

What Now?

£1.50

GUIDE TO THE ADVENTURERS **SURVIVAL**

Volume 2

Issue 3



SOLUTIONS · HINTS · MAPS

What Now? Vol 2 Issue 3

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Editorial

Welcome to Issue 3 and our new A4 magazine style offering. Reasons for this are explained elsewhere, but it does mean even more information has been packed into this issue, and we hope you enjoy it.

What did you think about the two latest computer magazines, ACE and the Games Machine. ACE, in it's defence, is excellently designed and laid out, but it was hard to see what more it offered than the current glut of review mags, and as for Newsfields new baby, well it was certainly different, but tends to be a mix between the now defunct LM and Crash and Zzap. Certainly the Games Machine is a very full mag, perhaps too full, and its content led to its two co-editors being sacked, even before Issue 1 hit the streets. The main reason was indeed a bias shown towards 8 bit software. Apparently the powers that be at Newsfield

wanted a little more on the 16 bit brigade, and were not happy, worried that this mag may in fact take some of the Zzap and Crash readership, but I would doubt that.

What we won't do is talk about the PCW Show, which I'm sure by now you're sick of reading about. Needless to say, software has not been short since the show closed, although most of it has arrived too late to review in this edition.

Having said that, very little big name adventure software is about, and this issue echoes that fact as it includes reviews from small companies and private individuals, and it's nice to see a sprinkling of quality within

these releases.

Quite a healthy reader feedback section this issue, which is nice to see, so keep your letters rolling in.

The last few weeks has seen the arrival of a new computer, as the Spectrum +3 has finally made its bow. The built in disc drive promises much for adventurers, and the air is already abound with rumours that Activision plan to convert the famous Infocom adventures for the machine. Obviously Activision will sit back and see how sales go first, but we live in hope.

Anyway, enjoy the mag and we'll be back soon.



Grant Thompson of Paisley writes:

Questions, questions, hundreds of them cluttering up my poor brain.....all because of H+D!

It started with "What's this?" when in my local computer shop I espied a copy of "What Now?". Convincing the assistant to tear off the plastic cover to let me have a peek inside, the question became "H+D, where have you been all my life?". Vol 2! - How could I have possibly missed Vol 1?!

How many issues have I missed? Can I get back copies? What games have they already reviewed? Is this the answer to my dream adventure magazine? Having read cover to cover, now I'm convinced you are as close to perfect as I'm going to get! No half a mag of stupid full page adverts. No launch of teenage delinquent reviewers more in love with themselves than their computers. And your system of showing the individual ratings of different reviewers undoubtedly the best and fairest system I've ever seen!

Instead of paying £1.00 for a load of rubbish to get four or five pages of an adventure section, I will gladly pay for £1.50 of sheer delight.

My only negative query was

why was there not a single letter from Scotland in your feedback section, or have you only just started selling here?

I will be counting the days to your next issue!

PS. I have just noticed that you have mentioned the Questline Adv. Club in a negative vein, so may I comment on recent developments concerning it.

The club was originally started by one Tony Treadwell, who did indeed prove very unreliable and inconsistent and had let things slide, resulting in some very unhappy customers, myself included. However, things at Questline have changed dramatically. Tony handed the whole thing over to a lady in Leeds, named Jean, who has since then done an excellent job. She attempted to contact everyone disappointed by Mr Treadwell, unfortunately, he never gave her his full mailing list, and consequently, there may still be some folks out there who have quite rightly been wondering what has been going on.

I can assure you that if they were to contact Jean at 34 Cross Gates Ring Road, Leeds, or on 0532 326087 they will receive a prompt reply.

I realise that in a way, Questline is a form of competition to yourselves, but I would ask you to mention these details to your readers who have lost out through Mr Treadwells' ac-

tions.

Jean is producing a regular magazine and they have been worthwhile. It seems unfair to me that her excellent efforts should be overshadowed by the incompetence of her predecessor.

What Now? Comment:

It's nice to have happy readers, and we do have many in Scotland, but perhaps they prefer to stay quiet, which I'm sure will change after Mr Thompson's letter. As for Questline, we wish Jean success and all the best for the future.



Withdrawal symptoms waiting for Vol 2 Issue 1 effected What Now? readers in different ways. Here's how Dave Jones of Barry, South Glamorgan spent his time:

THE AGONY; THE ECSTASY; THE VERDICT

I first saw "Adventurers Handbook No.5". I bought all back issues and subscribed to the future. A great little zine.

It grew bigger and better, eventually into "What Now?" At a 50% increase in price, I adjusted my subscription. At issue 18 with 76 pages, a great little mag, next issue due 19th June.

C A T A S T R O P H Y B O M S H E L L Due to a super-launch etc. issue 19 is off until 19th August, but will be extra fantastic, super, bumper launch issue.

19th August Rise 5.30 To work. Home. No What Now?

Read 18 What Nows.

Reader Feedback

20th Rise 5.30 To work. Home. No What Now?

Read 13 Micro Adventurers.

21st Rise 5.30 To work. Home. No What Now?

Read 3 Questline Chronicles.

22nd rise 6.30 To work. Home. No What Now?

Read 3 Orcsbanes.

23rd Rise 6.30 To work. home. No mail Sunday.

Read 13 Guiding Lights.

24th Rise 5.30 Can't go to work, only Zzap left to read, PANIC! WAIT.

7 letters one postmarked Manchester;

Trepidation; Shakes; is it????

NO! Issue 19 will never be!

It is Volume 2 Issue 1. Into the meat! Reviews -score 95% Maps -score 90% Hints -95% Phoenix -95% Strategy -80% P.B.M. -80% These last two need more space in the mag.

Video World -5% Drop this section, Video is by many mags. Adventure games, strategy games and P.B.M. only have one voice:- "What Now?"

What Now? Comment

Video World 5%, enough said, it's been dropped!



Chris Gornall of Preston offers help on the Spectrum version of 'Vera Cruz'.

I have thoroughly enjoyed playing 'Vera Cruz', but was somewhat annoyed by an error in the program which caused the printer option to function incorrectly. (Spectrum Version). However, after rummaging around in the program, I have come up with the following al-

teration which corrects the error, providing hard copies of statements as well as messages. The amendment is simple, and merely entails entering "IF 1 = 1 THEN LPRINT SS" before the last gosub in line 900 - line 940 should then be deleted. I am please to say that this error is not present in Vera's successor 'The Sidney Affair, another excellent game.

What Now? Comment

Thanks to Chris for his help.



Seymour Butler of Oxford writes:

I would like to make the following comments on the recent launch issue of "What Now?". The Handbook for Adventures:-

- 1) It is small compared to other computer magazines currently on sale.
 - 2) It lacks colour inside as well as out, and you'll normally find that it's the cover that sells the magazine.
 - 3) It lacks advertisements and competitions.
 - 4) It needs setting out in a much more distinct manner.
 - 5) It is perhaps a little overpriced.
 - and
 - 6) With the combination of publications by H+D Services, it could probably become a top selling computer magazine.
- The above comments are entirely made up of my own personal opinion, and I hope you don't find them offensive in any way.

I know that at the moment the magazine is not that well known, and to sell a greater number, it would perhaps be a better idea if it was sold, not only sold in computer retailers but in newsagents, such as John Menzies, W. H. Smiths, Larells and many others alike. It may not be

up to the standards of either Zzap or Crash, but give it time and it won't be long before it is.

What Now? Comment

Some good points, and to answer the comments.

1) We went deliberately for a small size, as we believed the handbook should be easy to use, when in front of your computer or easy to carry around with you. The size also made a binder option easier, and binders are something we were seriously considering. You know what they say, Small is Beautiful.

2) Long term, we may have a full colour. Short term, the book style lent itself nicely to black and white, and being black and white, we could do all the work on the books, in house. Also advertisers would benefit because at the moment, to attract in the other magazines, they need to use colour, so incur an extra cost.

3) We welcome advertisers, and are doing our best to get advertising, although most of the big names seem very reluctant, although we will continue to search for those all important adverts. We do not believe competitions to be that important, but no doubt there'll be a few things in the coming issues.

4) Style and content is something we'll always do our best to improve, any thoughts are welcome.

5) We believe all our books give good value for money, and are prices are fixed for a reasonable time yet, but we believe other mags will soon be forced to raise their prices.

6) We hope so too!

As far as availability, we are very grateful to the retailers who have taken on the books, but do need a lot more, and we are exploring as many options as possible.



D. J. Jones writes:

1) Since their early days, I have always considered that a good football game could be derived from 'Football Manager' and 'The Boss'. Each has its good and bad points:

Gate income is erratic in both games; but more so in Football Manager as Bristol City, (3rd in table) I had four times the income away to Scunthorpe (12th) than at home to Bristol Rovers (2nd). I know that memory limits all games, but surely new systems of compression, and possibly the increasing use of disk drives could enable the experts to produce a good game from these two good golden oldies. Football games produced since these two, have been rubbish, but I reserve judgement on one I have yet to try; Premier League by E&J Software. I wonder why no-one seems to have reviewed it?

2) Using the 'Graphic Adventure Creator' how do I create these situations?

a) If player doesn't wear a certain item in 8 moves he meets with the usual accident.

b) On reaching a location for the first time, a fight occurs and I only want this to happen at the first visit. How do I avoid it on subsequent visits?

c) I want something to happen at location 'B' only after location 'X' has been visited. At the moment I leave an object (32) at location 'X' with a local condition at location 'B' as follows: IF (verb 40 and noun 32 and carr 32) MESS 210 HOLD 250 WAIT END. With verb 40 being 'wave' and noun 32 being object 32 a 'brolly' this ensures that the happening at 'B' will not occur until the brolly is being carried. Is there any other way to do this without having to place the brolly at location 'X'? Being thick, I would need these explanations written from the Menu onward: IE. which condition etc. The answer is probably in the parts I am having difficulty in understanding. (Set-Reset: Count: Hight Priority Conditions etc).

3) Can anyone help me with 'Mandrakore'? In monster or fighting mode it will show four items eg. Tickle, Cloud, Wood, Wrestler. I can fight and overcome Tickle and Wrestler, but what do you do with the others? they include Cloud: Tree: Sun; Wood: Forest. They appear in the same box as monsters but cannot be attacked, taken, hunted etc. Neither can I get hold of a boat (ship). Are these items useable or just padding?

4) Is anyone prepared to loan me a copy of 'Doomdark's Revenge' for the Commodore 64? I will give in exchange an original game either Tir Na Nog, Skull Island or Seabase Delta.

What Now? Comment

Firstly we've lost our friends address, so if you have any answers to his queries, write to us, and no doubt he'll be in touch. To discuss the main point, here at 'What' Publications we are keen Football supporters and have to agree with many of his points. Footballer of the Year was a reasonable attempt to mix arcade and strategy, but in the event it was the latter element that suffered. The FA Cup football games were a joke. We believe the continuing success of the now archaic Football Manager, has put many Software Houses off the idea, and lets face it, they want good sales, but we're sure that if they can come up with the goods they'll be guaranteed a best seller for months to come.



A letter from Alf Baldwin. I thought the cover of Vol 2 Issue 1 was a big improvement on the previous one, it does not smear like the old one. I was quite impressed with the new issue, although I must confess, that I was a little disappointed

with the contents. Of course I know that there are many new adventurers coming along, but I did think that rather too much space was given over to such oldies as Snowball, Heroes of Karn and Sherlock. I would have liked to see a bit more on some of the later games.

What Now? Comment

Hopefully Issue 2 and 3 have shown that we like also to look after people stuck in the newer adventures. We deliberately gave help on Snowball and

Sherlock in particular in Issue 1, as we believed that these are two classics that warranted help being given in our launch issue, especially Sherlock, which continually comes up in helplines even now.



Pat Bradley asks a popular question, especially with the

more seasoned and mature adventure game player.

I must be honest and say 'What has happened to the orthodox adventures - have they all gone by the wayside?' Each new adventure release seems to require interaction. I'm not keen on interaction adventures. Give me the old - GET?, CHOP?, USE?, INV?, good mapping and problem solving adventures anytime, I don't seem to be able to get very involved with the character role playing adventures.

What Now? Comment:

We must say, Pat echoes the sentiments of many people we have spoken to recently. In their rush to supply new and interesting games, Adventure Houses, believe that they have to always add special effects to their games. First of all you had magik, and strength and wound points etc, and now they all appear to be on a detective theme. There is certainly room for this style of adventure, but lets see a mixture of adventures. 'What Now?' and its readers are demanding it!

What time is the next bus? Please



Roger Pashby of 104 Westbrook Drive, Rainworth, Mansfield, Notts. NG21 9GH is stuck and needs help on the following:

ARROW OF DEATH PART ONE

I have the willow and the feathers, but how do I end Part One? I am stuck at the grove and circle of trees.

MORDON'S QUEST

How do I get to the altar? And what use is the frog? If I reach the altar and return to the house, will I be able to start a second section of the game?

TWICE SHY

When can I get into the villains' house in Welling Garden City? Or the old lady's cottage? Or the supermarket? Should I NOT shoot the thugs when I get the tapes?

SUPERCOM (hacking adventure)

Where do I find the second half of the code to get Armageddon computer to switch off? I have

the first half.

TWIN KINGDOM VALLEY

How do I end the game? I have killed the dragon and witch etc. and think I've got all the treasures but can't find the end game.

THE GOLDEN MASK

How do I cast the Medusa Spell without being turned to stone? Is there a mirror somewhere that I cannot find? Is it possible to get the broomstick? What use is the bow? And the effigy? And the noose? How may I kill Drakon once I have destroyed Ella the witch?

Into the handbook please, a full 100% solution to Mansport. We have a reader with 98% going mad to find out where the other 2% went.

Michael Mooney of 118, Morris Green Lane, Bolton, BL3 3LT has written with a problem:

ADVENTURE HELP WANTED

In Oxbridge (by Tynesoft), I'm stuck and so is my family. In one part of the game is a maze, called 'Garden Maze' and has 64 locations to it. The 64 locations represent a chess board, 8 by 8 - 64 locations. The object of the maze is to land on each location of the maze only ONCE without landing on another location previously visited. You move through the maze in the same way a Knight does on a chess board. What I need is a solution to the Knight Tour of the chess board or a solution to the 'Garden Maze'. I've left messages on Bulletin Boards and have raided the library of all chess books to no avail. I even spent 2 hours with a chess board and one knight trying to solve the problem. I might have to resort to cheating if you can't help. ME and my FAMILY are desperate for a solution. Please help before we crack up.

Mrs M. J. Hicks of 10 Drake Road, Willesborough, Ashford, Kent, TN24 0UR is totally stuck in an adventure called 'Magical Mystery Tour'. She downloaded this game a long

time ago through the Micronet Telesoftware pages. The Micronet helpline has been no good, nor have I had any luck locating the author. Has anyone any ideas as to how to finish the game. At the moment, I am in the castle and I think I have to get rid of the witch.

News

GAC ADVENTURE WRITERS HANDBOOK

No, it's not another one of ours, Incentive have just released a fifty page booklet for GAC adventure writers, entitled the GAC Adventure Writers Handbook, (GACAWH for short!). The book is compiled by several authorities on GAC and includes many chapters including: How To Write a Good Adventure, Multiple Loading Techniques, What is a Condition?, Markers and Counters, Advanced Use of Conditions and other commands, General Hints on Text and Graphics and a list of Adventure Clubs and Magazines.

The GAC Adventure Writers Handbook costs £1.25

GAME REVIEW SECTION

reviews

What

The Scoring System

Between 90 - 100% Rave
Between 80 - 89% Excellent
Between 70 - 79% Very Good
Between 60 - 69% Good
Between 50 - 59% Average
Between 40 - 49% Poor
Between 30 - 39% Rubbish
Between 00 - 29% Garbage

The Reviewing Team

Pat (Bradley) Age 52 - **Favourite Adventures** - All Artic, Jewels Of Babylon, Message from Andromeda, All Channel 8 - **Worst ever Adventure** - Lord of the Rings, Life Term - **Best budget game** - Subsunk, Seabase Delta, The Helm.

Walter (Pooley) Age 59 - **Favourite Adventures** - Lords of Time, Snow Queen - **Worst Ever Adventure** - The Island (Crystal) - **Best Budget Games** - The Helm, Wiz Biz

Gregory (Quinn) Age 16 - **Favourite Adventures** - Snowball, The Pawn - **Worst Ever Adventures** - Lord of the Rings, Life Term - **Best Budget Games** - Demon from the Darkside, Imagination.

Alf (Baldwin) Age 64 - **Favourite Adventures** - Mordens Quest, Dracula, Knights Quest - **Worst Ever Adventures** - Hunchback, Snowball, Valhalla - **Best Budget Games** - Helm, Seabase Delta, Subsunk.

John (Barnsley) Age 40 - **Favourite Adventures** - Emerald Isle, Lords of Time, Frankenstein - **Worst Ever Adventures** - Lord of the Rings, Seas of Blood - **Best Budget Game** - Subsunk.

Dave (Allen) Age 26 - **Favourite Strategy** - Chaos (Games Workshop), Vulcan, Silent Service - **Worst Ever Strategy** - The Trading Game - **Best Budget Strategy** - Rebelstar.

THE SHARD OF INOVAR

Publisher: Bulldog

Format: Sp 48, 128, Ams CPC, C64/128

R.R.P.: 1.99

Game Type: Icon Driven Adventure

Cor, the background story to this game ain't half long winded! It's like reading a page of a complex fantasy book. Basically it tells about a battle between Arthemian and Kiron over a legendary Elfstone, which was named Inovar. Arthemian was the keeper of the stone, which was used to protect the people of Earth from the Nagroma, a race which fell on the world every Winter and devoured every living thing. Inovar has been stolen by Kiron and it is your task to retrieve it and use it to protect the people. See what I mean? What a dead complicated storyline! Anyway, the game comes from Les Hogarth and Clive Wilson, who also produced ZZZZ and Kobyashi Naru, manes that will be familiar to you I'm sure, and as you would expect from the authors of these games, it is also icon driven.

Gregory's Comments

I never was a fan of this system. Unfortunately I'm still not converted from text input games and Shard of Inovar did not impress me greatly. The input system is terribly awkward to use, and fumbling around with a

joystick, whilst trying to draw a map, is no easy matter! The graphics are small and are stuck in a small square, just to the left of the centre of the screen, and although these graphics are quite colourful, they are still uninspiring, and the game does not benefit by having them. The text is however quite long and describes the scene well.

I still cannot really go over board about this type of game. I find the system unnecessarily awkward to use and I quickly lost interest. If you were a fan of ZZZZ and Naru, then you'll probably enjoy it. But me? I'd avoid it!

Seymour's Comments

The first time I've played an icon driven adventure, and I found it very interesting. Neat graphics, and at £1.99 you can't argue.

John's Comments

Good graphics, but a little small, and if you enjoyed Kobyashi, then this should appeal. An hour or two's entertainment.

What Now? Rating 64%

THE ALIEN FROM OUTER SPACE/DRAGON'S TOOTH

Publisher: Incentive (Double Gold)

Format: BBC B

R.R.P.: 7.95

Game Type: Graphic/Text Adventures

Two G.A.C. adventures for the price of one. The storyline for both goes like this - firstly The Alien from Outer Space, appears to be loosely based on a Sci Fi film, I'll leave you to remember which. You are the Head Scientist of the British Institute of Antarctic Research, and you receive an emergency call from Mt Cohan Station. It turns out that an alien could inhabit the body or bodies of some of the six. The alien will cause death and it's up to you to destroy it, before it destroys everyone at the station. The second adventure is the Dragons Tooth; it is a simple tale of a land that was plentiful, now poor, due to an evil force. You have taken it upon yourself to find a dragon's tooth, and take it to an old wizard locked away by evil forces. If you can get the tooth to him, he would be able to lift the curse on the land and bring back prosperity.

Barbara's Comments
(A.F.O.S.)

The game consists of 30 locations, and each is accompanied by a graphic.

I thought the graphics in 'The

Hunt' by Robico were excellent, which only leaves Rave for 'The Alien' by Incentive. They are all very colourful, appear quickly, are beautifully detailed and perfectly draughted. The text is sparse; simply advising you which location you have entered, what you can see, and exits available. Inputs have to be specific, but in time, you learn what is acceptable. The adventure isn't easy to play. It is you v the mutants (upto to 6 of them) and they have a nasty habit of setting fire to rooms, sometimes before you have retrieved items you require. You have to be brave, whether you are entering a room already on fire or encountering a character who can not only disarm you, but who can become extremely aggressive. Many vital items are very cleverly hidden and it is advisable to thoroughly explore and map the entire station before planning your campaign against Alfo (alien life forms). You are not working completely in the dark. The computer can help with details in the characters, various bits of paper suggest items needed to assemble a

bomb and flame-thrower, and a certain device can tell you how many Alf's there are at any given time.

After mapping and establishing which objects are the useful ones, it becomes a game of strategy. Planning ahead can help, of course, but adaptability will probably be necessary to achieve your final goal. Random elements ensure that the game is slightly different each time you play, and will keep most players busy for quite a while.

DRAGONS TOOTH

Inputs to this game are verb and noun, occasionally an adverb has to be added. There are over 60 locations, but very few graphics, I believe 3 only! Rather a poor beginning, but from the Dragon's Tooth Inn onwards the adventure steadily improves. You can carry/wear up to 12 items and I found a use for all but one object. As I finished with 102%, I assume it was a red herring. One out of 20 portable objects seems reasonable enough to me. Some puzzles are difficult. I had great trouble finding protection

against arrows. If I hadn't frequently SAVED my position, I would have had to re-start (as back-tracking is limited) and demonstrates that some locations are not obvious. There appears to be a few bugs in the programme, including a) not all the text seems to appear at the Mountain Door location. b) examining the dead troll crashes the game. c) cannot open the door which seems to lead south from Dungeon location. These are minor hiccups, I liked the Pocket beastie, especially if you rubbed it.

I gained enthusiasm for this adventure; I even enjoyed mapping the maze. I usually loathe mazes, but if I can map this one, anyone can.

In conclusion, as they are back to back on the tape, comparison is bound to be made. The Alien sprouts home a worthy Gold medal winner. Dragon's Tooth, after a poor start, runs home for the Silver medal. The Alien justifies the price of £7.95, Dragon's Tooth is a bonus.

What Now? Rating - 78%

NOVA/HAUNTED HOUSE

Publisher: Double Gold (Incentive)

Machine: Amstrad

R.R.P.: £7.95

Game Type: Text/Graphic adventure

Reviewed by Kevin Gaskel/Branco

Two games on one, firstly Nova, which is the main game:

For millions of years the Sun has shone on the Earth, bringing life to the planet, but now that has all changed! In a few short years all

that will be left of the Solar System are dying embers, the last remnants of the Sun gone Nova!

For some time now, preparations have been made to find a new home amongst the stars. Huge shuttles have taken Earth's billions to the moon where in

cryogenesis they will sleep away the thousand years it will take to travel to our new home. All was going smoothly until the Cyborgs arrived! During the Dark Millenium experiments were carried out to try to increase the life span of humankind by replacing human parts with biometal constructs. The result was a paranoid fabrication deadly to humankind.

They were banished to the moons of Saturn but escaped and are now wreaking havoc, wiping out humans whenever they can. As chief engineer of the Exodus, you were overseeing the final evacuation of Earth, when a vicious attack occurred. Although suffering from concussion you have to take a vital control circuit board to the Moon. You will need a

potent weapon as Cyborgs infest the Moon. Once there, you must exterminate both the active Cyborgs and the ones in Cryogenesis. A bomb is the only solution to the second problem. Once the Cyborgs have been exterminated you must connect the circuit board to the main computer in the Control room, thus initiating Stellar Launch countdown. At this time it is advisable to enter cryogenesis. A Cryodisc, encoded with your

genetic structure, must be used in order to survive the long journey to your new home, and when you've figured that, onto.....

HAUNTED HOUSE

In this game, you take the role of an old tired tramp looking for a place to spend the night. You come across a decrepit, empty looking house and decide to kip down for the night. However, as you enter, the front door slams closed behind you. You try to

open the door but it is shut fast. You begin to get a bit spooked by this and decide to find another way out. This is the object of the game.

Nova is a very well presented adventure, which has tremendous atmosphere and plenty of puzzles, but on the other hand, it's spoilt by its second rate companion, which is very small indeed. As a freebie given with Nova, it's passable.

What Now? Rating 64%

KARYSSIA, QUEEN OF DIAMONDS

Publisher: Medallion software (Incentive)

Machine: Spectrum

R.R.P.: £7.95

Game Type: Text/Graphic Adventure

This is the latest Medallion Graphic Adventure from Incentive. The story is of the Isle of Senduarin ruled by King Merenon. He was a wise King known as The Smiling Monarch, and under his rule, and with the wealth from its diamond mines, the land prospered. On his death, his daughter, the Princess Karyssia became Queen and was popular among the people. However, the predictions of the prophets that the King's first-born would bring doom and evil to the land, began to come true. Karyssia was evil, and she used the excuse that the diamond mines had run out, to divert the wealth from the diamonds to her own exchequer. She used the money to raise an army to con-

quer the neighbouring islands of Arduarin and Tresduarin. She became all-powerful and with her two sisters, Anassia and Sarassia, used terror and oppression against the people to maintain her power. She appointed the evil Sindowa to be court wizard to protect her, and her army and elite bodyguard made the Royal castle in the north of Arduarin impregnable. Your quest is to gain access to the castle and kill Karyssia.

Alf's Comments

Although this is described as a graphic adventure, few locations have graphics. They are simple and the same graphics are used at more than one location. They add little to the adventure and could really have

been omitted altogether. Most of the problems are solved by the use of magic spells, and the combat is mainly confined to killing the castle guards. I am personally not keen on the use of magic, but for those who like spells, there are plenty of them in this game. Good points about the game are that there are no mazes, and I liked the way some commands telescope several actions, saving unnecessary input. For example, in the garden of the Sword and Buckler Inn, CLIMB TREE is all that you need to climb the tree, get the acorn, and climb down again. Unlike many adventures, you never get hungry, thirsty or tired, so there is no searching for food and water and no need to rest. You also seem to be able to carry an unlimited number of objects, I never once encountered "you are carrying too much". One bad point, one of my personal dislikes, is the sudden death without warning,

when you innocently move to some locations without any indication that you will meet guards or other enemies there who will kill you instantly. For this reason, it pays to save the game at regular intervals. There is no night or day in the game and no time limits, except at the end of Part 3, when you will be recaptured by the guards, if you do not reach Karyssia in a limited number of moves.

Pat's Comments

Not one of my favourite adventures, with quite a few problems. Repetitive drawings where the same pictures are used in different colours and angles, and to add insult to injury, as the text builds up, the screen picture starts to scroll off. A long adventure that strangely enough includes no Ramsave/Ramload option. With more thought, I'm sure this could have been a good adventure.

What Now? Rating 55%

ROBICO NEWS

The Hunt - Search for Shauna is now available for the Acorn Electron. the BBC version was released in July of this year.

