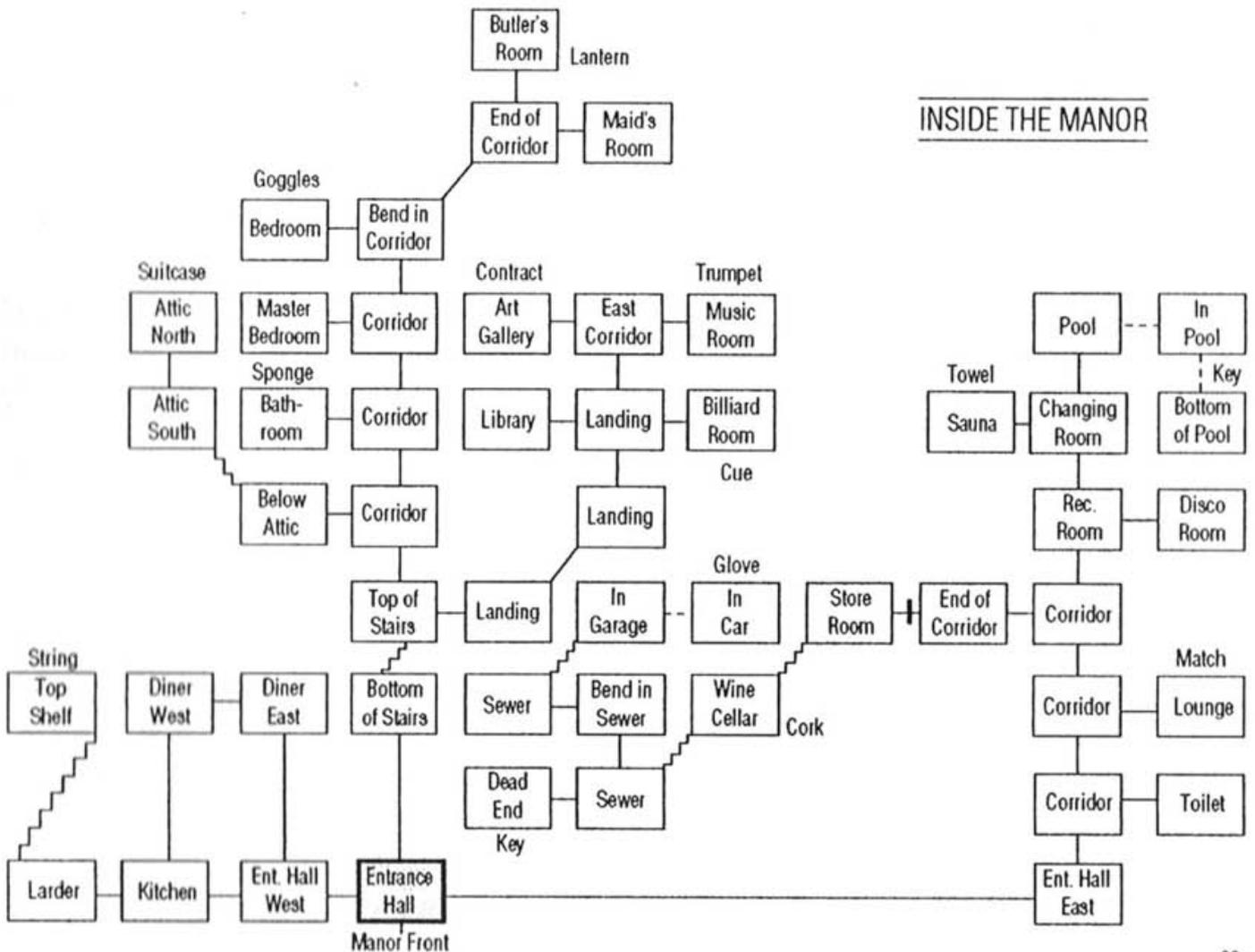
Start on front porch. W. W. W. N. GET COAT HANGER. BEND COAT HANGER. S. E. S. GET KEY WITH HOOK. The key falls into the basement. W. W. W. EXAMINE LAVATORY. GET NECKLACE. E. S to kitchen. OPEN ICEBOX. GET GLUE. S. W. Note tool chest. W. W. EXAMINE CHEVETTE. ENTER CAR. GET RAZOR. LEAVE CAR. GET LADDER. E. E. D to lower laundry room. E. OPEN DOOR. GO DOOR. GET PAPERS. GET LIPSTICK. DROP PAPERS. W. S. GET KEY. W. OPEN DRAWER. GET VAMPIRE BLOOD. E. N. W. UP to laundry room. W. UNLOCK TOOL CHEST. OPEN TOOL CHEST. I. GET PLIERS. GET NAIL POLISH. E. N. N. E. E to Mary's bedroom. GET DIAMOND. N. GET BLOUSE. S. W. S. UP to upstairs hallway. E. OPEN WINDOW. GO WINDOW. DROP LADDER. CLIMB LADDER to roof. EXAMINE TV ANTENNA. GET RING. D. W. W. W. U. GET COSTUME. EXAMINE COSTUME. EXAMINE POCKET. I to check that you have got the nails. D. E. N. OPEN CABINET. GET EARRINGS. W. READ MESSAGE. S. GET SHOES. N. FIX NECKLACE. I.