The Hunt is a science fiction adventure with graphics. The electron version retails at £9.95. The BBC cassette version is the same price while the disk version, with its enhanced graphics is priced at £12.95

Realm of Chaos - Village of Lost Souls has also just been

released on the following formats: BBC cassette, BBC 5 1/4" disk, BBC (DFS) 3 1/2" disk, Electron cassette and Amstrad CPC cassette. An Atari XL/XE cassette version is in the pipeline and it is hoped that it will appear prior to Christmas.

Village of lost Souls was previously released by Magus. The game has been re-written by Martin Moore and Glen McCauley to bring it up to the current standard of text adventure games. It has an improved sen-

tence parser, more text (between 40 and 60k depending on version) and slightly changed game play.

Prices are £9.95 for the cassette versions and £12.95 for the disk version.

NEW PRICE

Midge - The Message Compression System, Robico's text compression utility for use in adventures, document processors and any programs which need a lot of text in memory at the same time has the new price

of £19.95. The suite of three programs including a text editor, compressor and linker is available on disk only for the BBC range.

NEW PRODUCTS

Robico now supplies blank disks on all formats from 3" to 8". A pack of 10 DS/DD 5 1/4" disks retails at £9.95 inc V.A.T. and P.&P.

Publisher: Excalibur Software
Format: Sp 48,128
R.R.P.: £6.95
Game Type: Sci-Fi Adventure

You are John Pride, a low class detective for the federation, and you, along with your pal Jacko, have been assigned to do undercover work on an artificial space-farm station. The reason? These farms cultivate poppies, which although useful for producing medicine, can also be used to produce drugs, especially opiates. Some aliens have got the idea of hi-jacking one of these farms and using it to produce this drug for resale. You were waiting for such an attack. The only problem is that when it happened, you and Jacko were totally legless after a night of heavy drinking. Now you have to try and retake the control room of the farm, which the aliens control....

GREGORY'S COMMENTS

Pride of the Federation is an absolutely massive four part game, and you need to have completed each part before you can move onto the next. It is also the first game I have encountered that is PAWed and I was looking forward to quite a treat! However, presentation is poor with no loading screen, and only the odd bit of re-designed character set, although this was a preview copy, so the final may be improved. Although this set a bad view to start off with, playing the game turned me towards it more. The authors definitely have a good understanding of the PAW (Professional Adventure Writer) and they know what they're doing. The vocabulary is very extensive with use of and, it and commas, as well as being able to put objects into, and take objects out of containers. What is a shame however, is that there are no graphics at all; still, the loca-

tion descriptions are longish and set the scene well enough.

In conclusion, this game is well programmed, and a joy to play.

ALF'S COMMENTS

This is yet one more adventure in space, we do get a lot of them these days. The game follows the usual stereotyped pattern, there are the obligatory mazes, although they are quite small and each location differs slightly in text description or exits so it is not necessary to drop items to map them. In Part One, you have to keep returning to a tap to fill a bottle with water, as a hangover from a binge the previous night makes you continually thirsty, and there is also a droid who keeps taking items away from you. Fortunately, the game includes a Ramsave/Ramload facility, so you can save your position as you go along without having to save it to tape.

All commands must be entered in full, you cannot abbreviate words to the first four letters, and in many cases, full sentences must be used, simple verb/noun input will not do. For example, when you see some pliers in a toolbox, "GET PLIERS" does not work, it must be "GET PLIERS OUT OF TOOLBOX". Many of the devices on the ship are computer controlled and operate by voice command, so SAY "....." often gets results (do not forget the inverted commas). The necessity to find the exact words for commands makes it a difficult game to play.

I found the game quite boring, in Part Two you would not believe the palaver necessary to get a new fuse, and in Part Four, I got very tired of pressing lift buttons (35 times). Overall, I wasn't

very impressed, would have been far better at a £1.99 price.

PAT'S COMMENTS

This is a very good text adventure broken up into four separate parts - each part must be completed in order - on completion of Part One you are required to SAVE your position - Part Two is then loaded in the normal way after which you are required to LOAD your SAVED position from Part one - this procedure is followed with all four parts. It is necessary to have more than one blank cassette - one for SAVED POSITION from previous part and one for SAVING present position if you wish to stop adventuring and return to it later.

The descriptions are very full, and if you read carefully there is plenty of information. There are some nice touches in this adventure, eg. the LOCATION remains at the top of the screen during any other input, the RAMSAVE/RAMLOAD and GET ALL/DROP ALL features are extremely useful - these features seem to be the norm these days, as well as the normal SAVE TO TAPE. I particularly liked being able to type in whole sentences or several commands at one time separated by full stops, eg. GET KEY AND OPEN THE BOX or GET KEY. OPEN BOX. EXAMINE BOX. DROP KEY - (this is just an example of the use and does not necessarily feature in the adventure).

A few criticisms of the adventure -

- 1) Why don't people use a dictionary - programmers I mean!
- 2) "There's more" at the bottom right hand of the screen when there is not!
- 3) I was surprised I could not

READ NOTICES only EXAMINE them!

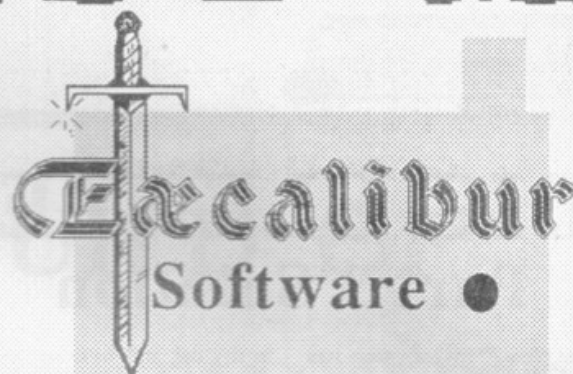
4) The vocabulary is, in parts, extremely exacting and I feel there should have been more acceptance of alternatives, eg. SEARCH TOOLBOX - You can't do that - BUT - LOOK IN TOOLBOX gives answer!

Part One is not difficult but there is a need to map this adventure thoroughly because in Part One, there are two things which can make you have to leave your present location and go elsewhere - either the need for water after so many moves or to find the 'friendly' DROID who keeps 'carrying things' for you and then disappears - the water and the DROID can always be found in the same locations - not the same one - but once you have found where you need to go, you have to be able to go back to your last position - hence the need for careful mapping. This happens in Part One and personally, I feel that EITHER the need for water OR the 'friendly' DROID would have been sufficient. To keep people interested in completing Part One, I think the DROID would have been enough.

It is possible that people may be tempted to give up in Part One, but my advice to them is Map well, keep calm and you will then be able to enjoy the rest of the adventure, which as I said at the beginning is VERY GOOD.

PRIDE OF THE FEDERATION - THE SCORES
 Playability 69%
 Addictiveness 69%
 Lastability 72%
 Value for Money 64%
 What Now? Rating 66%

Pride of the federation



There is one thing in this world, and many others, that we all need, money. Money to buy food, money to buy clothes, and in some cases, money to buy drink. It is because of this universal need for money that you find yourself employed as a second grade detective 4th class, (and you can't get any lower than that) with the Galactic Federation. Your name? Oh yes, Pride, John Pride, commonly known as "Pride of the Federation". One of the greatest problems in this modern day galaxy is still the control of drugs. Especially Opiates derived from the humble Poppy, because these drugs have many necessary legal uses, their growth can only be controlled not eradicated. The latest idea to control these plants is to ban their cultivation on all planets in the galaxy, and to grow them on a special artificial space farm stations.

However some rather enterprising intergalactic aliens have formed into roving bands, and are attempting to hijack one of these farms. None of their attacks have been successful as yet

With this in mind you and your partner Jacko accept your latest mission, to work undercover on one of these farms. It's simple really, if the aliens attack, you stop them!!!

You and Jacko report on board ship, you are shown your quarters, stow your gear, then its off to explore your new home. It's enormous, bigger than any other ship you've ever been on. It's going to take months if not years to find your way around here.

Eventually you find yourselves in the recreation lounge, and can see the top of a large notice board. You cannot get near it because of the crowd of other crew members already there, so to pass the time you play chess, both of you lose, partly because neither of you ever understood the rules. Eventually you get to the notice board and see a list of duties. Jacko gets a cushy number in the radio room. Your luck as usual is not so good, you are down on the list as assistant gardener, looking after all those precious plants.

The tour of duty starts on June 3rd, you'll be back just before the Christmas on the Third Oxogonal Triade. So, life quickly settles into a comfortable routine, working, relaxing, sleeping, and drinking, usually too much. Until, one morning, after a night drinking with Jacko, you wake up.....

"PRIDE OF THE FEDERATION" The new adventure for the
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BIG SLEAZE

Part 3 Solution



"What Now?" investigator An drew Edney who brought you help to Part 1, was so successful, that a contract has been put out by the mob on him. We've whisked him away into hiding, and our 006.5 agent B R Pell, has agreed to take up the case, risking life and limb to talk you through Part Three.

carry over

After a long investigation by Alec, I have further found that you need an item from Part One in Two, and you can't carry enough items. So in the foot steps of my hero, Mobile Homes, I looked for somewhere else to put the goodies. The mac was the first place I looked, after all the crowbar fell out of the pocket, but that didn't work. So I piled up the car with all the objects I could, and hoped the old crate could take it over to the next stage of my journey. I loaded the third part and then loaded the saved part one. Had I cracked it?

Yes, there I was sitting in my heap surrounded with the things I had collected from the last leg.

a phone rings

The car was running out of fuel and I hadn't found a single gas station - plenty of married ones though. Climbing out of the car, I headed north. It seemed like a good place to go, since it was the only way. When I got stopped by a German geezer, a runaway from World War Two, he told me to get out of town for a while and pushed a bunch of fivers in my hand. They didn't seem any good to me, I was in the great United States of America, and these were Marks from the Fatherland. Still, green backs are green backs to me; I put them

in my car and went up to my apartment. The door was locked, so I opened it and went in. Someone must have known I was coming because the phone rang. It was for me-he. I answered the phone, by answer phone. An old mate of mine was on the other end telling me that there was some trouble in Chinatown, he was going to chicken out, and head for the library. Perhaps his books were over due?

a gun battle

You leg it back to the car and head for the land of the take-aways. East and South takes you to Wangs shop. Inside he sits (sits I said). A door is to the south, unable to open it I say to Wang, 'Open door', which he does, and inside I find a piece of cloth with copper polish on it. Outside the shop are some crates you can read, which are a laugh. South from here, you walk into a gun battle and see your pal get it. The steel isn't cold in him when he tells you about the dame living in Brooklyn Heights, and something about the good old statue of Liberty. Now that seems like a place to pay a visit. With your mates words fresh off his lips, you turn east to the Dragon Inn, wait for opening time and enter.

a missing leg?

Down the scaley steps into the green bar, where everything is made of dragons. I wish St. George was here to give me a helping sword. In the green darkness, you come face to face with the villain who just shot your buddy with his M16. Boy, they have big ones round here! you have only got a measley hand gun, still, here goes, Shoot

Villain. The bullet tears into him and he hops up the stairs and away, he knows when he's beaten. Did I say hop, well wouldn't you when there, lying on the floor, is his right leg? Examining it, you find yet another piece of the photo tucked in his sock.

Liberty

Now here is a nasty trick old Fergus has installed in the game, an anti-pirate device by putting the next address in the sceptical 3. Well, it makes you read the mag and find the address to the statue of Liberty. So back to the wheels, join those wires, and head for the park. Here, you find a ferry and a daft pigeon, take the ferry not the pigeon. When the ferry ends its journey, you get off and see the tall lady of America herself. Inside, you go up the stairs and up yet more stairs to the top. She stands there, holding her torch for all to see, but it is rather dull, so rub the torch, as long as you have the cloth, then exam torch and you get a message that reads something about a Malteze Bullfinch.

Porn?

OK, start back to the ferry and then into the Rolls Royce, ha you should be so lucky, well you can hope. Now drive to the dames address at Brooklyn Heights; enter the building by going north, then up the stairs to her door. Now with a bit of detecting and adventurer playing, unlock the door, and yes, open the door. Inside you meet the dame who, if you have remembered to bring all the photo pieces with you, runs to you and glues the bits together. She then, without a word of thanks, run out. Try examining the com-

pleted photo, you get your next address. Here's just a bit of fun, try going to the dolls flat without the photo, then say to the dame, 'Make Love'. Boy, she rushes you into the bedroom, and well, you know the rest!! She then breaks out into a fit of laughter and kicks you out into the car park. If you try to get in again, she just laughs at what's below your belt, and you land up in the Lot again. Well, with the photo in one piece, go to the kitchen and you find a dog bowl, examine it and you find out who the flat belongs to, if you didn't know all ready.

Pawn?

Armed with the address from the photo, you race to the pawn shop on Kenmore Street. Enter the shop and see all the goodies that are there, like Kronos's Wand, a Broom Stick and a Trophy. They're of no use to you, but worth the examination, I think someone has been playing the Pawn from another company to put this location in the game.

Safety?

To the west, you find a door which you cannot open by fair means or foul, and this move is foul. Well, I suppose everything is fair in love and adventures. Delta 4 do slip some nasty tricks in their games. Here, you have to open the door with the key to the safe, which you found back at the office, I hope you brought it with you into this leg of your investigation, or you'll have to replay it again. Inside the room, you see a flag and a banner, examine them both. Get out the old note book and write it down, you never know where you might need the clues.....

Back to the car and drive to Central Manhattan and Part Two.....

GUILD OF THIEVES

Notes by Bob Shepherd
as played on an ST.

BOAT - to leave the boat jump west, return here at end of game.
MAN AND TRUNK - Type help man with trunk and you get five points and you can now enter the castle.

RAT RACE - The gatekeeper will shout you when it is about to start. To get to it, just type go to courtyard when he shouts. Bet on the grey rat with the note from the cushion.

SETTEE/CUSHION - Find the settee in the drawing room. Examine settee. Open the cushion and examine it to find a note.



WATERCOLOUR PAINTING

- Examine it to find the words.
URFANORE PENDRA

OIL PAINTING - It is one of the treasures. Found in the gallery.
LOCKED SAFE - Ignore it. Can not be opened.

BUCKET - Found in the lounge. Examine it to find a lump of coal.

LUMP OF COAL - Found in bucket in lounge. Examine it then break it to find a fossil.

FOSSIL - Found in lump of coal. It is one of the treasures.

RED BILLIARD BALL - Found in the billiard hall. Open the red ball to find a diamond ring.

DIAMOND RING - Found in the red billiard ball. One of the treasures.

CUE - Found in the billiard

room. Use it with the needle and cotton to make a fishing rod. Also use it to press the top button into the main bedroom.

MUSIC STOOL - Found in the music room. Open the stool and examine it to find a plastic bag.
PLASTIC BAG - Found in the music room in the stool. Examine it to find a sheet of music. But do not open it. It is one of the treasures.

SEWING BOX - Found on the bed in the bedroom. Open the box to find a needle and cotton.
NEEDLE/COTTON - found in the sewing box. Tie the cotton to the cue to make a fishing rod.
CHINA POT - Look under the bed in the bedroom to find this treasure.

WARDROBE - Found in the bedroom. Open it and examine it to find a dress.

DRESS - Found in the wardrobe. One of the treasures.

LIBRARY - Read books to find clues.

CARD BOX - Found in the library. Open and examine to find playing cards and a plastic card.
PLAYING CARDS - Examine the cards and you will see three suits and a joker. Remember the missing suit because later in the game, you will need to read a signpost and you will have to take the direction of the missing suit.

PLASTIC CARD - Found in the card box in the library. Show it to bank teller.

MAGGOT - Found in the tub in the gamekeepers bedroom. Put it on the needle and go fishing.

GOLD KEY - Found in the gamekeepers cabinet. Use it to unlock the bear cage.

CHEQUE - Given to you by the

gatekeeper when you win on the rat race. Use it to buy the lute.

CAGE - Left by the gatekeeper after the rat race. Open it then place the mynah bird in it and then close it.

JUNK ROOM - Move junk to find an exit south to the moat.

NIGHT SAFES - There are several scattered about the game. You must place the fifteen treasures in them before you can get into the bank.

BY THE MOAT - This location contains a night safe and is also the place to catch a fish.

FISH - To catch a fish, you must have the cue, needle, cotton and maggot. Go to the location called **BY THE MOAT** and place the needle in the moat to catch a fish. Now place the poison on the fish and give it to the bear.

CUBE - Found in the junk room needed as an ingredient in the cauldron.

RATS - To pass the rats go to the location called **FLIGHT OF STEPS** and you will see a pipe. Push pipe and it breaks. Open stopcock wait one turn, then close stopcock. The rats should now be dead.

WINE RACK - found in wine cellar. Examine it to find a champagne bottle and a bottle of red wine.

BOTTLE OF RED WINE - Found in the wine rack. Open it and examine it to find a ruby and some wine.

RUBY - Found in the bottle of ruby wine. It is one of the treasures.

BOTTLE OF CHAMPAGNE - Found in the wine rack. Read the label and use it with the mynah bird to open the bank

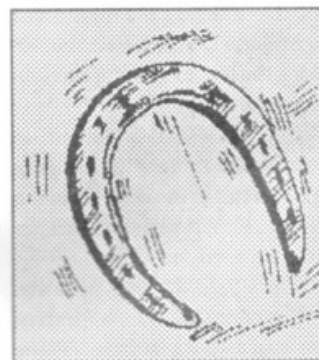
vault.

JAR OF JAM - Found in the kitchen cupboard. Take it to the manure and open to get the flies then close it. Now take it to the spider in the hot house and open it then drop it.

RAT POISON - Found into he kitchen cupboard. use it to poison the fish.

BEAR/CAGE - Feed the fish to the bear after it has been poisoned. The bear goes to sleep. Unlock cage with gold key and open it. Look inside the cage to find a chalice and a sleeping bear.

CHALICE - Found in the bear cage. It is one of the treasures.



HORSESHOE - Found on the stable door, rub it to feel lucky before you roll the four coloured dice.

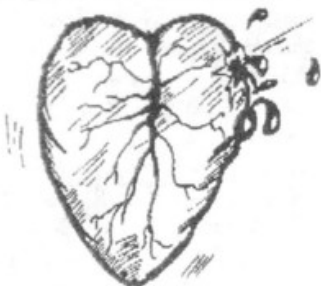
MANURE - Contains flies for the spider.

STRONG BARS - This is a fake, just break bars, they are soft.

SKELETON CHEST - Open the chest to find a heart and a skeleton key. (finger)

SKELETON KEY - (finger) Found in the skeleton chest. Use it to unlock the sarcophagus.

HEART - Found in the skeleton chest. One of the



ROPE LADDER - Found at the top of the waterfall. Untie it and it rolls down the waterfall so you can get back up later in the game.

CEMETERY - Examine the tree and get the berries. No other use.

BERRIES - Found on the tree in the cemetery. One of the ingredients for the cauldron.

UNDERTAKERS DOOR - Break the door to enter.

UNDERTAKERS SHOP - (inside) Lift the flap and go south. Ignore the coffin. Press the button on the till to open it.

COIN - Found in till in undertakers shop. Insert in the tollgate to pass.

TOLLGATE - See coin.

MILL - To enter the mill, shout to miller, stop mill. The miller stops the blades turning and you can enter.

CHEWING GUM - Given to you by the miller. Chew gum and insert it in the keyhole in the bank to slow down the manager from entering his office.

LUTE - Buy the lute from the miller with the cheque. Examine it to find a plectrum. Place the lute in the sack and close it before you leave the mill or it will break. Play the lute and say the words **URFANORE PENDRA** to float in the bank.

PLECTRUM - Found on lute. One of the treasures.

IVORY KEY - Found in organ room. Use to unlock private door in zoo.

EBONY KEY - Found in organ room. Use to unlock door in shrine.

COLOURED SQUARES - The route to cross these are the colours of the rainbow. From the black square go SE, N, E, E, SE,

S, SW, E. You are on the white square. The route back is from the white square go NW, N, NW, E, SW, SW, NW, N. = Black square.

RHINO - Found at the top of the stairs southeast of the temple. A treasure.

SARCOPHAGUS - Found in the crypt. Unlock with the skeleton key. (finger)

EYE - Found in the skull inside the sarcophagus. One of the ingredients for the cauldron.

STATUETTE - Found in the shrine. One of the treasures.

PAMPHLET - Found in the black library. Read it.

BEEHIVE - Examine to find gloves. No other use.

GLOVES - Found on hive. Wear to climb slippery rope.

INCENSE BURNER - Found on the altar in the temple. One of the treasures.

TEMPLE STATUE - Get statue and you fall down a well. Wait one turn then drop statue or else you drown. Now move north three times.

BROOCH - Found on the sandy beach. One of the treasures.



BOOTS - Dig sandy bank to find them. Wear them to go down from beach.

SLIPPERY ROPE - Wear the gloves to pass it.

Guild of Thieves continued



PICK - Found in the craggy cave. Use to get mineral chips.

MINERAL CHIPS - Found at the rock face. Hit mineral with pick to get chips. One of the treasures.

BOTTOM OF WATERFALL - You must untie the ladder before you can get up.

SNAKE SKIN - Found in the insect house. One of the ingredients for the cauldron.

SNAKE - The snake drops on you when you leave the insect house. You must go to the hot house and kill it or it kills you.

MAIN BEDROOM - Get the painting and drop it to find an opening. Open cabinet and sit on the bed. Examine the cabinet and you see two buttons. Press the top button with the cue and you enter the secret lab.



CAULDRON - Read the diary and examine the cauldron to find a sachet. Cover the cauldron with your shirt and then place the eye and the snakeskin and the heart and the berries and the cube in the cauldron. No open the sachet and you will have an anticube.

SHIRT/JEANS - You are wearing them. Use the shirt to cover the cauldron and the jeans pocket to hold the plastic die in the bank.

ANTICUBE - Made in the cauldron. Use on the machine in the

cubical room. Place anticube in keyhole to get it past the office door.

MIRROR - Found in main bedroom. Use it to get gem in wax.

GEM/IN WAX - To get gem from wax. Reflect beam on wax with mirror. Get gem. Gem is one of the treasures.

SUCCULENTS - Found in the hot house. Rub feet with them to pass hot coals.

COCONUT/TREE - Shake tree and a coconut falls. Break coconut open with the spade and feed the macaw.



MACAW - Feed coconut to macaw for some information and points.

SPADE - Found in the zoo office, use to break the coconut.

GROTTY KEY - Found in the drawer of the desk in the zoo office. Use to open the small door to the mynah bird cage.

COLOURED DICE - There are four coloured dice to get. Red, green, blue, yellow, all are to be found near the locked opaque case. Get all four then go to the white room and rub the horse-shoe. Now roll dice and a fairy will appear and ask what number you want. Type FIVE four times pressing return after each. Now place the dice in their correct slots. When all four are in, the catch opens to the case

hints

revealing a plastic dice.

PLASTIC DICE - Found in the opaque case. Roll dice in the cubical room and move around to remove the spots and then place on the machine with the anticube to get the cube.

BANK - Before you can enter the bank, you must place fifteen treasures in the night safe, then the sign is changed and you can enter.

INSIDE BANK - Join the long queue to get to the teller.

BANK TELLER - Show the plastic card to the teller and you will be shown in to the manager.

BANK VAULT - This is a bit tricky due to mynah bird. To open the vault, chew the gum

then remove it. Examine the champagne bottle. Say to mynah bird **HOORAY**. Join long queue. Show plastic card to teller and you are shown into the bank managers office. Drop the cage with the mynah bird in and also the bottle of champagne after you shake it. Open the office door and leave. The manager will follow you and lock the office door. Now place the chewing gum in the keyhole and this will slow the manager entering his office. Now the bird must say **HOORAY** and blow the roof off the bank. If the manager does re-enter his office, he will return the cage and bottle to you and you will have

to restore your saved position.

HOW TO GET INTO BANK OFFICE AGAIN - Drop all. Put die in pocket. Put anticube in keyhole. Play lute. Say **UR-FANORE PENDRA** and go south.

CUBICAL ROOM - To sort the cubical room from the office, do the following: e. roll dice. two. d. roll dice. one. se. roll dice. six. d. roll dice. five. e. roll dice. four. d. You are now in the cubical room with the treasure.

CUBE ON MACHINE - To get cube from machine. Type the following: Put anticube and die on machine. Get anticube and cube.= 40 points

SIGNPOST - Read the signpost

for direction to exit from the cubical room. Remember the missing suit from the card box. **WHITE** - Found in cubical room with the treasure. Carry to see your way out.

TREASURES are as follows: **FOSSIL**, **RING**, **PLASTIC** (sheetmusic), **BAG**, **CHAL-ICE**, **RUBY**, **OIL PAINTING**, **PLECTRUM**, **RHINO**, **STATUETTE**, **BROOCH**, **CHIPS**, **DRESS**, **GEM**, **CHINA POT**, **INCENSE BURNER**.

TO END GAME - Just take all fifteen treasures from the bank to the boat.

Confidential

Playing guide courtesy of Mrs M. J. Hicks

Suggested sequence of locations

Code Translation A=Z, B= A, C=B, etc, etc.

UIF HBCMFT
SJDIBSE & FMMJT
EFWFMPQNFOUT
HBSBHF
EFQBSUNFOU TUPSF
USPQJDBOBDMVC
NFMCVSZ QBSL
OPSUIFSO CBOL
DBSBWBO QBSL
QBXOCSPLFST
SFE MJOF UBYJT
WJDBSBHF
GPPUQBUI
DIVSDI
GPY QVC, GPY XBZ
DBTJOP
PHEFO SPBE
DMJGG FEHF.

CARAVAN PARK. You're looking for a specific caravan. The Park is a maze - an 8x8 grid. You want to go as far S. as you can, then as far E. as you can, then 1 move N. and 1 move W. Remember to **INTERVIEW** everyone to piece together the story of the missing Mr. Richards. If you do things in the wrong sequence you'll not get

very far.

OBJECTS

KEY: location 7; use 25

CHEQUE BOOK: location 19; use 15

TICKET: location 8; use 21

PASSPORT: location 12; use 22

PETROL CAN: location 24; use 11

JACKET: location 10; use 29

CARD: location 32; use 13

DUSTBIN: location 26; use 9

NEWSPAPER: location 38; use 30

WRENCH: location 2; use 34

ENVELOPE: location 18; use 4

CIGARETTE: location 5; use 28

KETTLE: location 35; use 1

GLUE: location 16; use 36

DOG: location 31; use 6

ORGAN: location 37; use 17

SPADE: location 27; use 20

CABLE: location 3; use 14

JEWELS: location 33

HOT DOG SELLER: location 23; use 39.

1. You need to boil the kettle to

steam open the envelope.