YOU DID IT! GOOD LUCK ON YOUR DATE!

Part 2

W, S, E - Climb Oak - Break Branch - Down, W, W, W - Take Stone - E, N, W, W, S - X Gravel - Take Hammer - N, W, N, E, NE, SE, E, E, N - Take Screwdriver - X Shed - X Padlock - Unscrew Padlock - N - Lift Pot - Take Trowel - S, S - Dig Flowerbed - Take Rock - W, W, NW, SW, W, S, E, N, E - Smash Window With Hammer - Climb Through Window - W, W, W - Climb Shelves - Open Caddy - Take String - Down, E, E, E, N, Up, E, NE, N, W - X Table - Insert Branch Into Sharpener - E, N, W - Push Statue - X Chest, E, E - X Instruments - Take Trumpet - Balance Rock On Door - Blow Trumpet - X Guard - W, S, S, SW, W, N, N, W - Take Sponge - E, N, N, W - X Mattress - Take Goggles - E, S, S, S, S, Down, S, E, N, E - X Toilet - Flush Toilet (don't worry, you get what was in it later!) - W, N, E - X Fire - X Mantelpiece - X Ornaments - X Inside Tankard - Take Match - W, N, N, N - Drop Sponge - W - Take Towel - E, N - Wear Goggles - Tie Stone To Foot - Jump In Pool - Take Key - Untie Stone - Out - Remove Goggles - Become Dry - S, S, S, W - Unlock Door - W, Down - X Barrel - Take Cork - Push Barrel - Down, W - Take Wardrobe Key - E, N, W, Up - Enter Rolls Royce - X Glove Compartment - Take Glove and X It - Out, Down, E, S, Up, Up, E, E, S, S, S, W - Climb Through Window - W, S, W, N, N - Wear Glove - Insert Hand Into Compost - Take Pin - Remove Glove - S, E, NE, SE, N - X Boat - Plug Hole With Cork - Board Boat - W - X Bush - Take Crowbar - E - Board Boat - S, NW, SW, W, S, E, N, E - Climb Through Window - N, Up, N, N, N, NE, N - Lift Rug - X Floorboards - Prise Floorboards With Crowbar - Insert Hand Into Gap - Take Lantern - S, SW, S, S, S, W - Light Match - Light Lantern - Up, N - X Wardrobe - Unlock It - X It - Take Suitcase and X It - S, Down, E, S, E, NE, N, N, W - Pick Lock With Pin - X Chest - Take Contract and X It - E, S, S, SW, W, Down, S - Climb Through Window - W, S, S, S - X Guard - Poke Guard With Branch - S... to freedom, having all the evidence, scoring 100%

INSIDE THE MANOR



MANSIONS

Solution by Graham Wheeler, played on Amstrad

Get Gun. E. E. N. N. E. Get Bullets. Load Gun. Drop Bullets. W. S. S. E. S. S. Get Money. N. N. E. N. Break Glass. Get Manuscript. N. Get String. S. S. E. E. E. S. Get Torch. N. E. UP. N. N. N. Get Batteries. S. W. S. W. Get Repair Kit. E. N. E. S. S. W. W. S. Get Bucket. Mend Bucket. Drop Kit. N. E. E. E. N. N. W. W. W. W. W. W. Light Torch. UP. E. E. E. E. E. E. Shoot Lock. Open Door. S. Fill Bucket. N. E. E. E. N. Get Matches. S. E. S. Get Hammer. N. E. DOWN. Extinguish Torch. E. E. E. N. Drop Hammer. Drop Bucket. Drop Manuscript. S. W. W. W. UP. Light Torch. E. N. Get Chair. S. E. DOWN. Extinguish Torch. E. E. N. Get Nails. S. E. N. Drop Nails. S. E. E. E. S. E. DOWN. DOWN. Light Torch. W. W. W. N. E. E. E. Get Key. E. E. E. E. Burn Rope. Get Packet. Open Packet. Drop Packet. Get Book. W. S. S. W. Get Crowbar. E. E. Use Chair. Get Wood. W. N. E. E. E. UP. Extinguish Torch. UP. W. N. W. W. W. N. Drop Chair. Drop Wood. Get Manuscript. Read Book. Read Manuscript. E. Question Guard (*he gives you a code to open the case*). Hang Guard (*with string*). W. Get Bucket. E. Oil Lock. Unlock Door. Open Door. W. Drop Bucket. Get Hammer. Get Wood. Get Nails. E. N. Light Torch. DOWN. Mend Stairs. DOWN. Unlock Case (*you will be asked to enter a code*). Get Ruby. UP. UP. S. W. S. E. E. E. S. E. DOWN. W. W. W. W. W. W. W. W. W (*in porch*).

Notes

The Crowbar may be needed to PRISE FLOORBOARDS if the key drops through them. The decoded manuscript says - You need a certain 12 digit number to ensure your success and you can get it by questioning the only other sentient being in the house. Remember however, treachery is a perfectly fair game.

MIAMI MICE

Solution by "Kedenan", played on Amstrad CPC6128

EXAMINE DESK. GET WALKIE TALKIE. GET LETTER. READ LETTER. E. N. N. E. WAIT. EXAMINE TRAFFIC LIGHTS. If red - CROSS ROAD. If green - WAIT. E. TALK TO RUBBS. W. W. W. W. JOIN QUEUE. WAIT. INSERT CASHCARD INTO MACHINE. GET MONEY. GET CARD. E. N. W. EXAMINE COUNTER. BUY BEARD. WEAR BEARD. E. S. E. N. N. N. W. N. N. N. You are captured and tied up in a basket. BITE ROPE. D. W. N. N. N. GET MATCHES. S. S. E. E. W. S. S. E. CROSS ROAD. W. S. GET BOMB. N. E. CROSS ROAD. W. N. N. N. THROW BOMB INTO SAUCER. CLIMB TREE. E. PUSH BONE. W. D. GET WHISTLE. W. BLOW WHISTLE. W. S. S. EXAMINE COOKER. E. LIGHT MATCH. S. E. TYPE MATCH. E. GET MASK. WEAR MASK. W. S. E. E. GET KEY. W. W. S. OPEN DOOR. S. EXAMINE CRATES. GET STICK. N. N. N. LIGHT MATCH. W. N. W. W. W. N. W. W. UNLOCK DOOR. W. W. OPEN DOOR. W. EXAMINE CRATES. GET WEIGHT. E. E. N. CALL FOR HELP. IN. EXAMINE FURNITURE. GET GRENADE. OUT. S. E. E. E. N. N. MOVE REEL WITH LOLLYPOP STICK. TYPE FOOD. W. W. THROW WEIGHT AT MOUSETRAP. TOUCH PLATE. W. PRESS ROOF. W. S. E. S. W. S. S. PULL PIN. THROW GRENADE AT CHEESE. N. N. E. N. W. N. TOUCH PLATE. E. PRESS GROUND. E. E. E. S. S. S. E. S. S. S. E. S. W. S. S. E. TALK TO CHIEF.

END OF GAME

CONQUESTS OF THE LONGBOW

Solution by Sue, played on the PC

Beautiful to look at, Sierra's graphic adventure which casts you in the role of the legendary hero Robin Hood uses the same icon driven system as their other recent games. The adventure takes place in and around Sherwood Forest as Robin tries to raise the ransom needed to free King Richard from the clutches of the dastardly Leopold of Austria (boo, hiss). There is romantic interest too in the love story (tastefully done, of course) between Robin and Maid Marian, slightly recast as a Green Priestess of the forest.

The game is split into 13 days, each of which must be completed successfully so that night can fall and Robin can return to camp for a reunion with his men. These chats around the camp fire will give hints for the next day's tasks; in fact hints are liberally sprinkled throughout the game. Get killed and your men will mourn your loss while dropping heavy hints as to where you went wrong.

I found this a more enjoyable game than King's Quest V though I still found the icon system very restricting. In fact the game is just as linear as KQV and has plenty of occasions when the computer takes over and you can only sit and watch.

In this solution, use the map icon to travel quickly between major locations when permitted.

Day 1

Collect your money and horn then leave the cave. After talking to your men, Will goes to practice the bow and John to the overlook. Go north twice to the target area, talk to Simon (he wants to join the Merry Men), then practice with the bow (aim bow at target, take the wind direction into account, select walk when ready to leave).

Go to the widow's cottage where you talk to her three sons. Go back to camp, then four screens west to the overlook. Wait until the woman and the soldier come down Watling Street, then go north to join them. Shoot the soldier and give a farthing to the woman.

You return to camp to sleep and dream of Marian and wake to find you are clutching a half-heart of emerald that featured in your dream.

Day 2

Leave the cave. Will will tell you of Lobb, the cobbler in Nottingham. You must meet with him, taking a lady's slipper to prove your identity.

Wander the forest until you see Marian on horseback being attacked by a monk. Shoot the monk. When Marian leaves, she throws you her slipper (how convenient). Get it. Leave this location to return to camp.

Day 3

Leave the cave and go to the overlook. Wait until a beggar comes down Watling Street. Go north to meet him. Give a farthing to him to buy his clothes. After you've changed clothes, go to Nottingham and go to the cobbler's. Enter the right door and give the slipper to Lobb. He tells you of the money being sent down from the north that must be captured for the King's ransom and also gives you a silver comb to prove to Marian that you're on their side. Leave Nottingham to return to camp.

Day 4

Leave the cave. Will tells you John is at the overlook. Go there and wait until the soldier comes along with a peasant. Go north to the road and shoot the soldier. Give a farthing to the peasant.