2. On the counter of the Pawnshop.

3. In Ogden Road.

4. Contains a possible clue; must be steamed open.

5. Offered to you by the Vicar's Gardener.

6. You need to move him; throw a stick for him (sticks are made of wood, which comes from trees).

7. In the filing cabinet, in your Agency.

8. On your desk.

9. Stand on it to climb in a back window of the Casino.

10. The cloakroom Attendant has it at the Tropicana Club.

11. If you run out of petrol you can fill it up at the Garage.

12. Inside Mr. Richards' car at the Garage.

13. To verify your cheque at the Bank.

14. You'll need it to climb down the cliff edge.

15. Write a cheque to cash at Bank; you'll need money when your car gets impounded.

16. At the Vicarage.

17. Play it to attract the Vicar.

18. At the Vicarage.

19. Exam chair in your Agency.

20. Use it to cut some cable, you'll have to unwind it first. Also for digging.

21. Use it at the Tropicana Club, give it to the Attendant.

22. Show it to people to identify Mr. Richards.

23. The High St.

24. At the Garage.

25. It's your Car Key.

26. Melbury Park; to enter here remember how you did it as a kid.

27. The Gardener has it.

28. Use it to light the gas on the stove.

29. It has your card; you could also pawn it.

30. Read it.

31. He's in Midwich Forest; follow the Footpath.

32. In your Jacket.

33. They've been buried near the Abbey Ruins.

34. Use it on the Fuse Box at Red Line Taxis.

35. In the Kitchen at the Vicarage.

36. Use it to reseal the Envelope.

37. In the Church, of course.

38. In Melbury Park.

39. Get a hot-dog, you won't get hungry then.

STATIONFALL

INFOCOM

A Bob Shepherd solution (Atari ST)

E, N, INSERT ROBOT FORM IN SLOT, TYPE 3, S, E, OPEN HATCH, ENTER TRUCK, GET KIT, CLOSE HATCH, SIT DOWN, INSERT ACTIVATION FORM IN SLOT, T, (see paperwork) TYPE 123, WAIT, WAIT, WAIT, WAIT, WAIT, WAIT (5) STAND UP, OPEN HATCH, LEAVE TRUCK, E, D, D, OPEN CAN, GET FORM, NW, GET DRILL, SE, UP, UP, UP, UP, NW, OPEN PRESSER, PLACE CRUMPLED FORM IN PRESSER, CLOSE PRESSER, START PRESSER, STOP PRESSER, OPEN PRESSER, GET FORM, E, D, D, SE, SE, E, OPEN KIT, OPEN BOTTLE, EAT SOUP, LOOK UNDER BED, GET STAMP, STAMP VILLAGE FORM, DROP STAMP, W, NW, S, INSERT VILLAGE FORM IN SLOT(11), S, S, NE, NE, SE, INSERT ID IN MACHINE, START MACHINE, TYPE 7, STOP MACHINE, GET CARD, NW, SW, SW, N, N, N, NW, D, SE, INSERT ID CARD IN READER, (16) N, GET GUN, S, W, UP, SE, S, W, (Floyd must be here to carry on,

if not, wait for him) FLOYD, GET MEDIUM BIT, GET MEDIUM BIT (19) E, N, E, S, E, DRILL SAFE, REMOVE SMALL BIT, DROP SMALL BIT, INSERT MEDIUM BIT IN DRILL, DRILL SAFE, DROP DRILL, W, NW, S, S, S, NE, NE, NW, EXAMINE CEILING, OPEN PANEL,



GET STICK (22) SE, D, SW, S, SHOOT BOX, GET COIN, (27) N, SW, GET CAN, NE, NW, N, N, SE, E, GET IN BED, WAIT (sleep is needed after a number of moves) (30) GET OFF BED, GET GUN, CAN, KIT, STICK, W, NW, S, S, S, SE, SE, (ostrich) NW, NE, UP, N, E, BREAK MIRROR, GET FOIL (34) W, S, NW, OPEN CAGE, NE, SPRAY CAN, W, SPRAY CAN, W, NW, NE, INSERT COIN IN MACHINE, TYPE 6, PLACE STICK OVER HOLE, (40) GET TIMER, SW, SE,

SPRAY CAN, NW, SPRAY CAN, SW, SPRAY CAN, UP, SPRAY CAN, UP SPRAY CAN, SW, OPEN PULPIT, PRESS SWITCH, SPRAY CAN.

HOLD LEASH, OPEN STAR, GET DIODE (47) D, DROP CAN, E, UP, S, GET DETONATOR, OPEN DETONATOR, REMOVE BLACKEN DIODE, EAT GRAY GOO, DROP BLACKEN DIODE, NW, D, (plato shoots you) WAIT, WAIT, WAIT, FLOYD, HELP ME (54) GET ALL, E, E, E, GET LAMP, W, S, SE, E, SPIN WHEEL (58) UP, OPEN LOCKER, GET SUIT, WEAR SUIT, D, W, W, SE, D, GET BOOTS, WEAR BOOTS, W, NE, OPEN INNER, ENTER INNER, CLOSE INNER, OPEN OUTER, TURN ON LIGHT, OUT, READ LABEL, PLACE CYLINDER IN BOTTLE, CLOSE BOTTLE, CLOSE KIT (61) IN, TURN OFF LAMP, CLOSE OUTER, REMOVE SUIT AND BOOTS, DROP BOOTS AND SUIT, OPEN INNER, IN, UP, N, N, W, W, W, NW, SW, GET ALL, SE, SE, E, ATTACH

TIMER TO DETONATOR, DROP TIMER AND DETONATOR, OPEN KIT, OPEN BOTTLE, GET CYLINDER, ATTACH CYLINDER TO DETONATOR, PLACE CYLINDER IN HOLE (64) LOOK, SET TIMER TO 25, W, WAIT, E, GET KEY (71) W, NW, NE, NW, N, N, N, UP (lights go out) TURN ON LAMP, GET BOARD, D, S, S, W, GET JAMMER, ATTACH BOARD TO JAMMER, E, S, SW, (inv must = foil, jammer, 20 prong fromitz, key, lamp, gun, kit.) DROP KIT, UP, UP, UP, UP, UNLOCK BIN WITH KEY, OPEN BIN, GET ALL, OPEN GRATING, ENTER AIR SHAFT, (73) SET JAMMER TO 710 TURN ON JAMMER, D, D, D, D, D, D, KICK GRATING, TURN OFF JAMMER, UP (75) SHOOT FLOYD, PUT FOIL OVER PYRAMID (80) END OF GAME.

NOTES: Random parts of the game mean it is not possible to note each move exactly ie, truck setting, Floyd, eating, sleeping, welders, plato, light failure.

A-MAZE-ING ESCAPES

Being solutions as played on an Atari 800XL by Ron Rainbird, to varied Banes of Adventurers. ENCHANTER

The 'Terror' Problem

You need the magic pencil with eraser and the Map.

Go down to the Translucent Room, the South and East. Draw a line from F to P on the map and examine map to make sure the alteration is being made. Then erase the lines from V to M and P to F.

Finally, draw a line from M to P which should seal the Terror in another part of the Translucent

Room. You can now get the GUNCHO spell and go North-West, West, North and up to the South Hall via the Dungeon.

LORDS OF TIME

The Maze in Zone 6

Go through the Secret Panel after playing the lute, then East, West, West, South-West, East, South-East. You should now go in a well, fill the Horn and drink the water. Go North and you are back in the Clock.

RETURN TO EDEN

To escape death sentence at the Start

Go in cupboard, wear the



radsuit, get the geiger counter and compass, then go out and out again into the open air. Go East and dig, then Down, Down, Down, East and South where you can sleep in a comfortable cave and thereby escape the death blast. When you awaken, go up, East and get the shovel. The Maize Maze From River Bank North of River

go North, East, West and South - you can now recover items previously stolen by the Bird. Then go South to North Bank near Waterfall.

The 'Corridors of Power' Maze From Reception Area after voting, go North, West, North, East into Council Chamber. To return go South, South, East, South into Reception Area.

THE WORLD OF FANZINES

By John R. Barnsley



This is the start of a series of articles which will bring to your attention the various adventure publications which are produced on an 'Amateur' basis. I must clarify the use of the word **amateur** before I am swamped with protests!!

A number of very experienced adventuring ladies and gentlemen have successfully embarked on the production of a range of publications to satisfy the needs of we adventurers who, for many reasons, cannot find what they want in the retail computer press. This is the difference, and where I use the word 'amateur'. These 'Fanzines' are produced by one, or several, enthusiasts for the benefit of their fellow adventurers and involve a great deal of time and effort to collate and distribute. Their contents are by

no means amateur, and quite often surpass anything you are likely to find elsewhere!!

To commence the series, I want to introduce you to **ORCSBANE**. Now, a lot of people are under the misapprehension that this fanzine has disappeared for good! No so!! Nick Walkland, who edits, publishes, writes, draws, complains and praises (among other things) the entirety of the mag, blasts a new issue through your letter box when you least expect it!

The price varies, depending on the size of the issue, so it is perhaps easier to deposit a small sum of money with Nick to cover your 'subscription'. A record is strictly maintained of your 'subs content' with each issue. Publication could be anytime, but it is certainly worth

the wait!!

So what do you get for your money? The latest issue (heaven knows what number it is!!!) is absolutely crammed with reviews and mind-boggling 'letters from the heart', covering virtually every aspect of adventure game playing. To 'name drop', there are letters/articles by Mike Gerrard, Bob Walker, Jim O'Keefe, Pat Winstanley and a host of adventure game programmers, plus a comprehensive helping of hints and tips on dozens of games. There is also a map section.

You are invited to write what you like, but be warned! Nick publishes it all!! So if you want to slag somebody off, yet still remain friends with your subject, then be careful what you commit to paper!!

To quote the cover of this 88

page adventuring 'extravaganza', **ORCSBANE** is '100% Fat-Free', 'Compact', 'Comprehensive' and 'The Quest For The Perfect Adventure Magazine.....The Search Stops!', all at £1(ish)!

Please understand, that these Fanzines rely heavily on readers' contributions, so if you decide to take one, then give it your full support!!

I shall continue to look at one Fanzine a month, so if you publish one, or know someone who does, then do let me know so I can give them maximum exposure through these articles.

Among the publications I shall be looking at in future issues, are Sandra Sharkeys' 'Adventure Probe' and Jean Thornes' 'Questline Chronicles'.

Ron Rainbirds Helplines

INFIDEL

- 1) To get the crate being dropped by parachute, be patient.
- 2) Wear the knapsack.
- 3) Cannot find the Pyramid? From the river, go East three times, the South, South-East and finally East.
- 4) Still cannot find the Pyramid? Try using the shovel.
- 5) To enter Pyramid, use the cube.
- 6) Jar contains lighter fuel.
- 7) Travel by rope down the steep staircase.
- 8) To get the Clusters, push statue and head into the opposite passage you wish to explore.

- 9) In the barge, to get the beam get the shim.
- 10) Find a resting-place for the Torch, otherwise you will go up in flames.
- 11) Push the beam upwards.
- 12) In the Temple, only get the Silver and Gold Chalice.
- 13) Re-fuel torch from the jar when light nearly out.
- 14) To find the secret passageway, take first, third and fifth bricks.
- 15) The beam just fits into the niches and makes a good platform.
- 16) Wedge the rocks.
- 17) In the four holes, place the Diamond, Ruby, Emerald and

Opal.

- 18) Open the book with the spatula.
- 19) The Lintel needs a prop.
- 20) Balance the Chalices on the Discs by using water.
- 21) To open Sarcophagus, turn Neith, Selkis, Isis and Nephthys.

WISHBRINGER

- 1) In the grave for a bone.
- 2) An umbrella is in the graveyard somewhere.
- 3) Give a dog a bone.
- 4) Rescue seahorse from a dry death.
- 5) A branch will be needed later.
- 6) Route to Magic Shoppe on cliff-top: U, W, N, U, E, S, U. Reverse route to come down in fog.
- 7) Squeeze can to frighten troll.
- 8) Use the branch to rescue Prin-

cess from the beach pit.

- 9) Blow whistle to travel.
- 10) Let Boot Patrol catch you - but only once!
- 11) Move the bunk.
- 12) Baby Grue needs covering.
- 13) Push stump to go out.
- 14) Make friends with the small mailbox.
- 15) To get coin from fountain, feed piranha first.
- 16) Film show hazy? Look under seat.
- 17) Let the Pelican wear a hat.
- 18) In the Arcade, push stick twice to the West and twice to the South before pressing button.
- 19) Give note to Mr. Crisp before torture starts, then search his coat.
- 20) Look beneath painting.
- 21) Smash case with broom to get sculpture.
- 22) Put stone in hole to get a final revelation.

Prehistoric Adventure

Solution by A. Baldwin as played on a Spectrum

NOTE:

To earn the title 'Magic Adventurer', the game must be completed in less than 300 goes. To this end, all non-essential commands have been omitted from this solution, which completes the game in 288 moves.

From the start at the centre of Stonehenge

Preparation

Go W, and GET SHOVEL, then W, N, (to the Picnic Area), GET BOTTLE, now go S, NW, W, NE, NE, NE, (to the Coppice), GET STICK, go N, E, NE, AND DOWSE. (The stick points violently downwards, so DIG and you find something wrapped in a long piece of cloth, weaved from the fibres of the fruit). TAKE IT and go E, N, S, (to return to the Spring). FILL BOTTLE (with clean spring water) Go SE, (to the Traders Stall), SELL STICK (to him and with the coins he gives you) BUY SAILS, Go SW, S, U, N, (to the Cottage) DIG GARDEN (for the old lady). (She gives you a kiss and a tie), Go S, D, N, NE, (to return to the Trader Stall) SELL TIE, (he is so pleased with it, he gives you his credit card). Go E, (to the roadworks outside the Burger Bar), UNWRAP CLOTH (and you find the old man's long-lost map.) You need to be properly dressed to enter the Burger Bar, so WEAR CLOTH, (it makes a good tie), Go IN (to the Bar) BUY BURGER, (using the credit card)

The Voyage

Go OUT, W, SW, S, (to the Harbour) BOARD YACHT,

HOIST SAILS and WEIGH ANCHOR (and you are sailing on the High Seas). FOLLOW MAP (until you are very thirsty) DRINK WATER, FOLLOW MAP again (until you are very hungry).

EAT BURGER, (continue to FOLLOW MAP until you are shipwrecked by a typhoon and find yourself in the Rough Sea. The map is floating close by) GET MAP and SWIM NE. (There is a Giant Turtle here, so to avoid the sharks) RIDE TURTLE, FOLLOW

MAP (and the Turtle carries you past the sharks, and takes you to the long-lost Island, where it deposits you on the Sandy Beach, before swimming off.

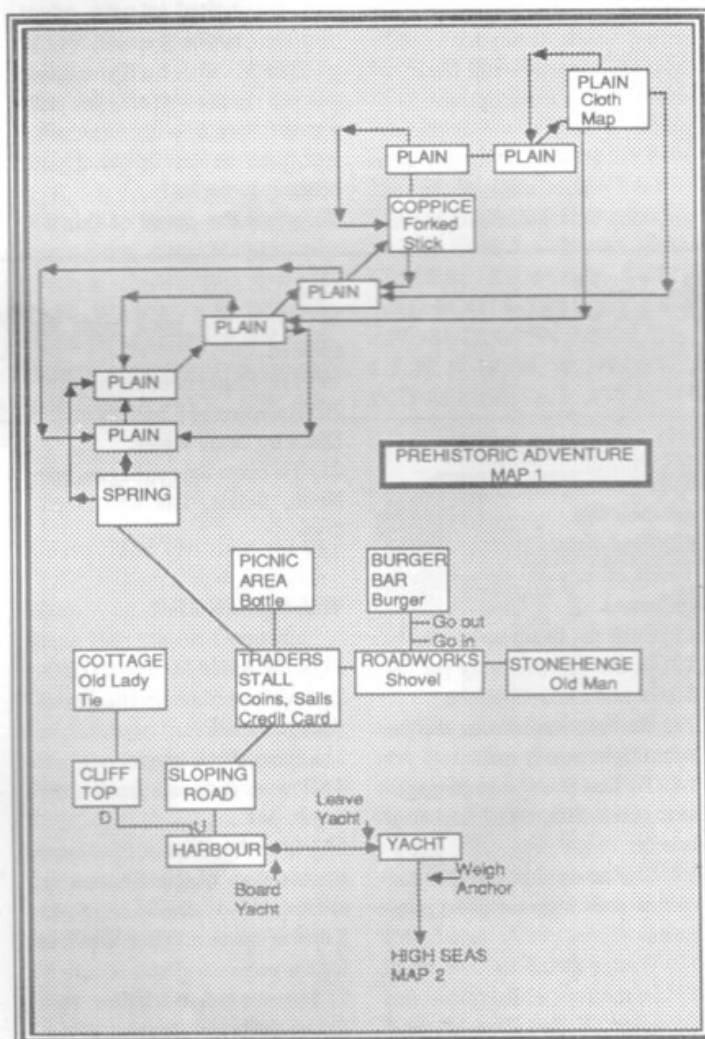
The Island

(In order to carry as many items as possible), DROP MAP, (it blows away, but you will not need it again), GO SE, SE, (to the Stone-age Encampment), GET AXE, then NW, NW, SW, (to the Hill). GET FEATHER

and go E, (to the Dried-up Lake), GET BONE, and go S, (to the woods). CHOP TREE and BUILD CANOE. (You have also made a paddle) GET PADDLE, LAUNCH CANOE, BOARD CANOE, PADDLE CANOE, (and you cross to the Dune Beach), LEAVE CANOE and DROP PADDLE, and go W, (to the Rocky Shore), GET FLINT and go E, U, SE, S, S, (to the Diprotodons Feeding Ground. Here, regrettably, you must KILL DIPPY), DROP AXE, GET DIPPY, and go N, N, NE, N, (to the Deep Fissure in the Jungle), DROP BONE (and it forms a bridge across the fissure. However, do not attempt to cross, you are no tightrope walker). Go SW, (to the Outskirts of the Jungle), GET VINE, then S, (to the Fruit Grove) GET FRUIT, (this is not the Amaranth fruit).

Ug

Go N, N, (back to Fissure) TIE VINE (to the base of the tree), CLIMB D, GET BOW, and CLIMB U, again THROW VINE (and it catches in the top of the tree) UNTIE VINE (from the base of the tree) SWING ACROSS (to the Dense Jungle on the other side of the Fissure), TIE VINE (to the base of a tree, to prevent it swinging back out of reach). DROP FEATHER and DROP FLINT (here for the time being) Go NE, (to the Glade), Go IN (to the Mud Hut) GIVE DIPPY TO UG. (in return for the food, he makes you a bag from the hide) GET BAG, go OUT, and E, (to the Sculpture Gallery), GET SCULPTURE and go W, SW, (back to the Dense Jungle), DROP SCULPTURE here, UNTIE VINE,



solutions

SWING ACROSS, TIE VINE, and go W, SW, W, W, (to the Iron Gorge), FILL BAG, (with the iron powder, and return across the Fissure to the Dense Jungle. To save a move, you need not, this time, tie the vine to the tree after you have crossed)

A Mussaurus

Go SE, S, (to the Witch Doctor's Sanctum), GIVE IRON (to the Witch Doctor. He is not best pleased, as he expected the gold, so he takes the fruit and the bow from you, and utters the word 'krewsada' which turns you into a Mussaurus). Go N, NW, (back to the Dense Jungle and now, as a Mussaurus), CROSS BONE (to get to the other side). Go W, SW, NW, D, W, W, W, (to the Rocky Peninsula. Being now very small, the Allosaurus does not see you and you pass by safely). GET POTION, (which you carry in your teeth, and return across the bone to the Dense Jungle. Once you are safely

across) DRINK POTION (to revert to your human form) GET FEATHER, GET FLINT, GET SCULPTURE, and go S, (to the Forest). GET LEAF, and go N, SE, S, S, W, W, W, (to the Deinonychus Lair. You are spotted, so you must make a run for it), RUN E, RUN SE, RUN E, (to the Base of the Volcano. Here the Dinos catch up with you, but seeing the Iguanodon, they decide a banquet is better than a snack, so they attack Iggy instead of you.

A hidden path

Go NE, N, (to the Animal Pit), JUMP ACROSS and go N, (to the Thicket) GET CANE, MAKE ARROW (by fixing the feather to it), STRIKE FLINT (on the sculpture and the spark ignites the dry thicket, which burns down revealing a path to the north) DROP FLINT and DROP SCULPTURE and go N, U, U, (you fall into a round Bowl

of Ice, where the sides are too slippery for you to climb out. You are trapped, but you remember the magic word the Witch Doctor used when he turned you into a Mussaurus, and wonder if it might work here, KREWSADA, you say, and a meteorite crashes down nearby and melts the ice, revealing two exits), Go E, (to the long-lost Valley of the Food-mixers) GET MIXER, Go W, D, D, S, S, JUMP ACROSS, S, W, N, (to return to the Witch Doctors Sanctum), GIVE MIXER (to the Witch Doctor, this time he is pleased with your gift and gives you back the iron powder.

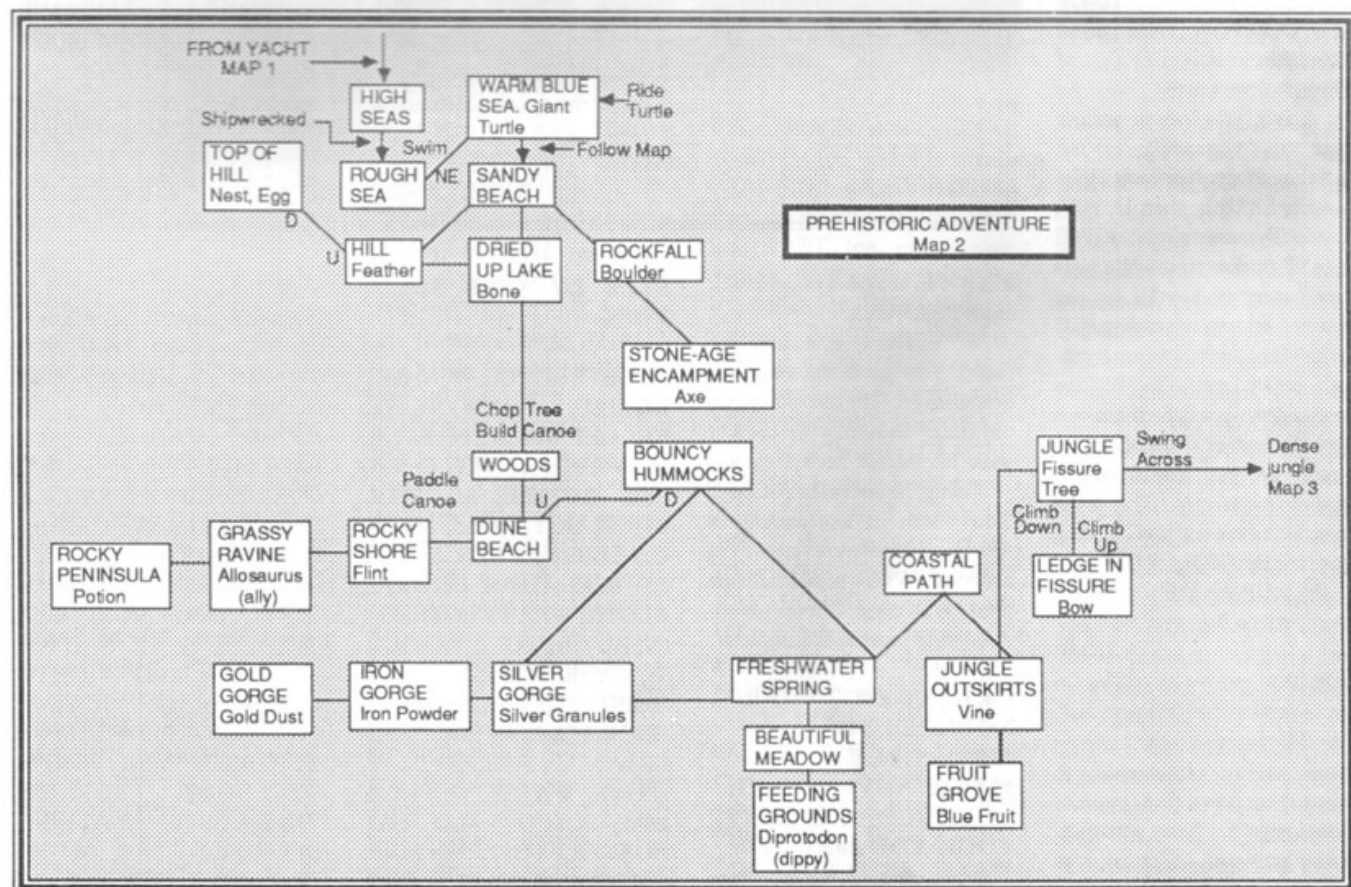
Ursy

Return to the Windswept Scrub) GO IN (to Ursy's cave), GIVE IRON (to Ursy and, after mixing it with plant juices and animal fat, she puts it into her paint pot and completes here painting. For helping her to finish the painting, she gives you the

torch), Go OUT, S, S, JUMP ACROSS, SE, NE, (to the Shrubland)

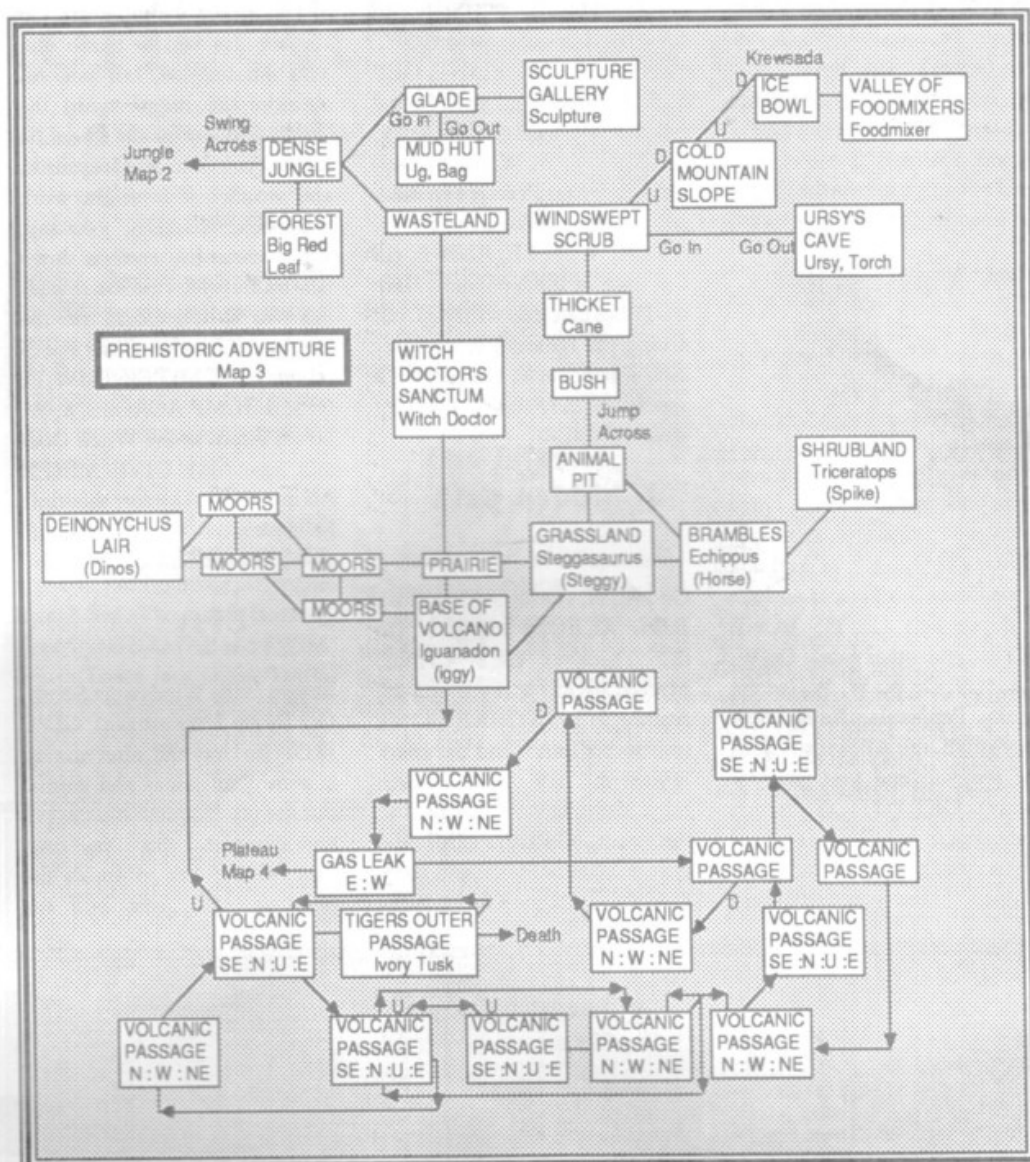
A chase

WAVE LEAF, (at the Triceratops. It charges you, so once again you must run for your life, this time, all the way through the Volcanic Passages), RUN SW, RUN W, RUN SW, RUN S, RUN SE, RUN N, RUN N, RUN NE, RUN N, RUN D, RUN NW, RUN D, RUN W, (and you arrive at the Gas Leak, with Spike still charging' after you), JUMP ASIDE (and Spike's momentum carries him through the pile of rubble, allowing more gas to escape, and exposing the exit in the west wall. Spike is now too dazed to chase you, so go W, to the Plateau then D, to the Antechamber). DROP LEAF and GET SKULL, (then go) U, E, E, N, SE, S, N, NE, E, NE, U, (back through the Volcanic Passage to



Go N, N, (back to the Witch Doctor's Sanctum), SHOW SKULL (to the Witch Doctor. He screams and falls down dead), GET BOW, GET FRUIT, and also GET BODY (of the Witch Doctor), Go S, E, E, (to the Brambles, where there is now an Eohippus (horse). FIRE BOW (and the arrow finds it's target, killing the horse). DROP BOW, GET HORSE. And go W, SW, S, SE, N, N, NE, N, D, NW, D, W, W, (through the passages to return to the Plateau). Go U, U, (to the Purple Heath) THROW FRUIT. (The steggasaurus has been following you all this time, attracted by the fruit you were carrying, which is it's favourite food. Steggy runs after the fruit, and the overhanging cliff collapses under it's weight and both fall into the Valley below).