Go to the willow grove and give Marian the comb. She tells you of the hand scroll which has been stolen by

the Monks of the Fens. Give the half-heart to Marian; she shows you she has a similar half-heart of diamond and says that, fitted together, they can heal. When she goes, get your weapons and leave to return to camp.

Day 5

Leave the cave to be told that Tuck has gone to see the widow. Go to widow's cottage to learn her sons have been captured.

Go to overlook and wait until a monk comes along. Go north to the road and threaten him with your bow. When he suggests it, agree to fight with him with quarterstaves. When you win you take his robe. Check your inventory to find he had a whistle and a pouch with 9 gemstones.

Go to the fens and down the cliff path to the waterside by the monastery. Use the whistle (to blow it) and when the boat arrives, board it (use the hand icon). Talk to the monk at the entrance. When he asks for your tokens, give him the whistle, then the pouch. You're set three riddles to prove your knowledge of the stones. Use the manual to solve these.

Once inside, go to the top of the lower right tower. Go to the rack of scrolls and look at it. Look at the individual scrolls until you find the hand scroll which you take and read the one which tells you about the Guardians of the Gate. Enter the refectory and, when the Prior leaves, go to the torture chamber (top left tower). The Prior is there with a dwarf who is being tortured. The Prior says he is going to the Scribes' Room and to tell him when the dwarf is ready to talk.

Operate the ropes to lower the dwarf. He tells you he's Fulk, King Richard's jester and refuses to leave without his verses which the Prior has taken. Go to the Scribes' Room and touch the wine. The Prior tells you to pour some but you spill it and he leaves to clean his robe. Take the scroll from the desk and return to the dwarf. Give him the scroll and he leads you to a secret exit. Enter the boat and row to the gate. Examine each gargoyle and remembering the scroll about the Guardians of the Gate, touch the one with the protruding tongue, then the thoughtful face, then the hungry face, then touch the face with the protruding tongue again. The gate opens and you row through.

Back on shore Fulk gives you both his scroll and a ring of lapis lazuli to command water spirits. He tells you the Abbot has a similar ring which commands fire which you must try to get and says his verses give the key to unlock the ring of fire. You leave and return to camp where you decide to rescue the widow's sons tomorrow.

Day 6

Leave the cave. Much tells you the lads will hang at sunset. Go to the overlook and wait for a monk from St Mary's. Go north to join him on the road and use the hand icon on him to terrify him. Once you've changed into his robe, go to Nottingham and go to the Castle. Talk to the guard and give him some money to get in to see the lads. When you leave, go to St Mary's and enter.

Inside, enter the laundry room and get the robes. Leave then go to the chapel and leave through the right door to find a hedge maze. Map this to find the route to the secret door at the back. Go through to enter the Witch's Court. Then return to the main building and enter the refectory. Talk to the Abbot, who is trying to open a puzzle box, and he'll tell you to get more ale from the pub. Get the cask, leave St Mary's and go to the pub.

In the pub, use the cask on the barman to get a new cask. Now go to the man playing Nine Men Morris, talk to him twice and play the game. When he suggests a bet, offer him some money. When you win, you win a magic amethyst. Go to the cellar door and touch it. The barman opens it so you can use the short cut. Use the hand icon on the tap of the second cask to find it has a false front; you climb through. Walk along the right fork and use the hand icon at the end to emerge from behind the tapestry. The Abbot offers you a drink, while the box is

being taken to his room, so use the amethyst on your mug so you don't get drunk. Keep talking to the Abbot until he passes out. Get the cask and search the Abbot to get his money.

Go to the Abbot's room and lift the right pillow on his bed to find the box. Take it, put the pillow back and return to the pub. Talk to the barman, give him the empty cask and then give him twelve pennies to pay the Abbot's bill. Go to the cellar door as before and through the second cask into the tunnels.

Take the other fork, examine the door and look through the peephole to see the guards complaining about not having four pennies for beer. When they go out, open the door, go in and put four pennies on the table, then leave quickly. When they go to get the ale, go back in and open the trapdoor. Use the robes on the trapdoor to make a rope from the belts for the lads to climb. When they're in the room and wearing the robes, you re-enter the tunnels. Go back to the pub. Say 'aye' when Dicken asks if you want to go that way. You follow them through. When the Sheriff asks you to bless him, talk to him to give him a blessing (of sorts!)

You return to the Widow's and her sons join your band. She tells you she was once a Green Priestess, like Marian is now, and gives you a golden net.

Day 7

Leave the cave and go to the willow grove. Give the hand scroll to Marian and she explains how to use it, then gives it back to you. You learn that you must give it to the Queen's Spy at Nottingham Fair on Saturday. He will be disguised as a scholar and you must ask him to show you a certain (random) coat of arms. She also tells you to visit the Green Man in the ancient oak. Give the half-heart to Marian again for a romantic interlude. Walk to your weapons and leave.