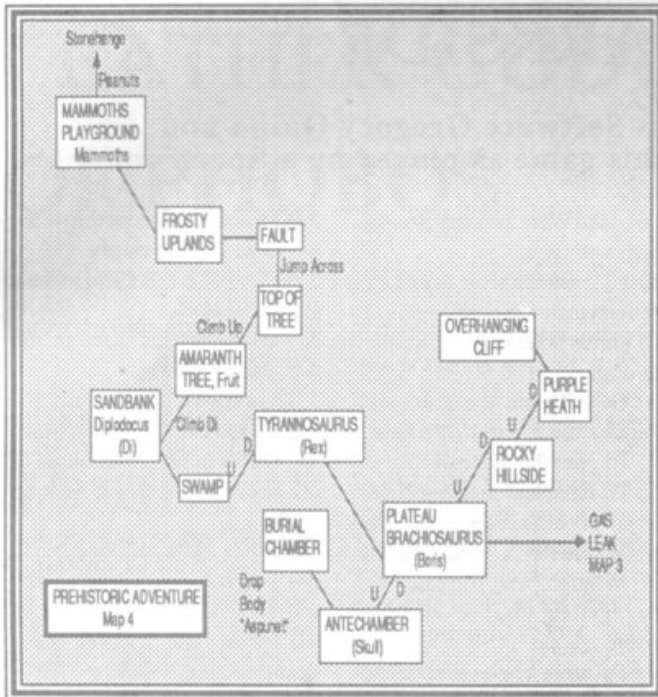
Go D, D, D, NW, (to the Burial Chamber) DROP BODY (of Witch, Doctor on the slab. As you do so, you hear a grating voice say "Aspunet"). Go SE (to the Antechamber) REPLACE SKULL, then U, NW, (to the Tyrannosaurus), GIVE HORSE (to Rex and while he is busy eating it) Go D, (to the Swamp. The overhanging cliff has fallen into the Swamp forming a rocky path), Go NW, (to the Sandbank, where there is a Diplodocus), CLIMB DI (and as it rears up, you leap from it's head into a tall tree. This is the Amaranth Tree and you see a big blue fruit), GET FRUIT and CLIMB UP (to the top of the tree. You see the top of the Rock Face a few metres away), JUMP ACROSS and go W, NW, (to the Mammoths Playground. The Mammoths are standing dominoes in a circle ready to knock them down (the origin of Stonehenge?). Now you need the magic word. Aspunet does not work, but then you realise



CRUSADER PRO-
NOUNCES YOU:
IMPOSSIBLE,
MAGIC ADVENTURER.
YOUR SCORE IS 300. IT
TOOK YOU 288 GOES.

W, GET SHOVEL, W, N, GET
BOTTLE, S, NW, W, NE, NE,
NE, GET STICK, N, E, NE.
DOWSE, DIG, TAKE, E, N, S,
FILL BOTTLE, SE, SELL
STICK, BUY SAILS, SW, S,
U, N, DIG GARDEN, S, D, N,
NE, SELL TIE, E, UNWRAP
CLOTH, WEAR CLOTH, GO
IN, BUY BURGER, GO OUT,
W, SW, S, BOARD YACHT,
HOIST SAILS, WEIGH AN-
CHOR, FOLLOW MAP, FOL-
LOW MAP, FOLLOW MAP,
DRINK WATER, FOLLOW
MAP, FOLLOW MAP, EAT
BURGER, FOLLOW MAP,
FOLLOW MAP, GET MAP.

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EYE OF BAIN

Solution - by Pat Bradley
as completed on the Spectrum.

START (in a grass hut) LIFT POLE, GET ALL (pole, dagger, net, chain), GO HOLE (South), (village outskirts), EAST (apicary) THROW NET, EXAMINE HIVE, GET HONEY, WEST (village outskirts) SOUTH (crossroads - man tied to post) EAST (mountain path) GET STONE, BREAK CHAIN, DROP STONE, WEST (crossroads - man tied to post) FREE MAN (he says "The Blade and the Hilt do make the downfall of a really big snake:") GET POST, SOUTH (edge of forest) DROP POLE, WEST (in the forest) JUMP RAVINE (south), FOREST CLEARING, GO HUT (west) IN STONE HUT, GET AXE, EAST (forest clearing) JUMP RAVINE (north) (in the forest) DROP POST, EAST (edge of forest) CUT UNDERGROWTH, DROP AXE, GET BUCKET, NORTH (at crossroads) WEST (on rocky path) FILL BUCKET, WEST (in desert) WEST (in desert) DRINK, WEST (in desert) SOUTH (rocky canyon) FILL

BUCKET, GET SHOVEL, NORTH (in desert) EAST (in desert) DRINK, EAST (in desert) EAST (on rocky path) FILL BUCKET, WEST (in desert) NORTH (in desert canyon) DRINK, NORTH (in desert canyon) NORTH (in desert canyon) NORTH (at oasis) FILL BUCKET, DROP BUCKET, GO TENT (north), (in Nomad's tent) THROW DAGGER, EXAMINE GIRLS, GET RUBY, GET JAR, EXAMINE TAPESTRY, GO HOLE (west), (in field) DIG, DROP SHOVEL, GET WORMS, GO CAVE (west) (in large cave) GIVE HONEY, GO TUNNEL (south) (on narrow ledge) THROW WORMS, EXAMINE NEST, GET CROSS, NORTH, (in a large cave) EAST (in a field) EAST (in a Nomad's tent) GET SCIMITAR. SOUTH (at an oasis) CLIMB TREE (U) (at top of tree) GET BANANAS, DOWN (at an oasis) GET BUCKET, SOUTH (in desert canyon) SOUTH (in

OUT, E, GET SCULPTURE, W, SW, DROP SCULPTURE, UNTIE VINE, SWING ACROSS, TIE VINE, W, SW, W, W, FILL BAG, E, E, NE, N, UNTIE VINE, SWING ACROSS, SE, S, GIVE IRON, N, NW, CROSS BONE, W, SW, NW, D, W, W, W, GET POTION, E, E, E, U, SE, NE, N, CROSS BONE, DRINK POTION, GET FEATHER, GET FLINT, GET SCULPTURE, S, GET LEAF, N, SE, S, S, W, W, W, RUN E, RUN SE, RUN E, NE, N, JUMP ACROSS, N, GET CANE, MAKE ARROW, STRIKE FLINT, DROP FLINT, DROP SCULPTURE, N, U, U, KREWSADA, E, GET MIXER, W, D, D, S, S, JUMP ACROSS, S, W, N, GIVE MIXER, S, E, N, JUMP

ACROSS, N, N, GO IN, GIVE IRON, GO OUT, S, S, JUMP ACROSS, SE, NE, WAVE LEAF, RUN SW, RUN W, RUN SW, RUN S, RUN SE, RUN N, RUN N, RUN NE, RUN N, RUN D, RUN NW, RUN D, RUN W, JUMP ASIDE, W, D, DROP LEAF, GET SKULL, U, E, E, N, SE, S, N, NE, E, NE, U, N, N, SHOW SKULL, GET FRUIT, GET BOW, GET BODY, S, E, E, FIREBOW, DROP BOW, GET HORSE, W, SW, S, SE, N, N, NE, N, D, NW, D, W, W, U, U, THROW FRUIT, D, D, D, NW, DROP BODY, SE, REPLACE SKULL, U, NW, GIVE HORSE, D, NW, CLIMB DI, GET FRUIT, CLIMB U, JUMP ACROSS, W, NW, PEANUTS.

desert canyon) DRINK, SOUTH (in desert canyon) SOUTH (in desert) EAST (on rocky path) FILL BUCKET, WEST (in desert) WEST (in desert) DRINK, WEST (in desert) SOUTH (in rocky canyon) FILL BUCKET, SOUTH (at port of Amrath) KILL PIRATE, DROP SCIMITAR, EXAMINE PIRATE, GET HOOK, NORTH (in rocky canyon) NORTH (in desert) EAST (in desert) DRINK, EAST (in desert) EAST (on rocky path) DROP BUCKET, EAST (at crossroads) SOUTH (at edge of forest) WEST (in forest) CLIMB TREE (U) (at top of tree) GIVE BANANAS, GET VINE, DOWN (in forest) EAST (at edge of forest) GET POLE, GO WELL (D) (down a well) SAY FIRE, DROP RUBY, GO HOLE (S), (in beast's lair) EXAMINE BONES, GET KEY, NORTH (down a well), UP (at edge of forest), GO PATH (E) (on secret path) EAST (by ruined tower) UNLOCK DOOR, DROP KEY, GO DOOR (E) (in entrance chamber) DOWN (in gloomy crypt) PULL LEVER, OIL LEVER, PULL LEVER, DROP JAR, SHOW CROSS, EXAMINE COFFIN, GET BLADE,

DROP CROSS, UP (in an entrance chamber) UP (by an altar) DROP POLE, EXAMINE ALTAR, GET HILT, UP (on top of a tower) GET TORCH, GO WINDOW (W) (on a high ledge) TIE VINE TO GARGOYLE, CLIMB VINE (D) (by a ruined tower) WEST (on a secret path) WEST (at edge of forest) NORTH (at crossroads), EAST (on a mountain path) CLIMB SLOPE (U), (on mountain top) LIGHT WOOD, DROP TORCH, DOWN (on a mountain path) WEST (at crossroads) NORTH (on village outskirts) GO HUT (N), (in grass hut) GO DOOR (E) (at clearing in village) GO TEMPLE (E) (in Temple of Bain) MAKE SWORD, KILL SERPENT, CLIMB IDOL (U), (at top of idol) GET EMERALD, EXAMINE HEAD, PULL LEVER, DOWN (in the Temple of Bain) GO PASSAGE (E), (in a lit passage), EAST (by a river bank) GO BOAT, (I am on a boat, homeward bound). I sail the boat to my homeland. When I arrive I am welcomed as a hero and live the rest of my life in luxury!
CONGRATULATIONS!!
You have completed the adventure.

DEMON FROM THE DARKSIDE

Following on from last issues look at Compass Software Gregory Quinn and Andrew Harrison provide extensive hints to this game as played on a Spectrum.

- 1) Say Meela to pass the statue in the large cave.
- 2) Insert the ruby into the statue when in the dark cave, to progress further.
- 3) To get out of the pit, insert plank and then climb plank.
- 4) Examine the puddle at the bottom of the pit to find a dead white rat (Sid).
- 5) Wear the slime mask, which is found by examining the walls in the location above the pit where you find Sid, which will prevent the Demons at the fire from killing you.
- 6) Cast life spell to bring the white rat (Sid) back to life.
- 7) Pull the arrow from Ashmeard's chest, NE of the start. His body will disappear, Ashmeard will help you later.
- 8) Break the staircase to find a hidden chamber.
- 9) To get back up the broken staircase throw the rope.
- 10) Light the torch at the

Demon's fire.

- 11) To pass the Shadow Demon you need to be carrying a lit torch.
- 12) The useless spell is - Useless!?
- 13) To pass the spirit near the pond, give it the sword of Truth.
- 14) To pass the dragon, simply kill it with your sword!
- 15) Go in the pit, south of the dragon, to arrive in another tunnel.
- 16) Blow the horn to get the ferryman to your side of the river Styx.
- 17) To find the key to open the oak door say 'help' when you are beside it. The owl Wise will now arrive and give you the key.
- 18) Before entering the oak door, cast fire spell and light your torch again.
- 19) To get a gold coin examine the body in the gloomy room behind the oak door.
- 20) To enable you to take the

coin, take Wise into the gloomy room with you.

- 21) To cross the river Styx give the ferryman the coin.
- 22) Throw bone to pass Cerebus the dog.
- 23) Give Herne the horn and examine the fire to find a hole.
- 24) To pass the rats call Sid.
- 25) To enter the marshes 'use' the jar of cold cream.
- 26) When north of Cerebus's first location, wait for 2 moves, after getting the jar of cold cream.
- 27) To cross crevasse call Sid and then go east.
- 28) To travel north at the cave keeper, you have to survive the hall of the rats.
- 29) To survive the Raven's attack, bring Wise with you.
- 30) To save Wise use the talos root from the pond near the spirit.
- 31) You need to wear the gloves when picking up the ice stone.

32) To cross the moat throw the ice stone then go north.

- 33) Tie rope and hook to make a grappling hook.
- 34) Examine the sacks in the dungeon to find Stodge.
- 35) Examine the leaves south of Stodge to find the Falcon Staff.
- 36) Throw hook at the bottom of the circular hole to get back up again.
- 37) Don't try to kill Stodge.
- 38) To get Stodge, drop all and take him; don't forget to pick up the smoke and teleport spells again.
- 39) To get the staff, take it, cast smoke, take staff and run! When at the door again, close it or the Troll will get you.
- 40) To kill Draken bring Stodge and the staff to the Watch Tower.
- 41) To complete the game, after killing Draken, teleport, enter mouth and go north through the door - and that's it!

LIFETERM

Extensive hints as played on a Spectrum by Gregory Quinn & Andrew Harrison.

- 1) From the start, go down and send SOS, a message will be sent and a ship will appear.
- 2) When you 'look' and see the pilot in the storeroom, when you are in the living area, lock the door to the storeroom to get rid of him.
- 3) When you have locked the pilot in the storeroom, send your Maint-droid to his ship.
- 4) Once you have sent the droid to the ship go to the waste and get the ID card.
- 5) Dig when you are on top of the pile of refuse with the Environmental sustainer to find hair.
- 6) Dig when you are on top of the pile of refuse above the landing pad to find some glue.
- 7) When you have the hair and

glue, 'stick hair on face' to become bearded.

- 8) To get past the airlock in the ship, insert ID card into ID scanner.
- 9) Bring the explosives to the safe and drop them there. Then bring the detonators to the safe and set detonators to open safe. Don't carry the explosives and detonators at the same time, or you will die.
- 10) Once you have blown the safe, tell the droid on the bridge to fly the ship.
- 11) When you are dragged aboard the Pirate's ship, insert wax in ears, and pick lock with wire.
- 12) In the Pirate ship, before trying to fly it, operate the gen-

erator in the storeroom, this will render the Pirates senseless because of the noise. You are not affected because you have wax in your ears.

- 13) When you fly the Pirate's



ship, and are attacked by the police fire your weapons at

them. This will not work, but when the police beam aboard go W, W from the bridge. You will be captured and brought to an interview room. To get out bribe officer with money from safe.

14) When you are captured again by the police and brought to Fortax for trial 'fire weapon' when you are in the holding with the shiny walls, you can now go down into the sewers through the hole which you have made.

15) Once you go down into the sewer go E once, fire weapon and look, you will have created another hole.

16) To complete the game, when you are in the subway station save the mans life.

LEATHER GODDESSES OF PHOBOS

INFOCOM™

Guidance for you leather freaks from John Barnsley.

During the course of this adventure, you will come across several random elements. These will be discussed in more detail as and when we come to them. The black circles are a weird kind of teleportation facility and these are used to their best advantage for ease of play. The scratch 'n' sniff card can be used as directed on screen, but is not necessary. Of course, certain aspects of the game depend entirely on whether the player is male or female. This solution is based on the 'male' version, so

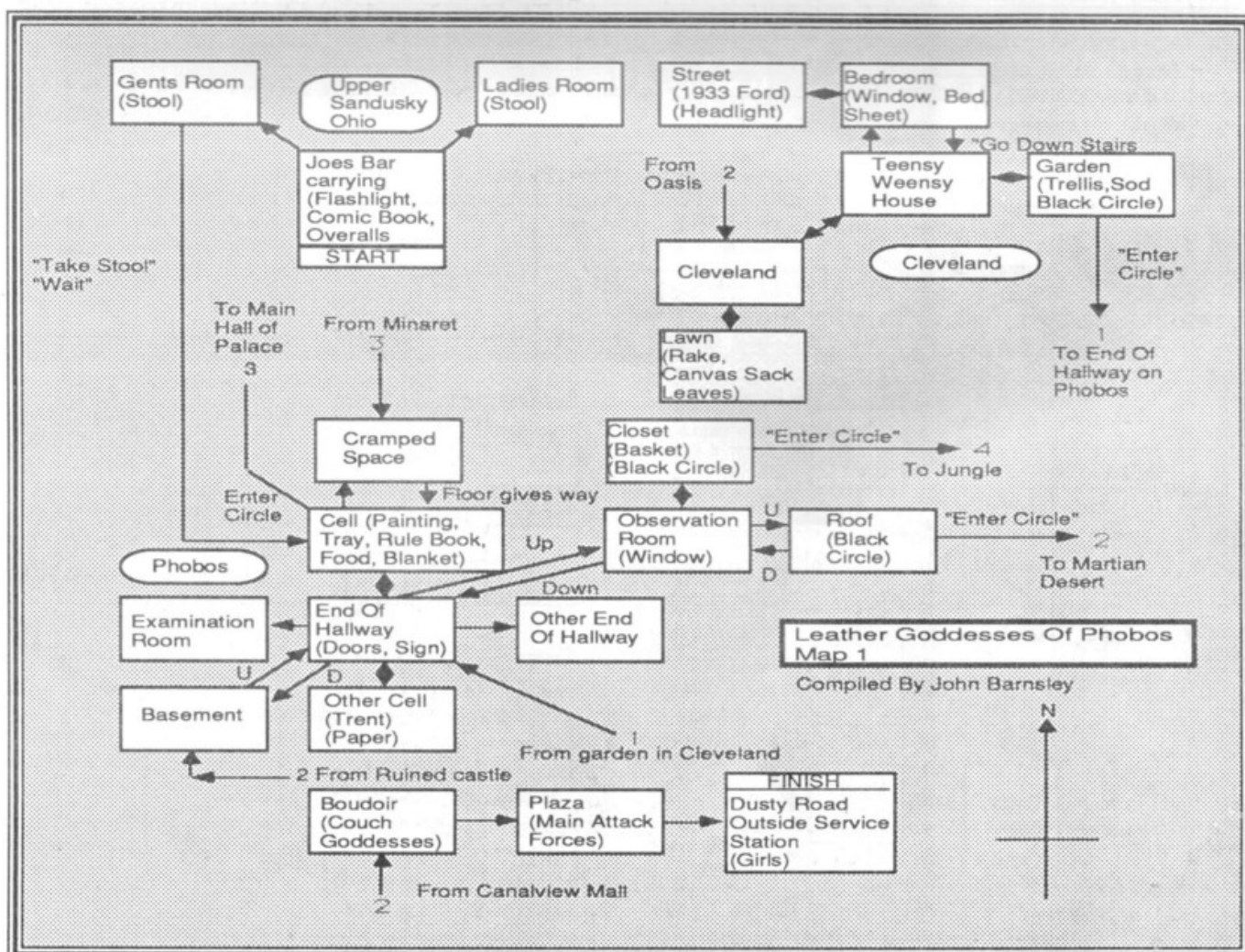
make minor adjustments to your 'behaviour' as we go!!

From the start, in Joe's Bar:

INVENTORY - (you are carrying a flashlight and a comic book - the one that came with your game - and you are wearing overalls) - NORTHWEST - (you must now 'go') - WEE, EXAMINE STOOL, TAKE STOOL, WAIT (you are now captured and placed in a Cell on Phobos) - INVENTORY, (you now have a rule book and are

wearing a brass loincloth!) READ RULE BOOK (looks like your being sacrificed in the interests of the Leather Goddesses objective to enslave the human race!) TAKE ALL EXCEPT TRAY (notice that the painting depicts a pussy cat) EXAMINE TRAY, TAKE FOOD, OPEN DOOR, SOUTH, READ SIGN, OPEN NARROW DOOR, SOUTH (you now meet an Alaskan called Trent. He will be quite useful as we progress!), EXAMINE PAPER (a seemingly

meaningless matrix of letters!) ASK TRENT ABOUT PAPER (he doesn't know what it means, but can you see the words 'rubber hose' top line; 'phone book' 4th line; 'headlight' 6th line and 'cotton balls' bottom line?) NORTH (Trent now follows you) UP, LOOK THROUGH WINDOW (you can now see into the Examination Room, switch to 'LEWD' mode for a moment and look through the window again!), UP (you will see your first 'black circle' here), ENTER CIRCLE (you



are now teleported to a Martian Desert)

on Mars

WEST, NORTHWEST (you see a little white marsmouse), SHOW PAINTING TO MOUSE (it freezes with fear!), TAKE MOUSE, DROP PAINTING, SOUTH, EAST, NORTH, NORTH, NORTH (Trent tells you about now, of his plan that he has scribbled about on a matchbook), ENTER BARGE, EXAMINE CONTROLS, READ ORANGE BUTTON ('Magnetomoor On' must be some kind of docking aid), READ PURPLE BUTTON ('Go with the Flow' means that you can only go eastwards along the canal) READ MATCHBOOK (the parts list

for Trent's thing! Well, we've got the mouse so far!) DROP MATCHBOOK, PRESS ORANGE BUTTON, READ ORANGE BUTTON (the writing changes, so be careful next time you use it!) WAIT, WAIT, WAIT, WAIT, PRESS ORANGE BUTTON (you now dock at the Baby Dock, and the writing on the button changes yet again), EXIT BARGE, NORTH, EXAMINE MESSAGE.

the cypher system

EXPLANATORY NOTE

Now this is where you need to read the relevant section of the Lane Mastodon comic that came with your game package. Basically it is, as the comic tells you, a '3 letter transposition cipher'. The message is as follows:

VSDFHQNX UXR B VVLN
RW PLK JQLNVD BE PLK
RW IOHVUXRB
BILWQHGL
SDP WHUFHV HKW WHJ
GQD VVHQDWOXV HKW
IR (this next bit is a
randomly generated number
which remains unchanged
throughout the deciphering - so
be careful to make a note of it!)
UHEPXQ GQDEVXK
WFDWQRF RW VL
QRLVVLP UXR B.

Translate it by three moves of each letter toward the beginning of the alphabet. The first letter 'V' becomes 'S', second letter 'S' become 'P', third letter 'D' becomes 'A' and so on. Remember to leave the NUMBER as it is. Translated fully, the message now reads:

SPACEENK RUOY SSIK OT
MIH GNIKSA YB MIG OT

FLESRUOY YFITNEDI —
PAMTERCES EHT TEG DNA
SSENATLUS EHT FO (number)
REBMUN DNABSUH
TCATNOC OT SI NOISSIM
RUOY.

It is now simply read backwards from the lower right back up to the upper left to read:

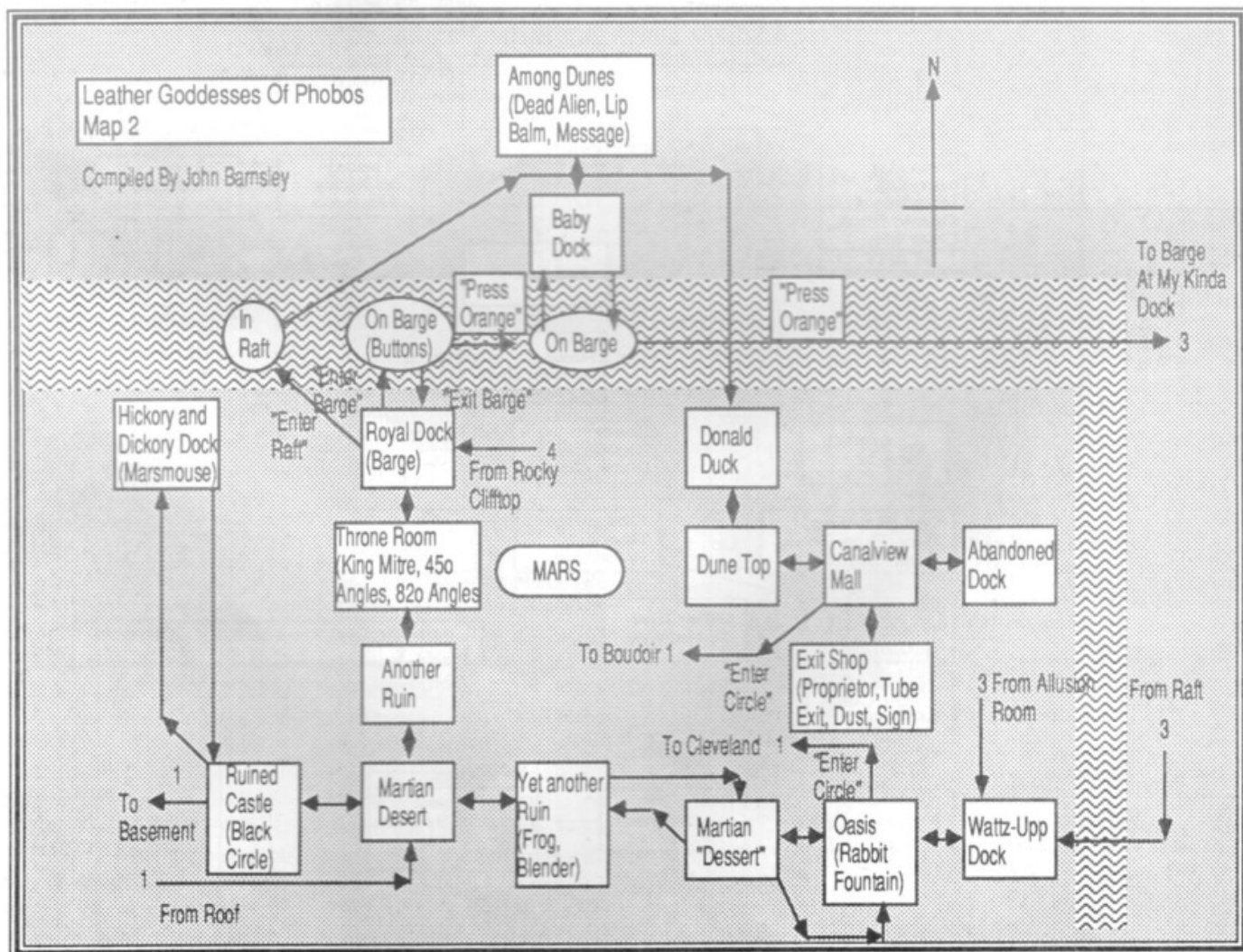
YOUR MISSION IS TO CONTACT HUSBAND (or wife) NUMBER (number) OF THE SULTANESS (or Sultan) AND GET THE SECRET MAP —

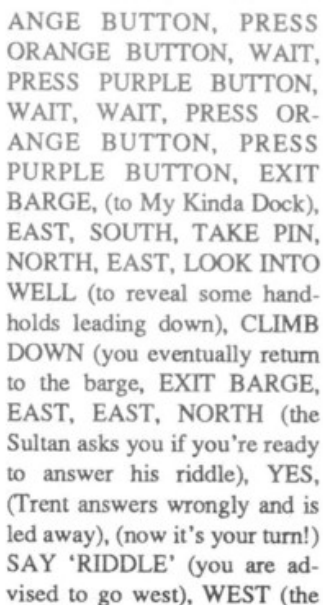
IDENTIFY YOURSELF TO HIM (or her) BY ASKING HIM (or her) TO KISS YOUR KNEECAPS.

Hope that's explained things a bit!!!

The Sultan

TAKE BALM, SOUTH, ENTER BARGE, READ OR-





WEST, WAIT (you are now led into the Inner Harem) (you must now enter a precise command incorporating the number of your partner), (number), KISS MY KNEECAPS (you're given a secret map, and a torch and shown a secret entrance leading downwards), EXAMINE MAP (refers you to the Catacombs map in your game package - you

One point to remember here, is that there is a particular method to safely transverse the Catacombs. In the game comic there is a picture in the story which describes the safe method of crossing the canal. You must CLAP your hands at least ONCE every FIVE minutes, HOP ONCE every NINE minutes and SAY "KWEPPA" every ELEVEN minutes. Use this method when travelling

(You are now in a jungle on Venus), EAST (a Venus Flytrap is after you!), ENTER HOLE (the flytrap now leaves - temporarily!!) STAND ON TRENT (to

leave the hole), EAST, TAKE CAN, READ CAN (Marsco Brand Black Hyperdimensional Transport Circle Stain! use this to 'repair' a malfunctioning circle when we come across it) NORTHEAST, EAST, NORTHWEST, PULL KNOB, OPEN BOX (a coin falls out), PUT ALL IN BASKET (obviously everything will not go in the basket, but this command saves time!) TAKE COIN, SOUTHEAST, NORTH (you now meet a Salesman) OFFER FLASHLIGHT TO SALESMAN (you are left a TEE remover machine) TAKE

MACHINE, KNOCK ON DOOR (you are now dragged inside), DOWN (the scientist blocks your exit!), THROW FOOD IN CAGE, WAIT, (you and Trent are now strapped on slabs), WAIT (you are now inside the cage - well some of you is!!)

Kissing variations

TAKE FOOD, EXAMINE FEMALE, KISS FEMALE, TAKE HOSE, EAT FOOD, BEND BARS, EXIT CAGE, DROP HOSE, UNTIE TRENT, UNTIE YOUR BODY, PULL

SWITCH, GET OFF SLAB, GET HOSE, ENTER CIRCLE (you arrive at the Vizicom Booth) SOUTHEAST, ENTER CIRCLE, (to transport to the Royal Dock), SOUTH, DROP MACHINE, SOUTH, SOUTH, EAST, EXAMINE FROG, APPLY BALM TO LIPS, PUT PIN ON NOSE, DROP ALL, COVER EARS WITH HANDS, CLOSE EYES, KISS FROG (Wow!!) TAKE ALL, READ ENGRAVING, REMOVE BALM, REMOVE PIN, DROP IT, EAST, SOUTHEAST, (the circle fades) APPLY STAIN TO

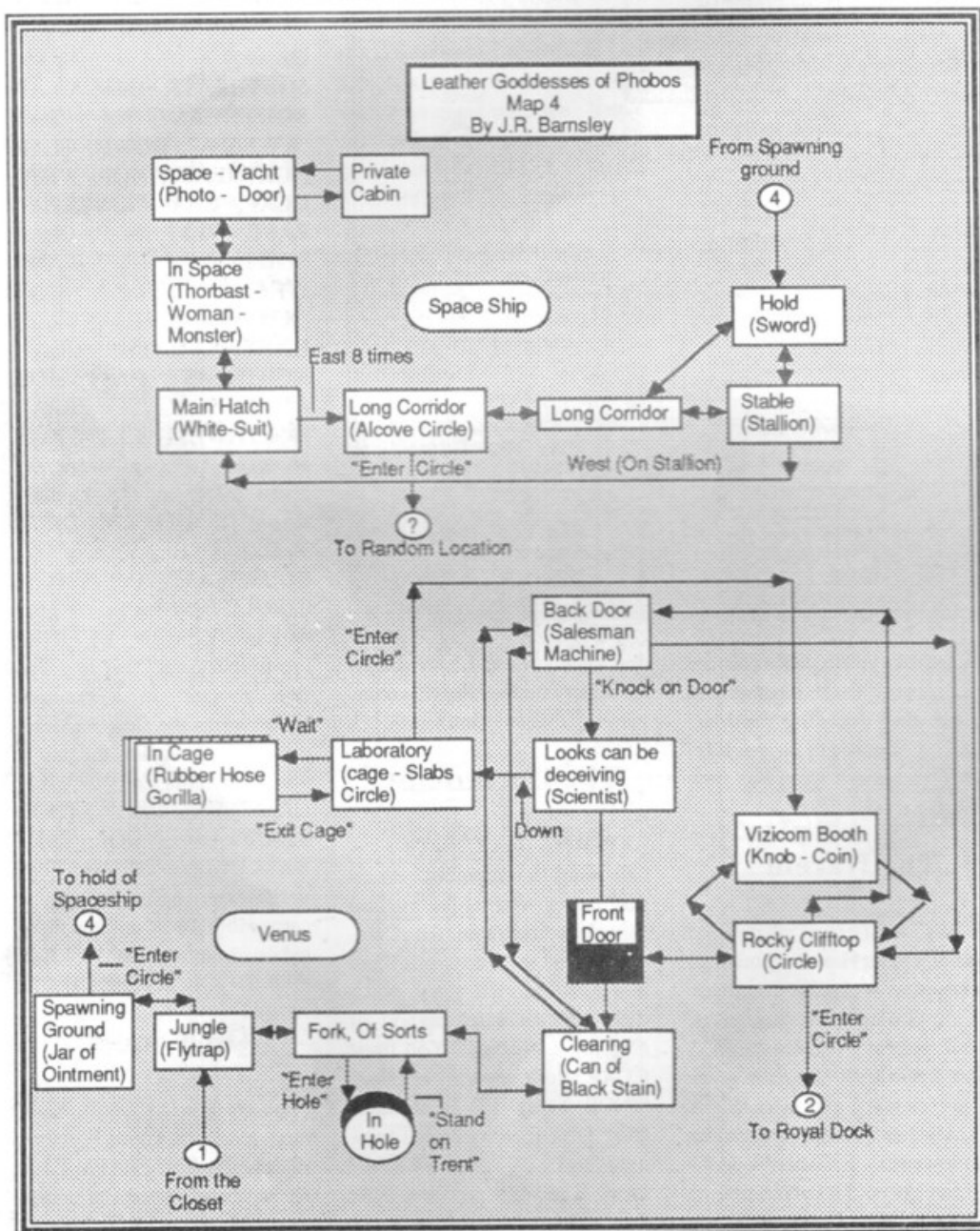
CIRCLE, DROP CAN, ENTER CIRCLE (you are now in Cleveland).

SOUTH, TAKE ALL, NORTH, NORTHEAST, UP, TAKE SHEET, LOOK THROUGH WINDOW (you see a 1933 ford with a loose headlight!), RIP SHEET, TIE STRIPS TOGETHER, TIE ROPE TO BED, PUT ROPE THROUGH WINDOW (Trent will use it), WAIT, WAIT, (Trent eventually returns!), TAKE HEADLIGHT, GO DOWN STAIRS, EAST, TAKE TRELLIS, MOVE SOD (you find another black circle), ENTER CIRCLE

Phobos

(You are now back at the end of the Hallway on Phobos) NORTH, ENTER CIRCLE (to the Main Hall of the Palace) WEST, ENTER BARGE, PRESS ORANGE BUTTON, PUT RAFT IN CANAL, PRESS PURPLE BUTTON, ENTER RAFT (as the barge must now proceed EMPTY to pass the Ion beam downstream) WAIT, WAIT, WAIT, GRAB DOCK (you are now at Wattz-Upp Dock), TAKE RAFT, WEST, WEST, NORTHWEST, WEST, WEST, ENTER CIRCLE (to the basement on Phobos), UP, NORTH, ENTER CIRCLE (to the Palace again) EAST, CLIMB DOWN WELL (because you climbed DOWN well, instead of just 'climb well', this time you arrive on your barge, which is now waiting at the Icy Dock) EXIT BARGE (has Trent really gone?!)

SOUTH, SOUTHEAST, READ SIGN, GIVE COIN TO PENGUIN (you receive some change, so bear this in mind when you need to buy something later) SOUTHEAST, NORTH, TAKE BABY, COVER BABY WITH BLANKET, SOUTH, DROP RAKE, TAKE MOUSE, EMPTY BASKET, PUT BABY IN BASKET, SOUTH, PUT BASKET ON STOOL, WAIT, WAIT (a woman col-



lects the baby robot), OPEN DOOR ENTER IGLOO, TAKE BALLS, NORTHEAST (the Matron blows you back to the South Poke!), NORTH, OPEN SACK (you see it is full of leaves it will also carry your surplus items) PUT ALL IN SACK (everything that will go in, does so) TAKE ALL, NORTHWEST, WEST, ENTER CIRCLE (back to Wattz-Upp Dock) WEST, WEST, NORTHWEST, WEST, WEST (meanwhile, Trent joins you from a fountain on the way!) ENTER CIRCLE (to the Basement) UP, UP, NORTH, (dark here, but the location strip at the top of your screen tells you that you are in the Closet), ENTER CIRCLE (back to the Venusian jungle, and that flytrap has returned!) EAST, DROP TRELLIS, ENTER HOLE (off it goes) STAND ON TRENT, TAKE TRELLIS, COVER HOLE WITH TRELLIS, COVER TRELLIS WITH LEAVES, WEST (to attract the flytrap), EAST, WAIT, WAIT, WAIT, WAIT (got it!!!) WEST, WEST, TAKE JAR. EXAM-

INE JAR (contains 'untangling'
cream), ENTER CIRCLE

Space ship

(to the hold of the space ship)- (a grenade is thrown at you but Trent steps in yet again!), TAKE SWORD, SOUTH, CLIMB ON STALLION, WEST, CLIMB OFF STALLION, TAKE SUIT, WEAR SUIT, OPEN HATCH, NORTH, KILL THORBAST WITH SWORD (repeat until Thorbast lets go of his sword) TAKE SWORD, GIVE THORBAST HIS SWORD (Thorbast kills himself!) KILL MONSTER WITH SWORD, UNTIE WOMAN, NORTH (Elysia, the woman, gives you a photo with a note on the back) OPEN DOOR, EAST (after a lustful encounter you return to the Space Yacht location) SOUTH, SOUTH, (back comes Trent!) EAST, EAST, EAST, EAST, EAST, EAST, EAST, EAST, ENTER CIRCLE.

EXPLANATORY NOTE

You will now be transported to a

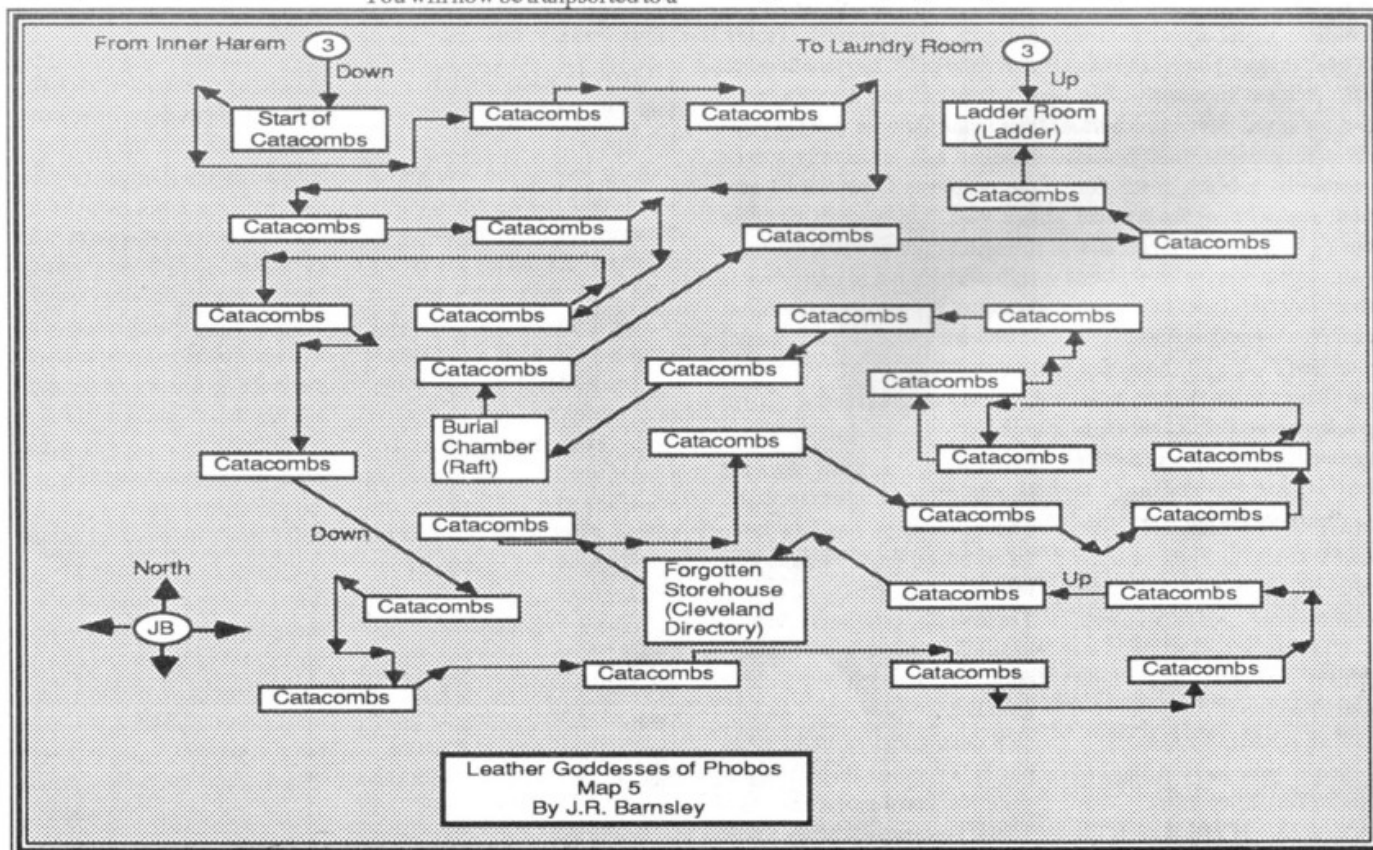
random location. Wherever you land, you should study the map and take the best route to the Throne Room of King Mitre, where you left the machine earlier.

So, from back in the
Throne Room:

TAKE MACHINE, EXAMINE MACHINE, OPEN COMPARTMENT, PUT JAR IN COMPARTMENT, CLOSE COMPARTMENT, TURN MACHINE ON, OPEN COMPARTMENT (Well, you knew it was a TEE remover and it's removed the 'T' out of 'untangling', leaving you with some 'un-angling' cream!!!) TAKE JAR, DROP MACHINE, APPLY CREAM TO ANGLE (you have released the Princess Theta! The King gives you an 82 degree angle in gratitude) DROP JAR, TAKE ANGLE NORTH, PUT RAFT IN CANAL, ENTER RAFT, WAIT, WAIT, WAIT, WAIT, WAIT, WAIT, GRAB DOCK (you are now on Donald Dock) SOUTH, EAST, SOUTH, READ SIGN (!), BUY EXIT (you need the change that the penguins gave

you), GIVE COIN TO PROPRIETOR, (he drops the exit tube in the dust) RAKE DUST (you now have the tube) NORTH, OPEN TUBE (you find a flexible black circle) DROP CIRCLE, ENTER CIRCLE (you are now in a Boudoir) GET OFF COUCH, SMELL ODOR (Leather!!), SEARCH DIVAN, WAIT (you are ejected onto a Plaza) - (now give the items to Trent, as he asks for them) GIVE BLENDER TO TRENT, GIVE HOSE TO TRENT, GIVE BALLS TO TRENT, GIVE ANGLE TO TRENT, GIVE HEADLIGHT TO TRENT, GIVE MOUSE TO TRENT, GIVE PHOTO TO TRENT, GIVE PHONE BOOK TO TRENT, (Trent operates the machine and a banana peel squirts out!!),.....

Now sit back and enjoy the Final Message, and collect your maximum points of 316 with a promotion to the rank of Interplanetary Emperor!!!!



ADVENTURE WITH THE PHOENIX



Hello again! I trust you've had an interesting month at the computer. I've been receiving many requests for help with 'Temple of Terror' and it is not all due to we adventurers not knowing what to do!! It seems that most popular version of this game are very poorly presented. Puzzles or creatures can be walked past with little effort and objects refuse to be examined and/or taken!! I really don't know what has come over the Adventuresoft team, but nothing has gone right since Kayleth. We had the mediocre 'Masters of the Universe, which was at least playable from start to finish, but I don't think the power was switched on between brain and computer when 'Temple' was put together - you can't call this programming, can you? With a reputation they have for good adventure software and value for money, this is certainly a black mark for them. And what of the conversions of Savage Island?! Has anyone succeeded with this on either Commodore or Spectrum? We know that Part One is bit difficult with all those random elements, but the real problems begin in Part 2, which is supposed to be comparatively easy!!

SPECTRUM VERSION

There seems to be a bug, near the beginning of Part 2 which does not allow your eyes to be closed, ie. CLOSE EYES, OK, GO FIELD - you can't as the light mesmerises you!!

COMMODORE VERSION

To see if you have a bugged copy in Part 2, try this:- SAY 123, HYPERVENTI-

LATE, GO FIELD, EAST, SOUTH, WEST, WEST, GO FIELD, EXAMINE HYDROPHONICS (to see some plants) EXAMINE PLANTS - you should now see a flower - if the computer throws up simply the word 'something!' instead of 'I see something!', then you have a bugged copy too!!!! (you need that dammed flower to proceed!).

I wonder what Scott Adams would think of all this?! Come on, Adventuresoft, get your act together and let's have some reliable software! I, for one, will NOT be purchasing 'Sword of the Samurai' until I KNOW that you've programmed it correctly, as you should do!!

While we are on the subject of sloppy programming (sorry Adventuresoft, but you deserve it!), I noticed an interesting routine in the October issue of your Sinclair. this, apparently, solves the problems I mentioned earlier with the bugs in Kentilla (Mastertronic version). Copyright forbids me to reproduce it here, but it's worth checking out if you want to finish this game!

Questline

I received some good news for ex-Questline members recently. This publication has now been taken on by Jean Thorne, following the exit of Tony Treadwell, and now has a healthy membership. Apparently, Jean was left with little or no record of previous membership details and as such, could not be expected to be responsible for Tony's shortcomings. Thank you Jean for bringing the

news of Questline to our notice. The club now 'lives' at 34 CROSSGATES RING ROAD, LEEDS, WEST YORKSHIRE LS15 8RD so drop Jean a line if you have any queries.

Now onto some help for this column; this month I look at the adventure Frankenstein

the fireplace.

Just then, quite disturbingly, my father approached me, from where I know not, as I thought that the house was empty! I was presented with a knife and dear father duly unlocked the front door for me. Not forgetting my money, I wandered out into the front garden where a chest

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A MONSTERS TALE

(Part One of The Frankenstein Adventure)

Looking around the bedroom, I found some money and quickly departed, just before the roof caved in! Exploring the living room was quite easy and an examination of the chimney provided me with a picture of my parents that was to prove very useful to me in the near future. I soon became in need of a brief rest, as I struggled to overcome the problem of the locked front door, and I sat myself down for a while in one the comfortable armchairs. For a moment I thought that I had located the key to the door, but it was only the money falling from my pocket, so I sat down. I must remember to recover that cash, I thought, as I waited awhile surveying the warm room and watching the sparks crackle in

caught my attention. How will I open this, I pondered, as I knelt down to examine the hinges. I felt sure that by trying to pick the lock with my knife would only cause irreparable damage, and I knew that I would need the knife later anyway. So what could I do? The hinges were retained by screws which led me to apply the knife as a screwdriver and I had the chest open in no time. A useful looking rope was within and I quickly took it and slung it around my shoulder.

Following the easterly mountain path, I soon come upon a forest. I was, by now, aware of something or somebody watching my every move and closing in behind me. I realised that I must get out of this forest in all haste and quickly journeyed on until I could see a deep ravine. The 'thing' was nearly upon me now, with no sign of escape,

until I quickly look around and found a dead pine tree. Climb it, I thought, and climb it I did! Jumping onto the forest floor, my potential assailant plunged to its death and the old tree fell conveniently across the ravine. I wandered north towards a lakeside village, still somewhat shaken by my close encounter with death, and visited a little store where I purchased some matches and a small tin of hemp. In the shabby boatyard, I found a bucket and decided to cross the lake in a rather unseaworthy vessel. Before attempting my voyage, however, I decided to exchange the hemp for matches, keeping the latter in a safe container to keep them dry. Shortly after I untied the boat, my worst fears were confirmed. I was sinking!! Not wanting to see the gory drawing graphic on my computer, I decided to plug the leak with the hemp! This was

not enough, as the water gradually overcame the plug and I would surely capsize if I didn't do something fast!! Baling the boat with the bucket helped me to make it safely to shore, where my little boat was eventually swept away and lost to the depths of the lake. I came upon a rift in the land and located an old tree stump. Tying my trusty rope, I made a quick descent to the gully floor. Stepping to scoop up a little snow, I disturbed a stone, grasped it and proceeded to find a shelter for the night, as by now, I was beginning to feel the effects of the harsh climate and tiredness was slowly overcoming me. A little cave would suit my needs, but the only one I could find was already inhabited by a pack of wolves and they were not expecting (or inviting) visitors!! I journeyed on beyond the scrubland waste and soon encountered a vast snowfield. I

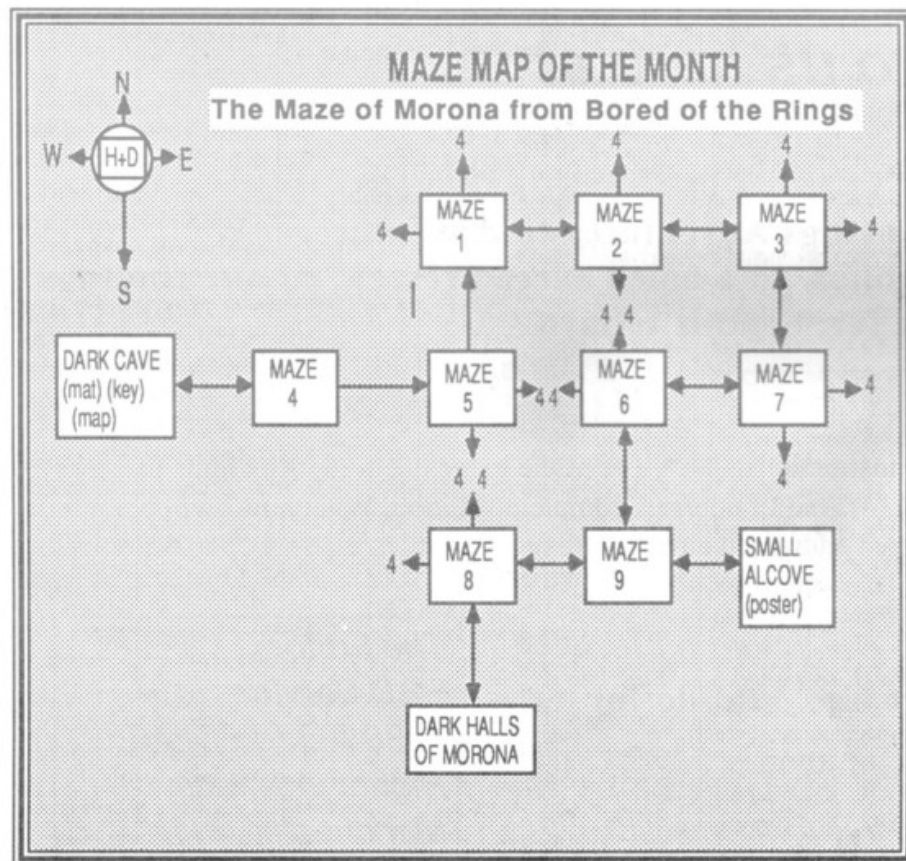
picked my way carefully across and came to a vast chasm. Picking up the kindling there, I had to make a decision. Should I press on in the hope that I found suitable shelter, or would I try and find a way into that cave? I chose the latter and set off back, recalling the route I had scratched out across the snowfield and returning in the reverse order, that being W, S, E, S to the scrubland and comparative safety. I thought hard of a way to distract the wolves and missed my track on the way back, emerging at a craggy path above the cave. I could see a wolf directly below me, and seized my chance! Dropping my stone on him, I killed him instantly and hurried down to the cave entrance expecting to find it deserted. But no!! The rest of the pack remained, denying me my much needed shelter! In desperation, I cut the dead wolf with my

knife and to my utter amazement, the pack quickly snatched the carcass and made off into the night!! Ah! the cave. My sanctuary!! I found an old staff and lit the kindling with the matches from my tin. It wasn't long before I succumbed to the effects of my tiredness and fell into a deep sleep before the fire.....BUT.....I was shortly to be rudely awakened by him!! Oh! God!! Help me! I could not defend myself - the staff proving useless! I remembered the feeling of affection as I first gazed at the picture of my parents and gingerly gave it to him as a last pitiful resort in search of mercy. As if in a trance, he glared at my little picture and while he was temporarily distracted, I made good my escape.....