Wait in the forest until you see a pixie running about. Throw the net over him to catch him (tricky!). He takes you to the oak and the Green Man appears. Talk to the Green Man and he sets you three riddles which you must answer using the hand scroll. After selecting the correct letters, click on the centre of the palm to finish the word. The answers are: golden treasures - beehive : window, lamp - eye : outstretched finger - feather : four legs - fur : hardened gold - cheese : two-faced - coin : heart doesn't beat - wood : high born - snow : metal or bone - comb. After selecting the correct letters, click on the centre of the palm to finish the word. The Green Man tells you to seek a Druid tree grove if in danger, then spell the secret name of the trees in Druid code and they will hide you. Leave this location to return to camp.

Day 8

Leave the cave to learn it's the day of the fair. Go to the overlook and wait for a yeoman. Go north to meet him on the road and offer him some money to get his clothes. Go to Nottingham and go to the fair.

Visit the apothecary, talk to him and give him money to buy some rose oil to be delivered to Marian. Then find the scholar. There are several. The one you want has a coat with a fur collar. Talk to him and say 'aye' when he shows the correct coat of arms. Give him the scroll and say 'aye' when he offers money for the tournament.

Go to the tournament and pay the penny entrance fee. Once you win the arrow you go back to camp and put the arrow into the ransom fund.

Day 9

Leave the cave and you'll learn there's something strange about the forest today. Walk four locations south to find an elder grove (look at the tree to see its leaves). Wander about near here until the Sheriff's men get close, then go to the grove and click the hand icon on Robin and type RUIS (in this case) and you change into a tree.

Back in your normal body, go to the overlook and wait for a merchant. Go north to meet him. You learn he's a jeweller. Use the hand icon on him to find jeweller's rouge and again to find jewels. You learn they are fake. After

swapping clothes, open the rouge and use it on Robin to disguise the colour of his beard and eyebrows.

Go to Nottingham and to the castle. Talk to the guard to be taken to the Sheriff. After you talk to the Sheriff, open the cloth and put the brooch on the table. Then after telling the Sheriff of the dragon's hoard, show him the half-heart. He will then go to the forest with you where you and your men strip him of his valuables (and all his clothes except his hat!). Afterwards, Marian tells you to meet her in the willow grove the next day to get the password to use with the Queen's Knight.

Day 10

Leave the cave. You learn Marian is to be burned as a witch. Open Fulk's scroll and look at it. Note the tree names and the expression 'first they are in order spoken'. Use the hand icon on the box to get a close-up and press each letter in the order of the trees' Druid names as given on the scroll (this is random). The box opens to reveal the ruby fire ring. Wear ring then blow horn to hear the men's ideas. Pick John's plan. Go to the pub, talk to the innkeeper until he lets you through the secret passage. Go to the hedge maze and through the secret door when you hear the horn blow. You rescue Marian from the pyre and the ring protects you from the flames.

Go to the willow grove. Marian is dying so use the half-heart on her to heal her. She tells you the password (random) and you take her to the widow's cottage.

Day 11

Leave the cave. Tucks tells you the treasure train has been sighted. Blow horn and hear the men's plans. Pick Tuck's plan. You steal the treasure and add it to the ransom. You now have enough cash to free the King.

Day 12

Leave the cave. You're warned about the Sheriff's men being about. Go south to the elder grove again. When you hear the soldiers, click the hand icon on Robin and type RUIS to be hidden.

When you're back to human form, go to the overlook. Your men are waiting on the road with a knight and you go down to meet them. Shoot the knight (well, he wasn't being very pleasant...). Use the hand icon on his body to search him and find a letter from the Prior of the Fens Monastery. So, he WAS a baddie! Leave the location to return to camp.

Day 13

Leave the cave. Operate the hand icon on the fire ring to remove it, then the water ring to wear it. Go to the Fens and down to the water side. Talk to the Will o th' Wisps. When they bring the boat, enter it. Follow them across the water, leave the boat and look at the tower to see some ivy. Use the hand icon on Robin and type GORT.

The ivy grows. Climb it (use the hand icon) and climb up to the window. Inside, you learn the prisoner is wary of trusting you. Use the hand icon on Robin and type the password Marian gave you. You both climb out through the window to the boat. Once you've escaped, you give him the ransom money which he takes to the Queen.

Though you are later captured by the Sheriff's men and about to be hung, you're saved when King Richard arrives, freed at last. You try to explain why you were forced to become an outlaw and Richard holds a proper trial. Witnesses speak both for and against you and your accusers are shown to be evil men. Eventually, you and your men are judged to be innocent and you're given the title Earl of Huntingdon. The Sheriff is arrested and his post given to Little John while Friar Tuck is promoted to Abbot of St Mary's, the old abbot being thrown out. You ask one boon of the King - Marian's hand in marriage. That being granted, it's time to let the wedding bells ring out and toast the happy couple!



SynTax Public Domain Library

Disks cost £2.50 each (unless stated otherwise) including P&P in UK/Europe. Outside these areas, please add £1.00 to TOTAL cost. Cheques or Postal Orders should be made payable to Sue Medley, 9 Warwick Road, Sidcup, Kent, DA14 6LJ. If ordering PC disks, remember to specify disk size required. ST disks which will run on the Amiga using the emulator on disk PD 182 are marked (AM+Em). PC disks which will run on the ST using an emulator are marked (ST+Em). Double-sided ST disks are marked D/S.

ST Disks

STAC Games - text/graphics unless stated.

- PD 4: STAC demo plus The Case of the Mixed-up Shymer
- PD 6: Wizard's Tower V1.65
- PD 7: Invasion
- PD 8: The Payoff
- PD 34: Assassin
- PD 89: Snatch and Crunch - "adult", text
- PD 90: The Elven Crystals by The Fink
- PD 92: Tomb of Death - text
- PD 94: Treasure of the New Kingdom
- PD 130: The Grimoire - updated vers.
- PD 149: The Search - educational
- PD 161: Isthorn - text + spot graphic
- PD 165: Public Investigations
- PD 175: Trials and Tribulations of an Apprentice Wizard
- PD 247: Don't Bank on it
- PD 250: Eagle Star, D/S
- PD 259: Elven Crystals II
- PD 277: Dr Wot & Grime-Lords, D/S
- PD 317: A Night on the Town

EAMON Adventures, text-only, not STE.

- PD 16: EAMON plus Deathstar and Quest for the Holy Grail
- PD 17: EAMON + Zyphur, Devil's Tomb
- PD 18: The Crypt Crasher

AGT Adventures, text-only.

- PD 38: The Adventure Game Toolkit
- PD 39: AGT Source Code 1 - 10 AGT adventures. Requires AGT disk.
- PD 245: AGTBIG - write larger games
- PD 41: A Dudley Dilemma
- PD 42: Tark
- PD 50: Love's Fiery Rapture
- PD 63: Der Ring Des Nibelungen
- PD 64: Star Portal - D/S
- PD 65: Susan - adult only
- PD 66: Tamoret - D/S
- PD 67: Pork - Zork spoof
- PD 68: Son of Stagefright
- PD 69: Easter Egg Hunt
- PD 70: Fast Lane
- PD 71: House of the O's
- PD 72: Pork II

- PD 73: Pyramid of Muna
- PD 74: Quest for the Holy Grail
- PD 75: Sir Ramic Hobbs
- PD 76: The Battle of Philip...
- PD 77: The Pilot
- PD 146: Dragon Slayer - adult
- PD 161: Mold 1
- PD 183: Disenchanted
- PD 184: Mystery of Old St Joseph
- PD 212: Lasar
- PD 213: Andkara
- PD 214: Escape from the ELI
- PD 216: Weekend Survival
- PD 218: Magic Mansion
- PD 221: NMR2
- PD 223: Pyramid
- PD 225: Storms
- PD 227: Two Ways
- PD 231: Orientation / Van Pelt Library
- PD 233: NMR
- PD 235: Whatever We Decide to Call this Game
- PD 257: Around the World in Eighty Days
- PD 260: Lady in Green
- PD 261: Deena of Kolini, Lottery. Adult
- PD 262: Betty Carlson's Big Date and Christian Text Adventure
- PD 266: Crusade
- PD 269: Elf's Adventure
- PD 308: Ghost Town
- PD 314: Castle of the Alchemists - D/S
- PD 318: Colossal Cave (D. Malmberg's version) - D/S
- PD 319: Apprentice, The Testing of a Magical Novice - D/S
- PD 321: Colossal Cave (D. Gasior's version) - D/S
- PD 323: Escape from Prison Island - D/S
- PD 332: Fleece Quest - D/S
- PD 333: Hotel Notell - D/S
- PD 335: The Rescue of the Fair Princess Priscilla... D/S
- PD 337: Deadly Labyrinth - D/S
- PD 339: Library - D/S
- PD 341: The Lost Stone Mansion - D/S
- PD 346: The Spelunker's Tremendous Cave Adventure - D/S
- PD 348: Tales of Tavisa - D/S