(to be continued)

MAZE OF THE MONTH

This is the first in a regular series of adventure maze maps. My selection are based on the popularity of the game in question: BORED OF THE RINGS



APPEALS BOX

Breakers, Mindwheel, Brimstone,
Phantasie,
A Mind Forever Voyaging
Beurocracy, Pub Quest
Magical Mystery Tour
Moonmist (Any Option)

My thanks to all those who responded to previous appeal boxes.

Finally, a word about this box. This is to invite readers to submit absolutely ANY information to me to enable me to adequately answer the majority of calls I receive for help.

We aim to make this helpline the most resourceful and reliable help for the adventurer, both at home and overseas, so please help me to help you more effectively!

The adventurers listed in the Appeals Box are those that I have been unable to help with over the past few weeks - even with a collection of over 500 solutions and maps!!

If you can help on other adventures, then do write in as all help is welcome. You never know when you might need some yourself!!

Until next month, take care, and good adventuring!!!



*Spent a long time on
your program*

*And wondering What
Now?*

what do I do now?



*It's Easy when you think
about it.*

***Send your stuff to us here at :-
What Now?***

Don't delay ☐
Post today!

The only Magazine that brings Adventures to Adventurers. We'll review it and if good enough, publish a no holes barred review on our findings. What more could you ask for. Send it today.

Please where possible follow these instructions. (1) We need the game itself. (2) Any hints that may be of use. (3) A Map (if applicable) (4) And of course a complete solution. What now? will not return any material unless a suitably stamped addressed envelope is supplied. Please allow up to 8 weeks for your no holes barred review.

**You'll be Amazed at what we could do for
you!**

The Editor
H&D Services
1338 Ashton Old Rd.
Higher Openshaw
Manchester M11 1JG.

H&D
Services

BUREAUCRACY

**Bob Shepherd
gets to grips on
his ST.**

(Fill out the first form and write it down as you will need it often). What follows is the form I used: -LAST NAME - SMITH. FIRST NAME - STEVE. MIDDLE INITIAL - B. SEX - M. HOUSE NUMBER - 69. STREET - HIGH. CITY - YORK. STATE - ME4. ZIP - UT3. PHONE - 221122. LAST EMPLOYER BUT ONE - GLADSON. LEAST FAVOURITE COLOUR - GREEN. NAME OF GIRL/BOYFRIEND - KAREN. PREVIOUS GIRL/BOYFRIEND - VICKY.

OWN HOME

INVENTORY, GET WALLET, OPEN WALLET, EXAMINE WALLET, GET BEEZER, OPEN DOOR, TAKE TREATS, GIVE BEEZER, W, GET ALL (address book, computer, small case, letter, hacksaw, passport) E, GET TREATS, OPEN DOOR, E, OPEN MAILBOX, GET MAIL, READ LEAFLET, EXAMINE STAMP.

MANSION

E, S, OPEN DOOR, N, W, S, RING DOORBELL, N, E, S, W, S, GET PAINTING, N, SHOW PAINTING TO BIRD, GET MAIL (score 1) EXAMINE MAIL (sticker D) E, N.

LLAMA

W, S, S, READ NOTICE, OPEN MAILBOX, OPEN BAG OF TREATS, PUT TREATS IN BOX, GET MAIL (score 2) EXAMINE MAIL (sticker E)

FORTRESS

S, WAIT, N, W, "UNFORTUNATELY, THERE'S A RADIO CONNECTED TO MY BRAIN." WAIT, E, S, "ACTUALLY, IT'S THE BBC CONTROLLING US FROM LONDON" (now you must answer

questions. The answers are in the regular features in bold print)

GAOL

SAW BARS, EXAMINE KNIFE, PUSH BUTTON, PULL LEVER, GET POWER SAW, CONNECT POWER SAW TO GENERATOR, GIVE SAW TO STRANGER, SIT ON GENERATOR, WAIT, N, UP, GET MAIL (score 3) EXAMINE MAIL (sticker B) N

BOOKSHOP

N, N, N, N, W, OPEN CASE, GET ADVENTURE, SHOW ADVENTURE, YES, LOOK AT CARTRIDGE, GIVE ADVENTURE (score 4) E.

TRAVEL AGENT

N, W, GIVE LETTER TO WOMAN (score 5) GET TICKET, E.

FLAT

E, KNOCK ON DOOR, S, SHOW STAMP TO MAN, GET MAIL (score 6) EXAMINE MAIL, (sticker C) OPEN ENVELOPE, READ MEMO, EXAMINE CHEQUE, N, W.

BANK

(It is a random bank so I can only explain how to sort it. Save before and after you complete it) DROP KNIFE, SAW, PAINTING, N, N (if open otherwise type wait) (Now go to the withdrawal counter and you will be asked if you wish to make a withdrawal. It could be east or west. Random) YES, FILL OUT SLIP (last name) SMITH (amount) 75\$ (first name) STEVE (middle initial) B (illegal activity) N (you are now told to go, go the deposit window. It may be east or west) GET CHEQUE, GIVE CHEQUE, SHOW BEEZER (go to withdrawal) WITHDRAW 75\$, YES, FILL OUT WITHDRAWAL SLIP (as before) GIVE WITHDRAWAL SLIP, SHOW BEEZER (inv=75\$) (score 7) W, W, S.

CAFE

S, E, SIT DOWN, YES, RARE, NO, YES, SWISS, NO, NO, SALAD, NO, NO, WINE, SWEET, FRENCH, NO, YES,

RARE, NO, YES, SWISS, NO, NO, SALAD, NO, NO, WINE, RED, SWEET, FRENCH, NO, YES, WAIT, EAT BURGER (score 8) GIVE 5\$, S.

TAXI

W, W, READ ADDRESS BOOK, READ LAST PAGE (note taxi number. It is random) W, DIAL 400, 2616, SMITH, AIRPORT, HIGH, 69, READ TICKET (you are informed your taxi is on its way) E, E, WAIT, WAIT (your taxi arrives) YES, SHOW BEEZER, YES, WAIT, WAIT, PAY 18\$ TO DRIVER (all this depends upon your taxi arriving at the right time. If not, ring again)

AIRPORT

N, N, S, S, E, (air zalagasa is missing from the list, so enter this one) N, N, WAIT, WAIT, WAIT (show ticket to clerk) DIRECT (score 9) S, CLIMB PILLAR, CLIMB PILLAR, EXAMINE SPEAKER, PULL RED WIRE, PULL BLACK WIRE, ATTACH RED WIRE TO BLACK WIRE (score 10) OPEN GRATE, UP, UP, UP, UP, OPEN GRATE, E, CONTROLLERS, PERMISSION DENIED (score 11) W, D, D, D, D, D, D.

AIRPLANE

E, SIT IN 3C, READ SAFETY CARD, READ AIRLINE MAGAZINE, WAIT, WAIT, WAIT, CHICKEN, NO, YES, STAND UP, SIT IN 8D, PRESS LIGHT BUTTON, STAND UP, SIT IN 3C, GET LAMINATED CARD, READ LAMINATED CARD, GO TO PHONE, ANSWER PHONE, YES, YES, YES, WAIT, WAIT, (crash warning - The flight attendant arrives and is reluctant to leave) STINGLAI KA'ABI (she fits parachute) LIFT HATCH, PULL HATCH, WAIT (you are outside the plane) (score 12) WAIT, WAIT, (attendant has back to window) KNOCK ON WINDOW, PULL RED RIPCORDER, WAIT, (hanging from a tree).

COOKING POT

RELEASE PARACHUTE (score 13) PUT RECIPE CARTRIDGE IN COMPUTER

(score 14) (handed address book) CLIMB OUT OF POT.

ANTICHAMBER

EXAMINE DOOR, TURN LEFT AND MIDDLE, TURN LEFT AND RIGHT, TURN LEFT AND MIDDLE, OPEN DOOR (score 15) ENTER, GET KEYCARD, EAST.

SWITCHGEAR MAZE

INSERT CARTRIDGE IN COMPUTER, PRINTD, PRINTE, PRINTB, PRINTC, QUIT

Reading the writing downwards explains the next part of the game. You must go east into the switchgear room and you see a number - now move in any direction, and you will see another number. These numbers are random. the directions are:

0=EAST. 1=SOUTH. 2=UP. 3=NORTH. 4=DOWN. 5=WEST. I went as follows: E (=13) E (=34-13=21=1=S)-S- (=64-34=30=0=E)-E- (=96-64=32=2=UP)-UP- (=119-96=23=3=N)-N- (=140-119=21=1=S)-S-(AIRLOCK), INSERT KEYCARD INTO AIRLOCK SLOT, PULL DOOR, PULL DOOR, PULL DOOR, PULL DOOR, PULL DOOR, N (score 17) W, W, W, W.

COMPUTER HACKER

READ ADDRESS BOOK, READ FIRST PAGE, (note, the name random-Q-Hacker and the password Rainbow-turtle are to be typed in exactly as you read them with the bar between the words or the computer will not let you in) PLUG IN COMPUTER (name) RANDOM-Q-HACKER (password) RAINBOW-TURTLE (now watch the screen to see which program the hacker is about to run, again this is random) RUN, PLANE. EXE, RUN, PLACE. EXE, COP, DVH2. HAK (Hacker is about to access ZBUG. HAK) ZBUG. HAK (overwrite?) Y, RUN, ZBUG.HAK (Watch the screen and you should get a shutdown. Score 18) W, UP, WAIT, WAIT (plane arrives. Score 20) W, S, S, W, W, READ LETTER (score 21) END OF GAME

Return to Eden

From the start (in the Control Room of the crashed stratoglider):

E, TAKE COMPASS, TAKE GEIGER COUNTER, TAKE RADSUIT, WEAR RADSUIT, W, OUT, E, DIG, (you find a passage), D, D, D, E, S, (you will now feel sleepy), SLEEP, (you fall asleep whilst a blast passes harmlessly above), N, E, U, E, TAKE SPADE, W, DIG, (a passage to the surface is revealed), U, (the geiger counter now sounds a warning), YES, (you wait and are now on the surface), DROP RADSUIT, E, E, E, (from now on when you hear a droning sound - 'HIDE' - it is a helicopter gunship), E, S, (the parrot will rob you around here), DROP GEIGER COUNTER, (if the parrot has already stolen this, then don't worry, we'll get it back soon!), TAKE BEAN, EAST BEAN, (you can now carry more), SE, TAKE PEA, (wait until a brick-coloured bird

appears), THROW PEA, (the bird will eat it and drop something), LOOK, (a brick egg is now here plus a See Bee with a telescope)/



TAKE TELESCOPE, LOOK THROUGH TELESCOPE, (you survey the city's defences), TAKE BRICK, PLANT BRICK, (it grows into a small houseplant), DROP TELESCOPE, (the See Bee buzzes off with it), IN, TAKE FISH FUNGUS, OUT, W, TAKE STONE FRUIT, N, TAKE SEED, EXAMINE SEED, (it is honeycombed with air pockets), N, E, E, TAKE STEM, EXAMINE STEM, (gives a clue as to its use), W, W, N, TAKE TUBERS, EXAMINE TUBERS, (paddle-shaped!), N, (you now meet the leviathan), GIVE FISH FUNGUS TO LEVIATHAN,

(it swims away), N, (you are now paddling in your 'boat'), N, TAKE PILL, (this cures radiation sickness so as soon as you are told 'you are feeling feverish'), EAT PILL, N, E, W, S, (here is the parrot's nest with your stolen items), TAKE GEIGER COUNTER, (it's usually this that he's nicked;), TAKE (any other object he's stolen), S, TAKE FOXGLOVES, EXAMINE FOXGLOVES, (finger-shaped petals!).

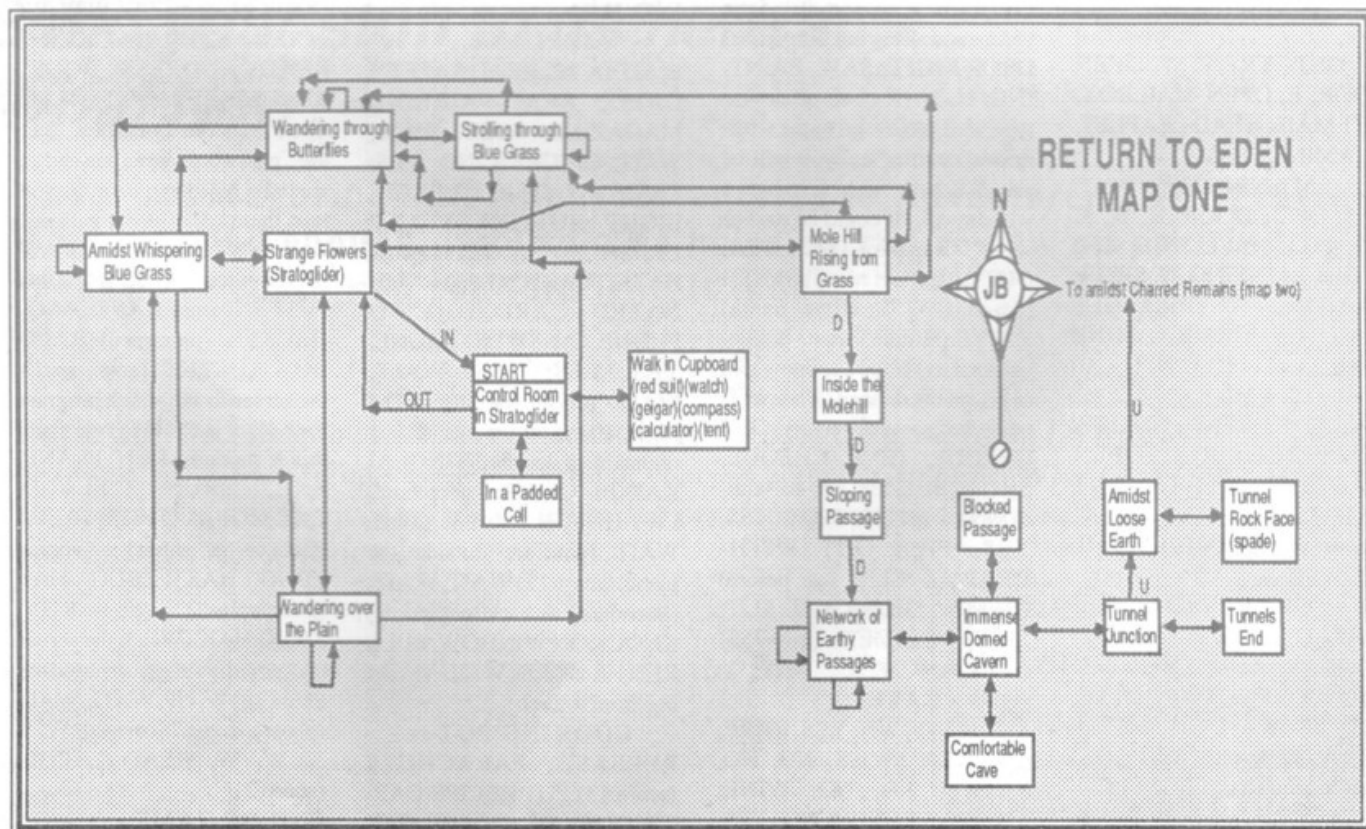
W, S, (paddling the boat again), S, TAKE LOG, EXAMINE LOG, DROP GEIGER COUNTER, S, W, TAKE WISHBONE, EXAMINE WISHBONE, (a useful catapult frame), E, N, N, SQUEEZE LOG, (the wet bulb grows into a shoot), TAKE SHOOT, EXAMINE SHOOT, D, (using your para-shoot), DROP SHOOT, S, E, E, TAKE VINE, DIG, (you unearth some roots), TAKE ROOTS, SCORE (should be 300/1000 and you are

a 7th CLASS ENSIGN).

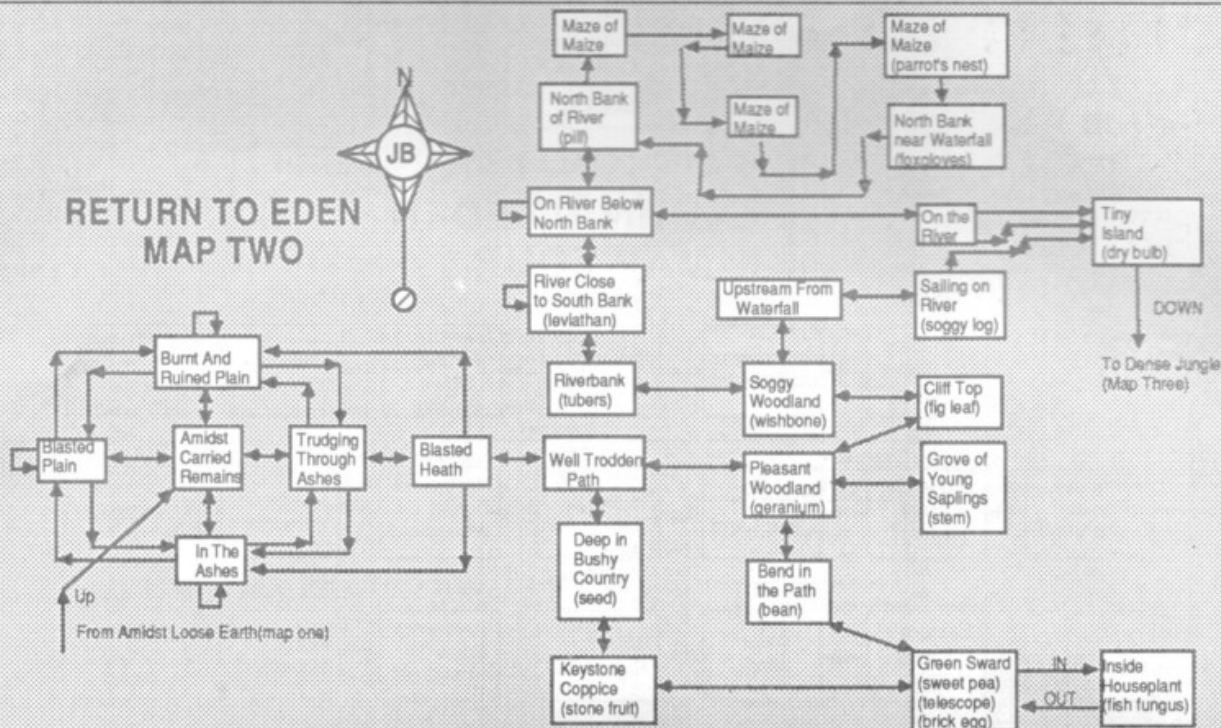
W, S, S, (you see a branch almost within reach), THROW VINE, (it catches a branch), U, N, TAKE BUG, EXAMINE BUG, (could confuse a sonar!), NE, S, S, DROP COMPASS.



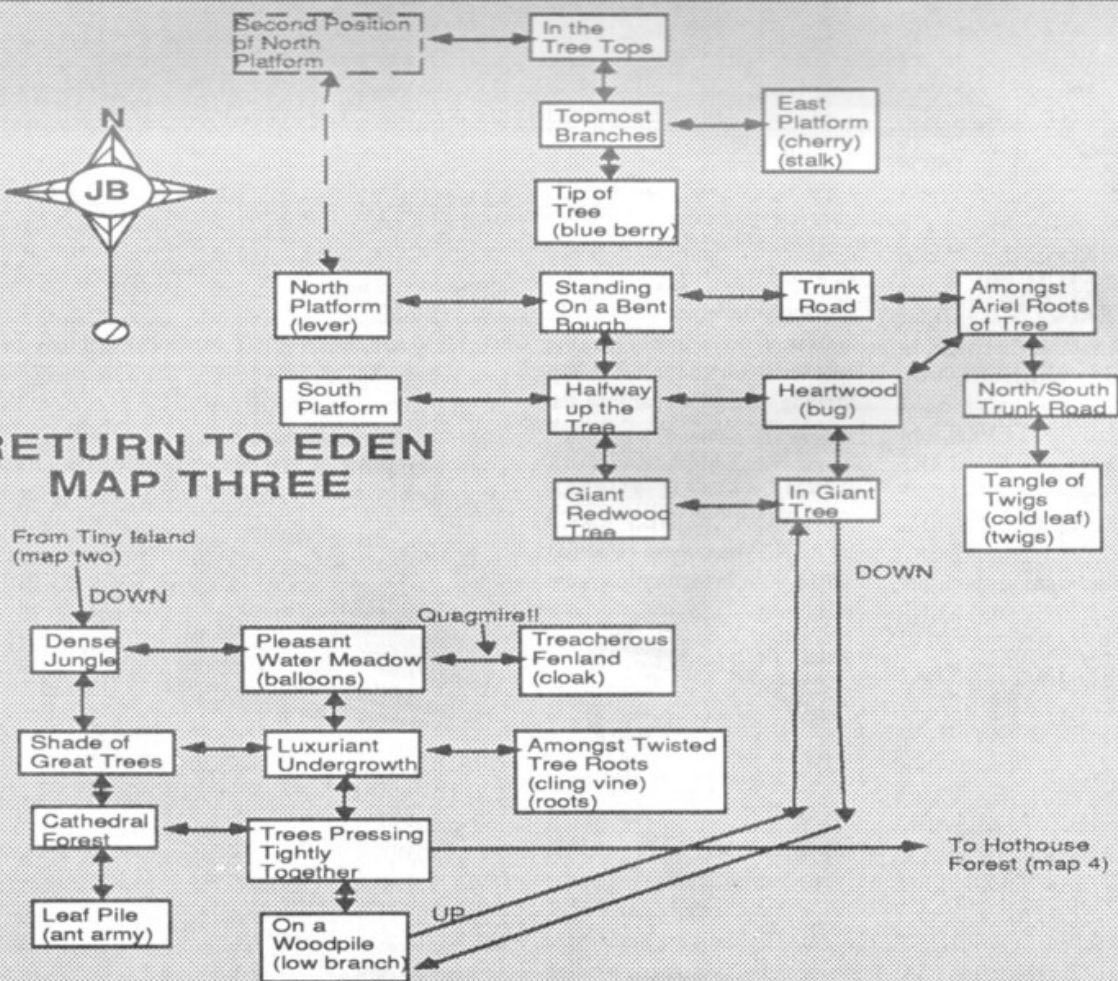
DROP TRADCLADS, WEAR FOXGLOVES, TAKE COLD LEAF, EXAMINE COLD LEAF, TAKE TWIGS, EXAMINE TWIGS, N, N, SW, S, D, N, N, N, (there's a quicksand here blocking progress east), THROW COLD LEAF, (the quicksand freezes), E, TAKE CLOAK, EXAMINE CLOAK, WEAR CLOAK, W, S, S, S, U, W, N, W, (you are now on the south platform supported by a