- PD 350: The Tomb of the Ancient Pharaohs - D/S
- PD 364: New England Gothic
- PD 365: Mop and Murder
- STAWS.**
- PD 188: ST Adventure Writing System. Includes about 9 sample games
- TADS: Text Adventures**
- PD 177: Text Adventure Development System. Includes the game Ditch Day Drifter. Needs 1 meg
- PD 178: Deep Space Drifter - written with TADS. Needs 1 meg
- PD 378: Unnkulian Adventure I
- PD 379: Unnkulian Adventure II
- Miscellaneous Adventure, text-only unless stated otherwise.**
- PD 9: Colossal Cave, Once a King (2 vers.) and City out of Bounds
- PD 10: Enchanted Realm, Sherlock and Beyond the Tesseract
- PD 15: AdvSys/AdvInt adventure writing system + Starship Columbus. Not STE.
- PD 19: Asylum
- PD 20: Crowley's House, Prisoner of the Dark Pearl, Dobbyworld. Not STE.
- PD 23: System 5 and Paranoia. Not STE.
- PD 40: Darkness is Forever. Text-only in medium res, a few graphics in high res
- PD 46: Treasure Hunt Jersey - mouse-controlled graphic game
- PD 79: Article on writing adventures with GFA Basic + 3 low-res adventures - Dungeon (maze-type), Magik (text), Moonstone (text) Mercy Mission (text)
- PD 80: Under Berkwood - arc/adv, editor
- PD 126: World
- PD 164: Grampa Howard Mysteries (text, multiple-choice), Naarjek Data Systems
- PD 185: Hassle Court Adventure
- PD 189: Escape!
- PD 246: Sleuth - Cleudo-type whodunnit
- PD 382: Master Scrath + Journey To The Centre Of The Earth. ST BASIC.
- STOS games.**
- PD 91: Time Switch - text/graph. D/S
- PD 93: Treasure Search. Source code. Great effects, good for kids. D/S

CAT - "C" Adventure Toolkit

PD 248: CAT. Shareware, D/S, ST and PC versions, needs C compiler

PD 249: Awe-chasm, adult, D/S.

PD 356: Everyday Adventure

RPGs.

PD 5: Hack! v1.03. Ramdisk, D/S

PD 25: Larn v1.00

PD 37: DDST

PD 78: HASCS - MONO German RPG with mono emulator, D/S

PD 127: Nethack v2.3 1 MEG, D/S

PD 147: Hero II - RPG/arcade adv, demo, 1 MEG, D/S

PD 258: Mystic Well.DM-style game.

Shareware version, so no save routine

PD 311: Bloody Blade. A text RPG!

PD 312: Dark Castle - part RPG, part 'board' game for up to four players.

John R. Barnsley's 16-bit Adventure Help disks - text solutions. (AM+Em)

PD 1: Disk 1; PD 2: Disk 2;

PD 3: Disk 3; PD 29: Disk 4; PD 58:

Disk 5; PD 125: Disk 6; PD 148: Disk 7;

PD 186: Disk 8; PD 256: Disk 9;

PD 313: Disk 10, PD 382: Disk 11

Other Solution Disks.

PD 240: TBE Solutions Disk 1.

PD 271: The Blag sol. and maps, D/S.

John's Game Help Disks.

PD 59: Bard's Tale 1 Game Help Disk, maps and text, D/S. (AM+Em)

Alex van Kaam's map disks, all D/S with slideshow program. (AM+Em)

PD 61: Bloodwych maps

PD 129: Bloodwych Data Disk maps

PD 131: Xenomorph maps

PD 362: Knightmare maps

Other RPG Help.

PD 11: Dungeon Master maps and demo of the DM cheat

PD 12: Dungeon Master help files

PD 81: Dungeon Master maps, text files

PD 60: Chaos Strikes Back D/S .Maps, plus isometric 3D version of level 5

PD 144: More Chaos maps

PD 145: Chaos help, portraits and pix

PD 151: Ultima IV help, mostly text files

PD 156: Chaos and Bloodwych Editor

PD 159: Chaos maps - isometric 3D maps of Levels 3 and 5. D/S

PD 162: Chaos editor, Chaos hints/pix, Populous editor

PD 179: More Dungeon Master help and maps including downloaded file

PD 180: A new Dungeon Master dungeon created using the editor

PD 187: SimCity terraformer and editors for Chaos, Bloodwych, Autoduel, Phantasie I & II, Roadwar 2000, Rogue

PD 238/9: Drakkhen solution and maps on two disks (one D/S); must be used together. ú3.50

PD 251: Five Chaos dungeons created using the editor

PD 252: Five more Chaos dungeons

PD 253: SimCity editor, terraformer, cheat program and printer option

PD 310: Captive help, maps, text files etc. D/S. (AM+Em)

Talespin games for kids.

PD 176: Mountain, SDI and Mansion

PD 181: The Wolf and the Seven Kids

PD 381: Wizard's Dungeon. D/S. Not suitable for children.

Unclassifiable!

PD 152: Dungeons and Dragons creator. shareware try-out disk

PD 158: Mapper - a utility for drawing, saving and printing maps for RPGs and text games. (AM+Em)

PD 163: Character generators for Traveller and Star Frontiers

UMS.

PD 166: Selection of UMS scenarios

Mind Games....and "board" games.

PD 84: Puzpuz - MONO jigsaw program from Germany with mono emulator

PD 85: Colour jigsaw program

PD 86: Drachen - German colour version of Shanghai

PD 87: Around The World in 80 Days - like the board game. Runs in mono but a mono emulator is provided.

Utilities.

PD 33: ST Writer Elite now v4.1.

Excellent PD word processor which saves as ASCII. D/S. (AM+Em)

ST Shareware disks; £1.00 of the price goes to the author.