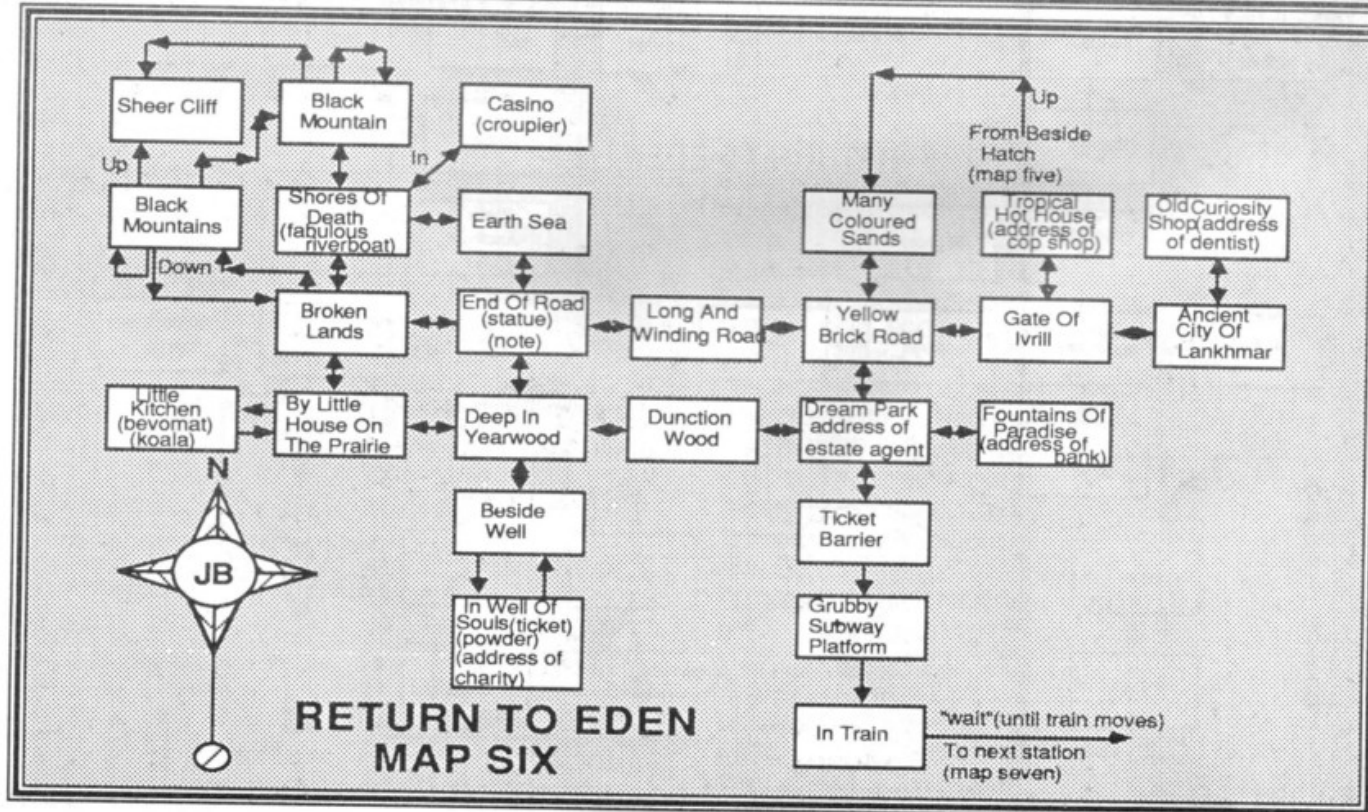
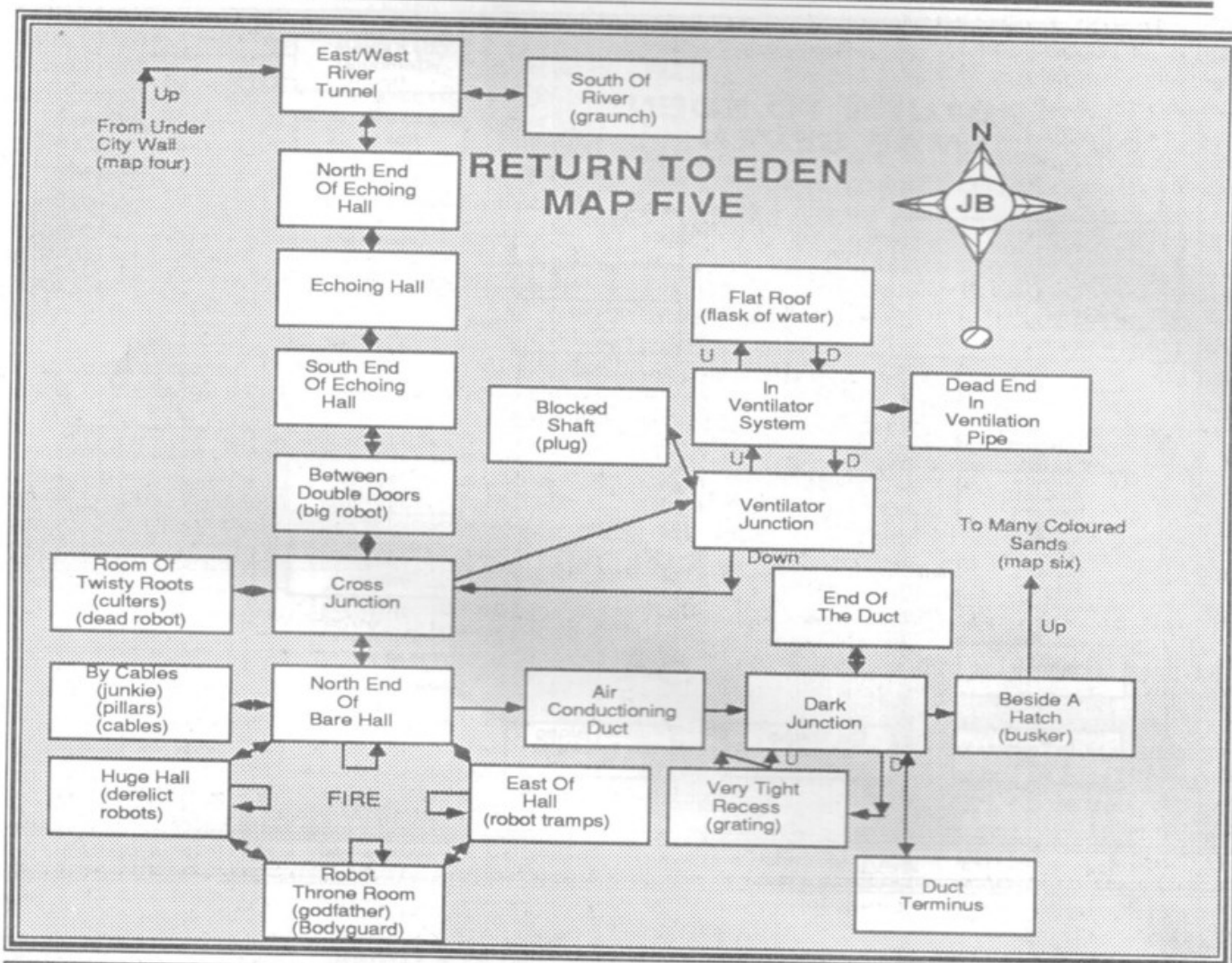
RETURN TO EDEN MAP TWO



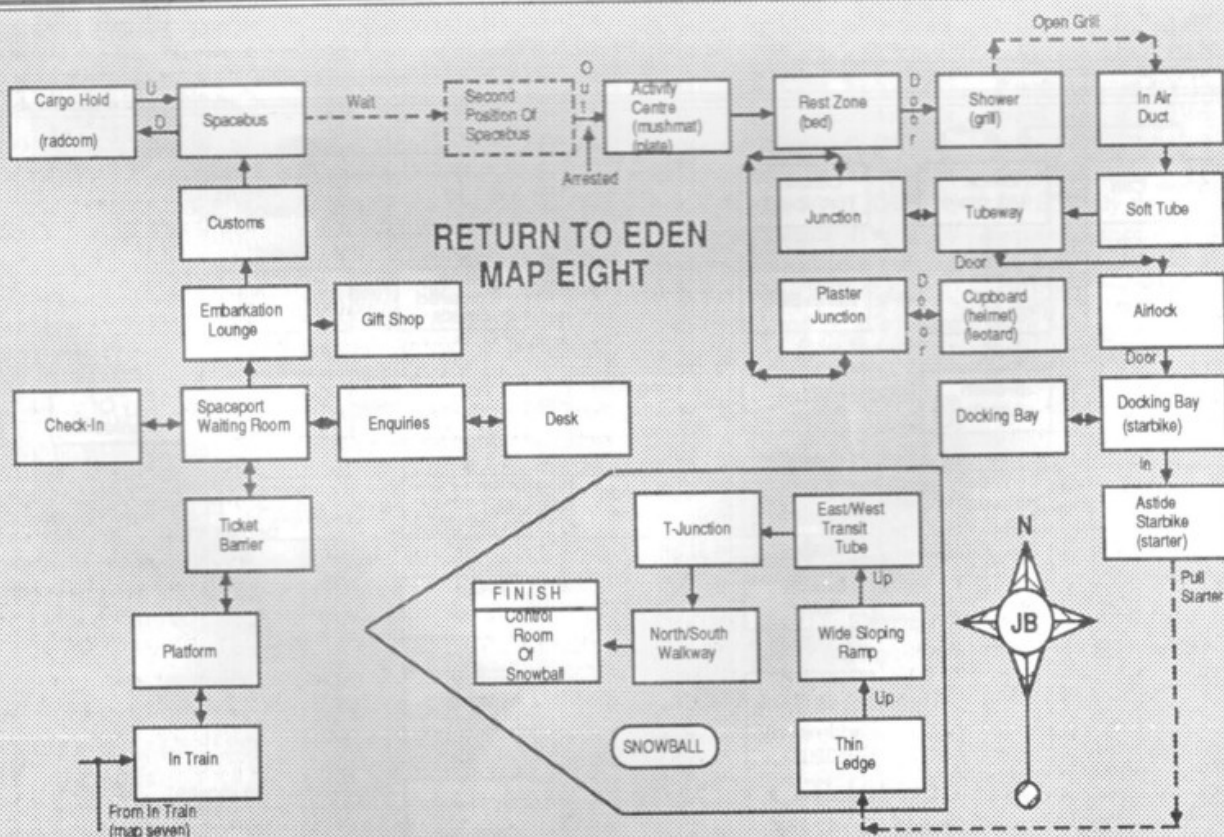
RETURN TO EDEN MAP THREE







RETURN TO EDEN
MAP EIGHT



U, E, (you now meet a busker), GIVE CREDIT CARD, (he opens the hatch for you and returns your credit card), U, DROP ROOTS, DROP CUTTERS, DROP CLOAK, DROP STONE FRUIT, (you must now search the locations in this vicinity for the elevator addresses of 1) Cop Shop, 2) D.I.Y., 3) Estate Agents, 4) Travel Agents, 5) Bank - they are different for each game), S, E, N, SEARCH, (make a note of the number for the Cop Shop), S, S, LISTEN, (the Bank number), W, SEARCH, (the Estate Agents number), W, W, N, W, SEARCH, (the D.I.Y. number), S, IN, (the chef asks a question), YES, INSERT CARD, (a Koala pops out), TAKE KOALA, OUT, N, E, DROP KOALA, (it pulls a note from under the statue), TAKE NOTE, READ NOTE, (the Travel Agent number), N, W, WAIT, (until the Riverboat arrives), IN, (you are now taken across to the casino), SAY RED, SAY BLACK, SAY RED, SAY BLACK, SAY RED, SAY BLACK, EXAMINE CREDIT CARD, (pretty

good huh?!), WAIT, (until the riverboat returns).

IN, (you've taken back again), S, E, S, S, IN, (you get the address of the Charity Shop, but ignore it), TAKE POWDER, EXAMINE POWDER, OUT, TEAR PACKET, TAKE TICKET, EXAMINE TICKET, N, E, E, S, S, (your ticket is taken), WAIT, (until the train arrives), S, WAIT, (while the train travels), N, N, N, PUSH BUTTON, (the elevator door slides open), N, (visit the Cop Shop first - remember the numbers), PRESS ____, PRESS ____, PRESS ____, S, S, TAKE IDENTITY DOCUMENT, N, PUSH BUTTON, N, (then the Bank), PRESS ____, PRESS ____, PRESS ____, S, S, (you get a loan from the manager), EXAMINE CREDIT CARD, PUSH BUTTON, N, (now the D.I.Y.), PRESS ____, PRESS ____, PRESS ____, S, S, TAKE SCREWFINGER, N, PUSH BUTTON, N, (next the Estate Agents), PRESS ____, PRESS ____, PRESS ____, S, S, (you buy a house and are given an address), PUSH BUTTON, N,

(now the Travel Agent's, PRESS ____, PRESS ____, PRESS ____, S, S, (you get a travel pass), TAKE TRAVEL PASS, EXAMINE TRAVEL PASS, PUSH BUTTON, N, (now it's back down to the station platform - remember the number on the ticket barrier), PRESS 0, PRESS 0, PRESS 0, S, S, S, WAIT, (until a train arrives), S, PULL CORD, (the brakes are jammed on and you're fined 50 creds).

N, D, E, U, N, N, N, (you are now invited to vote), E, YES, W, N, W, N, E, N, N, (you are now made Mayor), D, TAKE VISOR, WEAR VISOR, LOOK 4, BLINK, U, SCORE (should now be 800/1000 and you are a STARSHIP CAPTAIN), S, S, S, S, E, S, S, S, S, WAIT, (until a train arrives), S, WAIT, (until the train arrives at another station), N, N, N, N, N, N, (you are now in the Spacebus), D, TAKE RADCOM, U, WAIT, (until the Spacebus stops again), OUT, (you are arrested by robots and locked in a Habiviron), KICK MUSHMAT, (it dispenses an

empty plate), TAKE PLATE, E, OPEN DOOR, E, DROP PLATE, (it blocks the drain and you are floating in the shower), OPEN GRILL, (you are now in the air duct), D, W, W, N, OPEN DOOR, E, (you are now inside a cupboard and the pursuing robots run straight past), TAKE HELMET, WEAR HELMET, TAKE LEOTARD, WEAR LEOTARD, OPEN DOOR, W, S, E, OPEN DOOR, S, OPEN DOOR, S, IN, (you are now astride a Starbike), PULL STARTER, (the starbike carries you to Snowball 9), U, U, W, S, W,

THE CREW ARREST YOU AND QUICKLY RELEASE YOU AGAIN!

THE GAME IS OVER! AT YOUR SUBSEQUENT TRIAL, YOU ARE ACCLAIMED AS A MEGAHERO AND CONFIRMED AS MAYOR OF ALL EDEN BY POPULAR DEMAND. CONGRATULATIONS! YOU SCORE 1000 OUT OF 1000 AND ARE A MEGASTAR ADVENTURER".

Pirate Adventure

16K Version As Played On An Atari 800 XL By Ron Rainbird

START (in London flat), GET RUM, GET SNEAKERS, GET CRACKERS, GO STAIRS, GET BOOK, GO PASSAGE, E, GET BAG, OPEN BAG, GET TORCH, READ BOOK, DROP BAG, GET MATCHES, SAY "YOHO", SAY "YOHO", DROP BOOK, DROP SNEAKERS, E, GO SHACK, GIVE RUM (to Pirate), DROP CRACKERS, W, E, GO PATH, GO CRACK, LIGHT TORCH, GET SAILS, GO CRACK, DROP SAILS, GO CRACK, GO SHED, GET HAMMER, GET WINGS, N, GO CRACK, UNLIGHT TORCH, GET SAILS, D, W, W, DROP SAILS, DROP HAMMER, DROP WINGS, GET SNEAK-

ERS, GET BOOK, DROP TORCH, DROP MATCHES, GET HAMMER, SAY "YOHO", GO WINDOW, D, PULL NAILS, GET RUG, DROP RUG, GET KEYS, GO STAIRS, GO PASSAGE, E, GET BOTTLE, SAY "YOHO", SAY "YOHO", DROP NAILS, DROP HAMMER, E, GO SHACK, UNLOCK CHEST, EXAMINE CHEST, GET PLANS, EXAMINE CHEST, GET MAP, READ PLANS, READ MAP, W, W, DROP BOOK, DROP KEYS, DROP SNEAKERS, DROP MAP, DROP PLANS, GET WINGS, GO LAGOON, N, GET WATER, GET FISH, S, S, DROP WINGS, GET TORCH, GET MATCHES, GET KEYS, E, E, GO CAVE LIGHT TORCH, D, GIVE

FISH (to Crocodiles), UNLOCK DOOR, GO HALL, E, GO SHED, GET SHOVEL, N, GET LUMBER, W, GO PIT, U, W, UNLIGHT TORCH, W, W, DROP TORCH, DROP MATCHES, DROP KEYS, DROP LUMBER, GET WINGS, GO LAGOON, DIG ANCHOR, GET ANCHOR, S, DROP SHOVEL, DROP BOTTLE, DROP WINGS, BUILD SHIP, GET SNEAKERS, E, GO SHACK, GET PARROT, GET CRACKERS, W, W, GO SHIP, DROP SNEAKERS, DROP PARROT, DROP CRACKERS, GO BEACH, GET BOOK, GO SHIP, GET SNEAKERS, SAY "YOHO", GO WINDOW, GO PASSAGE, E, WAKE PIRATE, SAY "YOHO", SAY "YOHO", DROP BOOK, GET

MAP, GO SHIP, SET SAIL, GET PARROT, GET CRACKERS, GET SHOVEL, GO BEACH, PACE 30, DIG, S, E, GO MONASTERY, RELEASE PARROT (to kill snakes), GET DUBLOONS, GET PARROT, W, PACE 30, DIG, GET BOX, W, WAKE PIRATE, N, GO SHIP, SET SAIL, DROP MAP, DROP SHOVEL, DROP PARROT, DROP CRACKERS, GET SNEAKERS, GO BEACH, GET HAMMER, OPEN BOX, GET STAMP, DROP BOX, DROP HAMMER, GET BOOK, SAY "YOHO", GO WINDOW, D, DROP DUBLOONS, DROP STAMPS, END OF GAME - FINAL MESSAGE "FANTASTIC: YOU'VE DONE IT".

 Adventure
INTERNATIONAL

DOUBLE GOLD SPECIAL

SHARPES DEEDS

A Full Solution as played on the Amstrad courtesy of Kevin Gaskell Branco.

SWAN

SOUTH, DOWN, TALK TO SOLICITOR, READ ENVELOPE, NORTH, EAST, TAKE BOTTLE, WEST, GIVE BOTTLE TO PUBLICAN, SOUTH, EAST, EAST, SOUTH, READ GUIDEBOOK, NORTH, NORTH, BUY BREAD, SOUTH, WEST, SOUTHWEST, SOUTH, GIVE BREAD TO SWAN, SOUTHEAST, WEST, WEST, TAKE HAMMER, EXAM SACKS, TAKE TORCH, EAST, EAST, EAST, SOUTH, EAST, EAST, NORTH, EAST, SOUTH, EXAM BUSH, TAKE OAR, NORTH, WEST, SOUTH, WEST, NORTHWEST, NORTH, NORTHEAST, EAST, EAST, EAST, NORTHEAST.

TICKET

EXAMINE GRAVESTONE, TAKE TICKET, SOUTHWEST, WEST, SOUTH, UP, EXAM CHEST, TAKE BOOK, EXAM BOOK, DOWN, NORTH, WEST, WEST, SOUTHWEST, WEST, RINGBELL, GIVE TICKET TO STATIONMASTER, INV, OPEN PARCEL, INV, WEST, NORTH, TAKE ROD, SOUTH, SOUTH, TAKE FLAG, NORTH, EAST, EAST, NORTHEAST EAST, EAST, NORTH, GIVE ROD TO BLACKSMITH, TAKE BELLOWS.

BOAT

SOUTH, WEST, WEST,

SOUTHWEST, SOUTH, SOUTHEAST, INFLATE BOAT WITH BELLOWS, CROSS RIVER, INV, DROP BELLOWS, DROP OAR, SOUTHEAST, READ SIGH, WEST, WAVE FLAG, WEST, SOUTH, WEST, WEST, NORTH, WEST, EXAM STONES, TAKE KEY, EAST, SOUTH, EAST, EAST, NORTH, EAST, EAST, EXAM WALL, OPEN GATE, EAST, SOUTH, WEST, TAKE ROPE, EAST, EAST.

BALL

TAKE BALL, WEST, SOUTHEAST, TAKE APPLES, NORTHWEST, NORTH, EAST, UNLOCK DOOR, EAST, BOUNCE BALL, INU, DROP AMETHYST, SOUTH, EAST, TAKE BIBLE, READ NOVEL, SOUTH, EXAM DESK, PUT BATTERIES IN TORCH, READ LIST, NORTH, WEST, SOUTH,

ELEPHANT

EXAM PANELS, PUSH PANELS, WEST, EXAM SAFE, TURN DIAL, TAKE ELEPHANT, EAST, NORTH, NORTH, DROP ELEPHANT, NORTH, EAST, TAKE LYRE, EXAM PIANO, TAKE PEARLS, WEST, NORTH, GIVE APPLES TO COOK, WEST, TAKE SUGAR, EAST, SOUTH, SOUTH, DROP PEARLS, WEST, WEST, SOUTH, SOUTH, GIVE SUGAR TO STALLION, UP, EXAM STRAW, TAKE INGOT, DOWN, NORTH, NORTH, EAST, EAST, DROP INGOT, NORTH, NORTH, EAST, DROP BOOK, DROP

FLAG, DROP TORCH, DROP ROPE, DROP KEY, DROP HAMMER, DROP BIBLE, DROP LYRE, DROP CARD, DROP STRING, TAKE POT, WEST, SOUTH, SOUTH, UP, SOUTH, EAST, TAKE SHOES, WEAR SHOES.

NECKLACE

WEST, WEST, EXAM BED, TAKE NECKLACE, EAST, NORTH, UP, EAST, EXAM PORTRAIT, READ PAPER, WEST, NORTH, WEST, EXAM SEAT, READ NOTE, EXAM SHIELD, TURN CREST, EAST, SOUTH, DOWN, NORTH, WEST, DROP POT, EAST, SOUTH, DOWN, DROP NECKLACE, WEST, WEST, TAKE EMERALD, EAST, EAST, DROP EMERALD, NORTH, NORTH, EAST, TAKE TORCH, TAKE BOOK, TAKE ROPE, TAKE LYRE, EAST, DOWN, EXAM WALL, PULL BRICK, TAKE ORNAMENT, UP, NORTH, TAKE SPADE, SOUTH, EAST, TAKE NUT, EXAM TREE, TAKE RING, EAST, GIVE BOOK TO GARDENER, TAKE POLE, WEST, NORTH, NORTH, NORTH.

SHEARS

WEST, TAKE SHEARS, EAST, SOUTH, SOUTH, EAST, PRUNE BRAMBLES, NORTH, TAKE KEY, EAST, TAKE CANES, WEST, EXAM SLABS, LIFT SLAB WITH CANE, TAKE SILK, SOUTH, WEST, NORTH, NORTH, MEND BRIDGE, NORTH, EAST, DIG, TAKE RUBY, WEST, SOUTH, EAST, EXAM CHERUB, PLAY LYRE, LIGHT TORCH,

DOWN, DOWN, TAKE COINS, UP, UP, WEST, SOUTH, SOUTH, WEST, WEST, DROP LYRE, DROP SPADE, DROP SHEARS, DROP SHOES, WEST, SOUTH, SOUTH, DROP ORNAMENT, DROP SILK, DROP COINS, DROP RING, DROP RUBY, UP, SOUTH, SOUTH, UNLOCK DRESSER, TAKE BROOCH, NORTH, NORTH, UP, NORTH, WEST, UP, UP, SAY TO FERDINAND 'CIDER IS GRAND'.

VICAR

UP, TAKE MUSIC, DOWN, DOWN, DOWN, EAST, SOUTH, DOWN, DOWN, DROP KEY, DROP POLE, DROP NUT, TAKE NECKLACE, TAKE PEARLS, TAKE EMERALD, TAKE ELEPHANT, TAKE ORNAMENT, TAKE SILK, TAKE COINS, TAKE RING, NORTH, NORTH, EAST, DOWN, MOVE GRATE, DOWN, WEST, UP, DROP ALL VALUABLES, DOWN, EAST, UP, UP, WEST, SOUTH, SOUTH, TAKE RUBY, TAKE INGOT, TAKE AMETHYST, NORTH, NORTH, EAST, TAKE BIBLE, DOWN, DOWN, WEST, UP, DROP VALUABLES, SOUTH, DOWN, EAST, EAST, EAST, EAST, SOUTH, GIVE BIBLE TO VICAR, INV, NORTH, UNLOCK DOOR, EAST, PLAY ORGAN, DOWN, EXAM TOMB, RUB TOMB, TALK TO FERDINAND, TAKE BOX, UP, UP, OPEN BOX, WEST, WEST, WEST, WEST, WEST, UP, NORTH, DROP BOX, DROP DEEDS. END.

TEMPLE OF TERROR

Hints from John Barnsley as played on a C64.

- 1) Initially, 'CAST SLEEP' at pirates and examine the deck of their boat for a telescope.
- 2) Cut the ropes on the bridge, after you have crossed it.
- 3) Kill elves with sword.
- 4) Examine dead man for 2 items..
- 5) Trying to take the medallion burns an 'M' into your hand.
- 6) Light the torch at the burning hut then enter the cave by climbing the rocks. Get the rock you find there.
- 7) when the harpy appears go south - examine the pouch twice and read the message.
- 8) Go eagle and land in the desert (Harpy and Pterodactyl fight each other).
- 9) Examine the skeleton - in the box is a pot and a mirror. If you

- break the pot it emits a poisonous gas!
- 10) Cut the cactus for water.
 - 11) Point the mirror at the Basilisk, then dig for a bell.
 - 12) The other dead man has a bottle.
 - 13) Abjul will refresh you at his tent. Buy the bracelet.
 - 14) Out of the tent, then West and threw the rock at the sandworm. (Examine it afterwards for a sharp object).
 - 15) The water at the oasis is poisonous - but you can fill your bottle.
 - 16) Return to the tent for more refreshment before continuing South across the desert.
 - 17) Kick sand at the serpent guard.

- 18) At the T-junction 'EXAMINE DRAPES' to find a door, but you'll need a crossbow to defeat that centipede!!
- 19) At the pit, 'CLOSE EYES' - 'JUMP OVER PIT' - 'S' - 'OPEN EYES' to get past the eyestinger.
- 20) Don't examine the grille - it bears the letter H - one of the letters of the word, whispered to you earlier!
- 21) Give the telescope to the gnome.
- 22) Due north of the corridor with broken glass, is a room with two stone chests. The cannonball, in one of them, should be taken to the 'Dusty Room' (S-S-S-SE) where you should 'ROLL CANNON-

BALL EAST' to spring the crossbow trap. Collect both crossbow and bolt.

23) Return to the door behind the drapes and 'LOADCROSSBOW'.

24) When the centipede confronts you in the Dust-filled room, 'FIRE CROSSBOW AT CENTIPEDE' then 'CUT ROPE WITH SWORD' to get the bucket.

Note:

Anybody know what to do with the giant glowing moth, skeleton warrior, lizard-men guarding the shieks, the lion's head in the flooded room, the shield in the casket and idol with the raised hammer in the large chamber?

BULBO AND THE LIZARD KING

DRAGON - Have the donkey with you. Examine the dragon and search the pack to fix the wing.

RAT IN HOLE - Roll the Boulder.

SMALL LIZARD - Forget it!

THE BEAR - Get the swordsman or the archer to kill him.

SLIPPERY SLOPE - Climb carefully.

ORCS - Hide in the bushes.

RIVER - Ask Giant for help and

he will build a boat. Board the boat.

SPIDERS WEB -a) Get the archer to kill the spider and swordsman to cut the web.

b) When the donkey is with you, wait.

c) Ask the dwarf for help.

BACK PACK - Eat or drink.

THE WALL - Lift the donkey and climb up.

GIANT - He drowns in water.



Dennis Through The Drinking Glass

BBC Owners

We published a full solution to this game in our last volume, but Barbara Gibb, has kindly pointed out one difference, she has found

in her version. Her copy, for the BBC, has a copyright date of 1984 and is probably pre militant days, hence the differ-

ence:

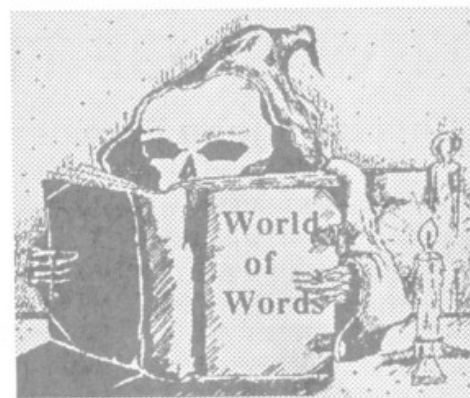
When up North, after taking coal, E, S, E, you come to the following:

The Bolsover school of et-

tiquette and charm is run by Mr Dennis Skinner; he will not do you any harm, nor steal your Chinese dinner.

BUY TRIBUNE.

THE WORLD OF WORDS



Introduced by Keith Adam

Throughout this long, wet, dreary Summer of ours, I have spent more time inside reading than trying to persuade my poor white legs to get a sun-tan. Luckily, in the past few months, there have been plenty of new books to stave off boredom and preserve my sanity (at least whatever remains of it!). Let us hope that this is the start of a new period of prosperity for all readers of fantasy and that the publishers will keep it up.