SW 2: Toil and Trouble (STAC, text/graphics, plus datafile)

SW 3: Datafile for Shymer (adv. on PD 4)

SW 4: Les Rigden's Dungeon Master Guide

SW 5: Les Rigden's disk of maps for Xenomorph

SW 6: Evaluation copy of Operation Blue Sunrise

Zenobi ST Licenceware.

Single disk games cost £2.99, two-disk sets cost £3.49.

1. Jade Stone

2. Three of the Best (Mutant, Hammer of

Grimmold, Domes of Sha)

3. Border Warfare

4. Whiplash & Wagonwheel (2 disks)

5. Lifeboat

6. Two for One (Challenge, The Thief)

7. The Adventurer

8. End Day 2240

9. Davy Jones Locker

10. Soul drinker

11. Into the Mystic

12. Cortizone (2 disks)

13. The Magic Shop

14. The Enchanted Cottage

15. New Arrival

16. Jekyll and Hyde

17. Treasure Island

18. The Ellisnore Diamond

PC Disks.

A program too large to fit onto a 5 1/4" disk is shown (*). This means the program will be supplied ARCD on 5 1/4" disk so you'll need to unARC it onto a hard disk to run it.

PC Adventures, text-only unless stated. (ST+Em)

PD 53: Crime, Island of Mystery, The Haunted Mission, Nuclear Submarine Adventure, Terror in the Ice Caverns

PD 54: Landing Party, Marooned Again

PD 55: Palace Adventure, Gymnasium

PD 56: Kingdom of Kroz (arc/adv) and Beyond the Titanic

PD 57: Golden Wombat of Destiny

PD 62: Quest / Kukulkan, Under the Ice

PD 153: Jacaranda Jim now v 4.0

PD 157: Humbug now v 4.4, saves to disk as well as RAM.

PD 170: Advanced Xoru - evaluation copy

PD 174: Nirvana

PD 194: Adv551 (enhanced Colossal) and Enchanted Castle

PD 196: McMurphy's Mansion

PD 197: Four With Battune (Museum, Caverns, Wonderland and The Sailor

PD 201: Adventure (version of Colossal), Castaway, South American Trek, Hellfire and Sam Spade

PD 202: Dragon's Lair Magic Land and Skulduggery (text, on-screen map).

PD 203: Dracula in London (text/graphics) and Moon Mountain Adv.

PD 263: 10 Basic Adventures - travel

PD 264: Another Lifeless Planet

PD 202: Dragon's Lair Magic Land and Skulduggery (text, on-screen map).

PD 203: Dracula in London (text/graphics) and Moon Mountain Adv.
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PD 375: Dunjin

TADS Text Adventures.

* PD 288: TADS adventure writing system plus Ditch Day Drifter
PD 289: Deep Space Drifter
PD 329: Uunkulian Unventure I
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CAT - C Adventure Toolkit

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

AGT Text Adventures.

PD 198: AGT - write your own text adventures. £3.50 (multiple disks)
PD 237: AGT Utilities - AGTBIG, POPHINT, PRETTY, SCRIPTER
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PD 168: Deena of Kolini - adult
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PD 282: Cavequest
* PD 290: NetHack v 3
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* PD 305: PC Hack v 3.6

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Arcade Adventures.
PD 279: Dark Ages
PD 280: Commander Keen
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Miscellaneous.

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PD 299: Editors for Pools of Radiance and Bard's Tale 2.

PC only adventures.

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* PD 230: Humongous Cave
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Amiga Disks.

Utilities.

PD 182: ST emulator for Amiga

Text adventures.

PD 190: ADVSYS plus an extended version of Colossal Adventure
PD 191: Castle of Doom. Text / graphics
PD 192: The Golden Fleece - text
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PD 275: Midnight Thief, text or text/graphics. 1 meg. Disable any external drives if selecting graphics mode.

AGT Adventures. PD 353: AGT on the Amiga! 2 drives recommended.

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PD 205: Amiga Solution Disk 2 - More 16-bit adventure solutions
204-205 are auto-load and run.
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PD 209: WWF 'ACE' Amiga Help Disk - auto-load, musical soundtrack
Cheats for 100 games, over 30 sols.
PD 210: WWF Amiga Help Disk 2 - more cheats, solutions and maps
PD 211: MWB Amiga Solution Disk - mostly Sierra, Lucasfilm and RPG
PD 270: Eye of the Beholder maps and playing guide by Geoff Atkinson.

Further disks are available for game demos, music, graphic slideshows, comms, utilities, magazine disks etc. Please send an SAE to Sue for a full list. If you have any disks suitable for inclusion in the list, please contact us.

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Bite Of The Sorority
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Blackscar Mountain
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Good heavens, Esmerelda,
Who is this man?
Is he known to you?
Tell me, I must know...

I do not recognise the fellow but
I have my suspicions. I surmise that
we see before us an emissary from
the legendary Mister Fanshaw.

You don't
mean?

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