Dirk Gentlys Holistic Detective Agency
By Douglas Adams
Heinemann Ltd £9.95
247 Pages

This new novel from Douglas Adams, is a break with 'Tradition'. The weird and wayout events no longer take place on distant worlds. Instead, the weird and wayout events take place on Earth (somewhere south of Birmingham actually, but as long as it is the right planet, who cares!). The old faithfuls of Beeblebrox, Dent, Prefect, Trillian and Marvin have retired to the sidelines and been replaced with a whole new conflux of characters. These include an Electric Monk, who believes anything (well almost anything), a horse in a first-floor bathroom, a forgetful time-travelling professor, and two ex-Cambridge students. This novel combines snippets of all the various genres of novels together to produce an original

storyline, involving, amongst other things, murder, ghosts and wildly impossible deeds being done.

Do not believe the Bookflap! We never hear much of the cat, except for the 'hero' explaining why it cost so much to find a dead cat!

I thoroughly enjoyed this book, but at first, I did wonder if it had been mis-titled, as we do not hear or meet the 'hero' until approximately ninety pages into the story.

Whilst the book never reached the monumental heights of Lunacy reached in the 'Hitch-Hiker' books, it maintained an even level of humour throughout.

Admittedly, it took a while to accept the new array of characters, and this may have detracted from the enjoyment, but each soon settles into his or her own role.

The book ends with the time-honoured words 'To Be Continued...' and I am sure that as time progresses, we will come to adore the characters, as we did the, now redundant, Hitch-Hiker team.

Overall, an enjoyable and funny book, although lacks the sparkle of the authors previous novels.

Other Books by the same author:

Hitchhikers Guide to the Galaxy. Restaurant at the End of the Universe. Life, The Universe, and Everything. So long and thanks for all the Fish. Original Hitch-Hiker Radio Scripts.

The Mirror of Her Dreams
By Stephen Donaldson
Fontana £3.95
650 Pages

A young woman, Terisa Morgan, is plucked from a dreary life in modern America to the Medieval land of Mordant where magic resides in Mirrors. The Kingdom of Mordant is under threat from evil forces, and Terisa and a clumsy, bumbling apprentice called Geraden appear to be its only hope. This is the first novel by Stephen Donaldson which is not based on Thomas Covenant and 'The Land' but, for all that, it is still an original and interesting book with a good story to it.

It did take me a while to settle into the new storyline and characters, but the skill which Mr Donaldson puts into his writing, shows through and I then began to feel at home in his new mythical countries.

The book ends on a dramatic note, and we will need to wait for the continuation of the story in the second volume entitled 'A Man Rides Through'.

Other Books:-

First Chronicles of Thomas Covenant. The Unbeliever, Second Chronicles of Thomas Covenant, Gilden-Fire. Daughter of Regals (Short Stories)

New Authors:

There are many new authors emerging now, and I would like to take the opportunity to mention some of them and their

novels.

Robert Don Hughes
'Pelmen the Powershaper' Series

The tale of an itinerant wanderer between three disparate lands, the only connecting route between all three being protected by a two-headed dragon.

Susan Dexter
'The Winter Kings War' Series
An ill-trained magicians apprentice sets out to save a bewitched princess and to save his land from the encroaching Winter being brought on by the evil ice-lord Nimir.

Judith Tarr
'The Hound and The Falcon' Trilogy
An elf has illegally taken holy orders and becomes a monk. This is the tale of how he leaves his sheltered life, and must now confront his elfen nature and a persecuting secular world.

Jonathan Wylie
'Servants of Ark' Trilogy
The tale of a group of islands and their heritage hidden away in forgotten prophecies.

These are just a few of the stories from up-and-coming authors. If you have not already read them, then I hope that these outlines will whet your appetite, and encourage you to read them soon, as they are all extremely original and very well-written.

WHAT?'s NEW IN AMERICA:

Glory Lane
By Alan Dean Foster

This is an extremely funny tale of three teenagers from Albuquerque who get caught up in a race across galaxies in the company of a 6ft tall, three-eyed green alien and an 'animated bowling-ball'.

They encounter many other forms of intelligence, who all claim to be superior to the previous lot. The displaced trio also discover that the most important thing in the Universe is shopping. The Universe has a sense of humour, and the tale culminates in an inter-stellar war and the revelation of the true origins of the Universe.

This is a very funny book and it pokes the finger of fun at all aspects of human (and non-human) life.

It will keep you enchanted from cover to cover, following the antics of the inhabitants of the Universe.

Coming to a bookshop near you soon.

Buy It, Read It, Enjoy.

Other Novels:-

Spellsinger Vols 1-V, The I Inside

THE WORLDS OF

I am hoping over the next few months to bring you a series of articles on your favourite authors in the field of fantasy.

I will be attempting to find out a bit more about them, their works, and their future plans.

I hope to cover authors such as David Eddings, Katherine

Kurtz, Stephen Donaldson amongst others.

If you have any suggestions for any other authors (or any other comments at all), let me know as this column is for you, the reader.

FORTHCOMING ATTRACTIONS

Books just out or due out soon.

Hour of the Thin Ox 24th Sept
Colin Greenland

Swordpoint 24th Sept

Ellen Kushner

The Mountains of Channadron
24th Sept Susan Dexter

Stalking the Unicorn 1st Oct

Mike Resnick

The Power and the Prophet 24h
Oct Robert Don Hughes

RE-ISSUES:-

Marion Zimmer Braelley
Heritage of Hastur 15th Oct
The Spellsword 15th Oct
City of Sorcery 10th Dec
Thendare House 10th Dec

That's all until the next time. I wonder just how many of the books I have discussed today will find themselves converted into tomorrows computer adventures. After all one of the vital elements of a good computer adventure is a strong storyline, without that it is impossible for the required atmosphere to be generated onto your screen. All the computing techniques in the world cannot disguise a poor story!

Routines.

Who said that you don't have them in an Adventure Magazine. Here are a couple to help weary Spectrum owners.

KENTILLA

A poke to help from Donald Hay.

For adventurers, as everyone knows, there is a bug on the Spectrum Mastertronic version of KENTILLA. The following will allow you to finish. Enter the following and play tape from start.

5 CLEAR 59829

10 LOAD""CODE: LOAD""CODE

15 RANDOMIZE USR 1366

20 FOR F=59750 TO 59762: READ A: POKE F,A:NEXT F

30 RANDOMIZE USR 59750

40 DATA 221,33,0,91,17,81,142,55,62,255,205,86,5

When the game has loaded, various screen messages may appear, but don't worry. Normally it says 'OUT OF SCREEN'. Enter as a direct command LIST 9585 and then press ENTER. When the data lines appear press 'N'.

Edit line 9585 and delete from the end of the line.

LET hp=Z: RETURN and in its place insert GOTO 4735

Then press ENTER and start the game with GOTO 5

The silver dagger plays no part in the adventure so leave it in the desk. When you get to the DARG-VOOL do not ask ELVA to shoot it, but simply walk across the bridge. You will get the message that you are dead but ignore it and carry on with the adventure. Hope this eases a few frustrations.

SCOTT ADAM'S SCOOPS

(Microdrive or disc transfer)

Walter Pooley offers guidance for transfer of this cassette.

Anyone having trouble putting the Scott Adam's Scoops on disc or microdrive? Adventure soft has used a new protection system, plus the main block of code is headerless. All we require is the last block of code so a header is needed; make a header using a header creator, or save off a header on a blank tape, the start address is: 24576, and the code length is 17682.

Having got your header, CLEAR 24575 load your header and block of code, resave to your drive or whatever; SAVE "ADV" CODE 24576,17682

A short program to get it running:

10 CLEAR 24575

20 LOAD "" CODE

30 RANDOMIZE USER 24576

The figures apply to all four games on the tape. Anyone having trouble with this, send me the original tape together with a blank tape and I will do the necessary. (Address available from H+D)

Urban Upstart

Spectrum 48K Solution by Mark Harknett

Start - You are in a strange red room.

Strange house

TAKE DUNGAREES, WEAR DUNGAREES, N, (you are on the upstairs landing), D, (you are in the hall), N, (you are in the living room), TAKE KEY, E, (you are in the store room), TAKE SCISSORS, W, (you are in the living room), S, (you are in the hall), S, (you are in the kitchen), OPEN FRIDAY, TAKE LAGER, N, (you are in the hall), UNLOCK DOOR, OPEN DOOR, OUT.

Bookshop

(you are on Grim Street opposite Arthur's Bookshop), DROP KEY, IN, (you are inside the Bookshop), TAKE BOOK, READ BOOK, DROP BOOK, OUT, (you are on Grime Street opposite /Arthur's Bookshop), S, (you are on Grime Street where all things are possible), W, (you are in Leafy Lane), W.

The Park

(you are at the entrance to the park), W, (you are at the west end of the park), N, (you are by an empty church), TAKE FOOD, S, (you are at the west end of the park), S, (you are in a park), TAKE CHEESE, E, (you are on a path in the park).

The Bins

N, (you are at the entrance to the park), E, (you are in Leafy Lane), E, (you are on Grime Street where all things are possible), S, (you are on Grime Street by the bus shelter) TAKE UMBRELLA, E, (you

are at the back of a house), E,



(you are at the back of a house by 2 large dustbins), EXAMINE DUSTBINS, TAKE LETTER, READ LETTER, TAKE CARD, DROP LETTER, W, (you are at the back of a house), W, (you are on Grime Street by the bus shelter), N, (you are on Grime Street where all things are possible), N, (you are on Grime Street opposite Arthur's Bookshop), N, (you are on Grime Street. An alley leads to the west).

Football Ground

W, (you are in a dark shadowy alley), W, (you are at the edge of the football ground), W, (you are outside the football ground), GIVE LAGER TO FAN, TAKE TRAP, E, (You are at the edge of the football ground), E, (you are in a dark shadowy alley), E, (you are on Grime Street. An alley leads to the west), PUT CHEESE IN TRAP, N, (you are outside the Bank), N, (you are at a crossroads), N, (you are on Grime Street by a large lorry), N, (you are outside a phone box), IN, (you are inside the phone box), DIAL 77722.

The Bank

OUT (you are outside a phone box), S, (you are on Grime Street by a large lorry), S, (you are outside the Bank), W, (you

are at the side of the Bank by a servicetill), INSERT CARD, 1001, TAKE FIVER, E, (you are outside the Bank), N, (you are at a crossroads), W, (you are outside the Fish and Chip shop), W, (you are in Muck Alley), S, (you are on Amputation Road), W, (you are on Amputation Road. A car is here), W, (you are on an empty road leading west), W, (you are on a road. A sign is here), W, (you are outside the hospital), W, (you are at the foot of a large hill), U, (you are at the top of the hill by an old well), TAKE TAPE, D, (you are at the foot of a large hill), E, (you are outside the hospital), E, (you are on a road. A sign is here), E, (you are on an empty road leading west), E, (you are on Amputation Road. A car is here), E, (you are on Amputation Road), N, (you are in Muck Alley), E, (you are outside the Fish and Chip shop).

Town Hall

E, (you are at a crossroads), E, (you are on Civic Street), E, (you are outside the Town Hall), IN, (you are inside the Town Hall), TAKE PAPERS, DROP TAPE, OUT, (you are outside the Town Hall), W, (you are on Civic Street).

W, (you are at a crossroads), W, (you are outside the Fish and Chip shop), W, (you are in Muck Alley).



OPEN UMBRELLA, N, (you are on a rainy street), N, (you are on a rainy street).

Food

W, (you are in a large car park), TAKE MILK, N, (you are by the canal), CROSS, (you are outside a deserted and run down old building), EAT FOOD, DRINK MILK, OPEN DOOR.

Boots

IN, (you are inside the house), D, (you are in the cellar of the house), DROP TRAP, S, (you are in the cellar of the house), TAKE BOX, N, (you are in the cellar of the house), U, (you are inside the house), W, (you are outside the house), OPEN BOX WITH SCISSORS, TAKE BOOTS, WEAR BOOTS, DROP BOX, DROP SCISSORS, S, (you are by the canal), E, (you are by the canal), S, (you are on a rainy street), E, (you are by the canal).

Suit

TAKE KEY, W, You are on a rainy street), S, (you are on a rainy street), W, (you are on a very muddy and wet building site), W, (you are on the site), W, (you are on a building site by 2 large pipes), EXAMINE PIPES, TAKE SUIT, W, (you are on crash Lane).

N, (you are outside the entrance to the Airport), WEAR SUIT, IN, (you are in a large hall), GIVE PAPERS TO OFFICER, GIVE FIVER TO OFFICER (you are on the airfield), DROP BOOTS, DROP DUNGAREES, DROP UMBRELLA, IN, (you are inside the plane), INSERT SMALL KEY IN PANEL, TAKE OFF.

IN SEARCH OF ANGELS

At the airport in Rio, go straight to your car or you will be killed. Drive west and you will be followed. Press 7 (wheel stiletto) to get rid of one car. The other will start to ram you. Press 5 (jet engine - on). A helicopter will try and kill you now. Press 3 (guided missile). Go south and press 6 (jet engine - off). In Berlin, give the microfilm to the KGB agent. Search the bar

for the Russian newspaper. Read it to find the KGB report. In Casablanca, get the acid and go to Ricks. Type Follow the Rainbow to be captured. In the maze go SE, SE, SE, UP, pull the lever to release the gas. Light the lighter to kill the spiders. Now go down, SE, SE, SE, and up to escape. Go to the centre of town and go south until you reach some bushes. Exam-

ine them for the robes. Wear the robes and go back to the town. Go east twice and up twice. You will see two guards guarding a cell. Throw the lighter to get rid of them. Get the teargas and go west. Get Chantelle and go east and down twice. Throw the teargas and go west twice. Keep going north until you are outside Ricks. Keep going east until you are at the airport. Get a

flight to Tokyo and when you are asked if you still want to go because there is a bomb threat say Yes. In the plane, examine the seat to find the parachutes. Get them and wear them. You are told the plane is going down, just jump. In the sea, swim or you drown. Go north east then south east and onto the boat. Go down and wait until the men are gone.

EARTHSHOCK

At the start, wait and you will find a lamp. Get it and light it. Go south and east and search the rubble to find a strip. Get it and go west and south and down. Insert the strip. Press yellow and go east. Go north and down then keep going north until you find a black cube. Dig to be captured. You will be given a choice of one out of three quests

to go on:

HOOP QUEST - Go south and throw the hoop to get rid of the scorpion. Go up and go up the sub conning tower. Go down inside until you get to the radio room. Get the valve and fill it with water. Press the gold button to be teleported back. Give the valve.

SWORD QUEST - Keep going

down until you meet the mutants. Attack them and keep going down. Go west and get the rock salt. Go east twice and keep cutting the plant until it does not grab you. Go east and then north. The worm will come after you. Throw the rock salt at him to get rid of him. Get the tooth and press the gold button. Give the tooth.

TO OPEN THE GRILL - Use the cutters

TO GET RID OF THE 3 HEADED ROBOT - Shoot the arrow at him

KEEP BLOWING UP - Drop the lamp

CANNOT OPEN THE DOOR WHERE THE ROBOT WAS - Use the metal card

JOURNEY TO THE CENTRE OF EDDIE SMITH'S HEAD

Hints from Gregory Quinn and Andrew Harrison:

- 1) fill the flask at the stream outside the building at the start to get some water. Drink this when you are thirsty.
- 2) Insert the ignition key into the van and drive north to get to Eddie's house.
- 3) Hit the loose panel in Eddie's bedroom to find a secret room.
- 4) Use the big key from the secret room to unlock the door to

the cellar in Eddie's House.

- 5) 'Say help' to the man at the Samaritans to get a note for the landlord of the Green Potato.
- 6) Do not read the note!!!
- 7) Give the landlord in the Green Potato the note to get a room.
- 8) Unlock room 106 in the GP with the small key.
- 9) To find a secret room in room 106 lock door and knock 3 times.
- 10) Join the queue in bank, and when you have Eddie's account book, withdraw cash to get £100
- 11) Kick coffee machine to get cup of coffee.

12) Poison the coffee from the machine with the arsenic from the chemists.

13) Throw the brick when beside the Jewellers to get a watch.

14) Tie the string to the watch to get a hypnotising watch.

15) To dispose of the Teddy at Eddie's walk into the room containing it when carrying the poisoned coffee.

16) Put glasses on Eddie and swing watch to put Eddie in your power.

17) Buy the condensor off the man with it with the £100

18) Put the condensor on to get

into Eddie's skull.

19) Use the drill to drill a hole in Eddie's skull to enable you to go south.

20) When in the walking department of Eddie, walk east.

21) Press the red button in Eddie's pain department to find that the bomb is in this room. (You need to have walked east first).

22) To get Eddie to defuse the bomb, when you have found the bomb, pull his heart strings.

23) To complete the game, leave Eddie's body and when beside him, click fingers.

CUSTERDS QUEST

Solution as completed on the Spectrum by Pat Bradley.

Notes:

- 1) After loading PRESS ANY KEY to start the adventure.
- 2) During Adventure the word MORE or a FLASHING CURSOR appears in the bottom right hand corner of the screen - again PRESS ANY KEY to reveal next screen.
- 3) Despite cassette inlay saying RAMLOAD AND RAMSAVE options available they are not.
- 4) THIS IS NOT A DIFFICULT ADVENTURE AND COULD BE SAFELY RECOMMENDED TO BEGINNERS OF ADVENTURING - IN PLACES, DESPITE BEING A PROPER ADVENTURE, IT IS VERY HUMOROUS.

START ('Great' Hall of Castle

Custerd) PRESS ANY KEY, EAST (Castle Kitchens) SOUTH (Top of stairs leading down to Courtyard) DOWN (Courtyard) EAST (Storeroom) EXAMINE PANEL, KICK PANEL, TAP PANEL (You drop into room below (press any key) it is very dark, keep pressing any direction until you are given a LAMP - about ten times) PRESS ANY KEY, LIGHT LAMP, LIGHT LOCATION, EAST (Twisty passage), EAST (Very secret hiding place) PRESS ANY KEY (Get Treasure) WEST (Twisty Passage) WEST (Light location) UP (Storeroom) DROP LAMP, WEST (Courtyard) WEST (Pig Sty) EXAM TROUGH, PRESS ANY KEY, GET KEY, EAST

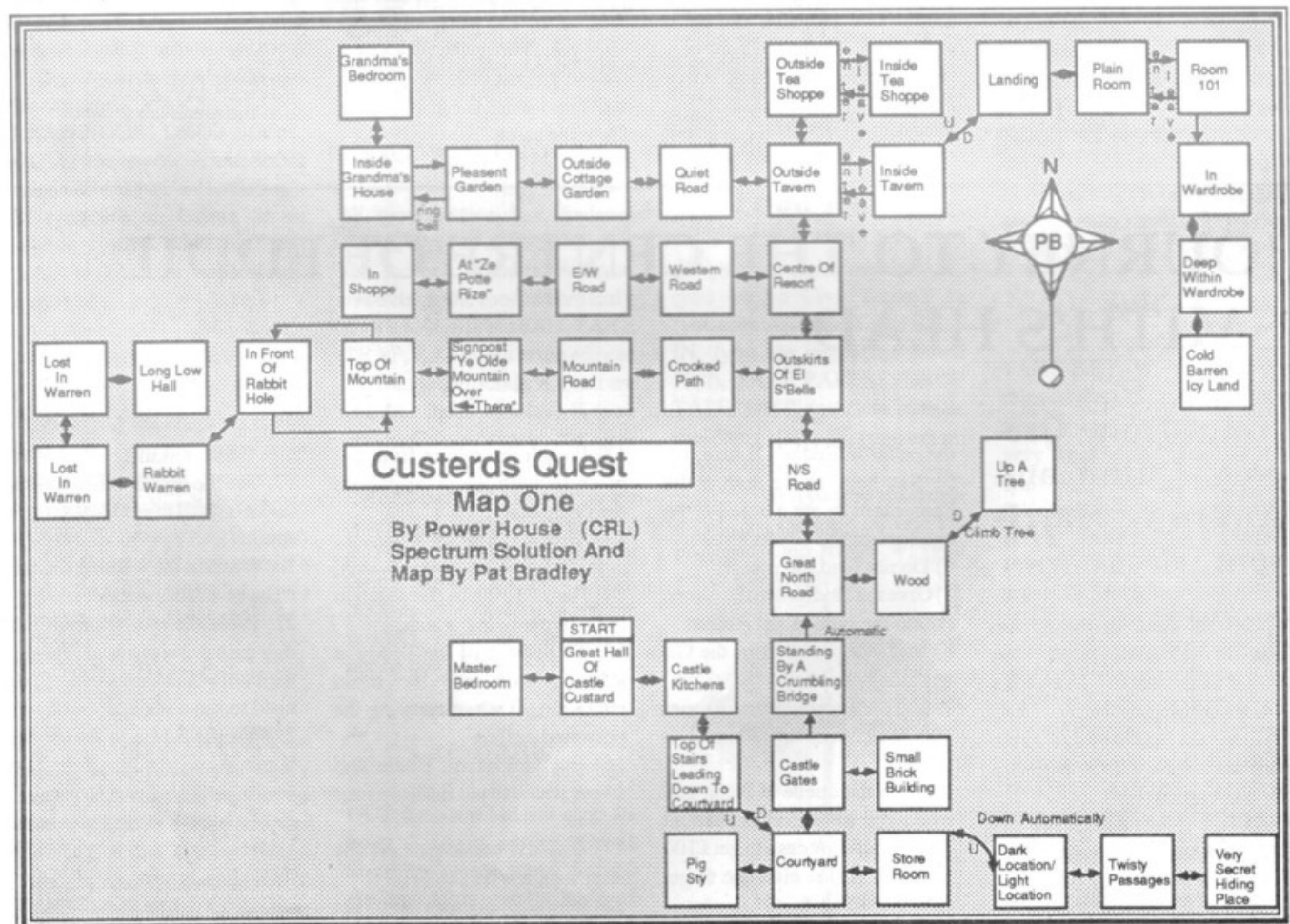
(Courtyard) UP (Top of stairs leading down to courtyard) NORTH (Castle Kitchens) WEST ('Great' Hall of Castle Custerd) PRESS ANY KEY, WEST (Master Bedroom) UNLOCK CHEST, PRESS ANY KEY, DROP KEY, EXAMINE CHEST, PRESS ANY KEY, GET ARMOUR, WEAR ARMOUR, GET COIN, EAST ('Great' Hall of Castle Custerd) PRESS ANY KEY, EAST (Castle Kitchens) SOUTH (Top of stairs leading down to Courtyard) DOWN (Courtyard) NORTH (Castle Gates) EAST (Small brick building) EXAMINE WINDLASS, TURN WINDLASS, WEST (Castle Gates) NORTH (On crumbling bridge) PRESS ANY KEY,

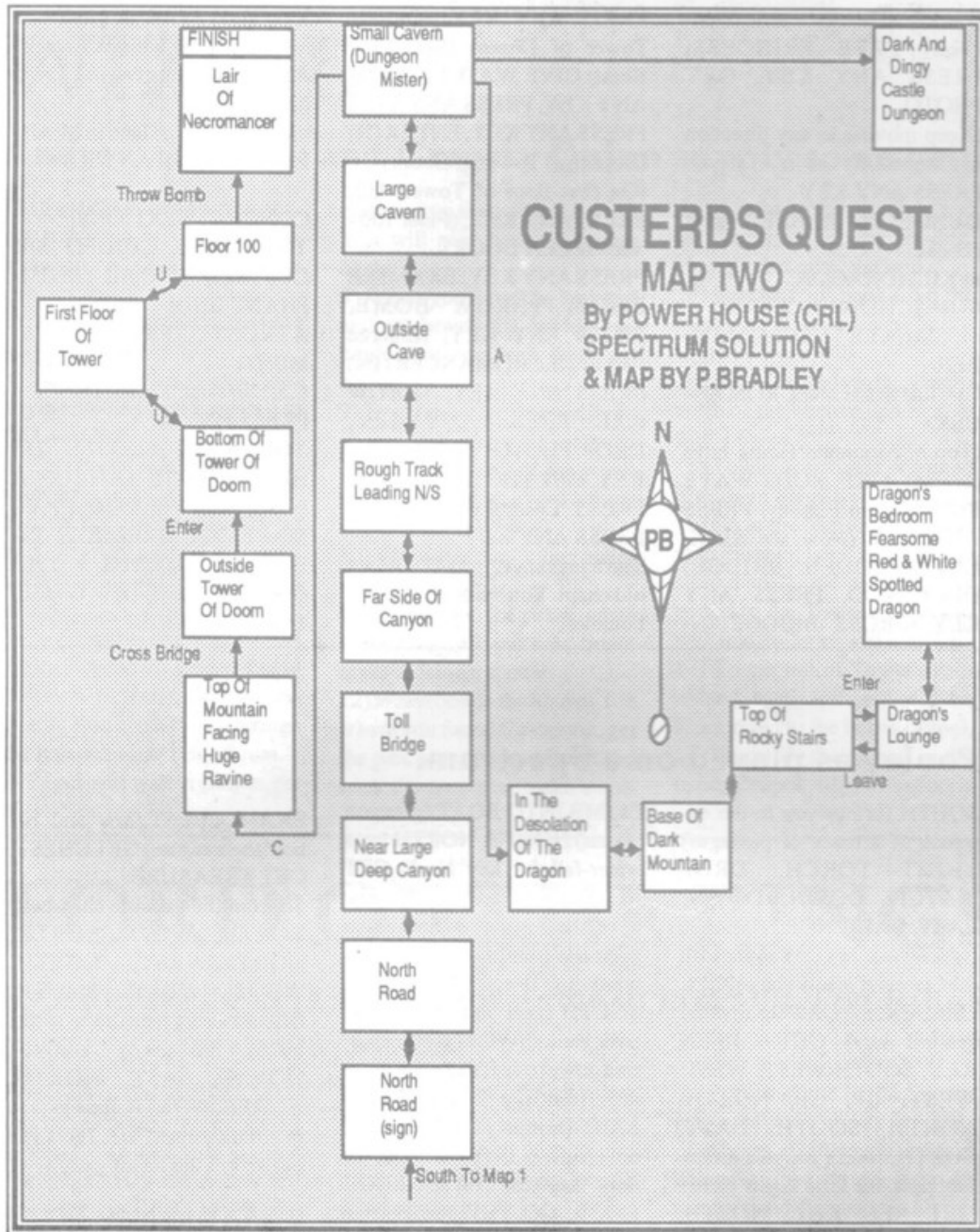
PRESS ANY KEY, PRESS ANY KEY, GIVE COIN, PRESS ANY KEY, PRESS ANY KEY, AUTOMATICALLY ON GREAT NORTH ROAD (N).

EAST (Wood) CLIMB TREE (U) (Up a Tree) GET ORB, DOWN (Wood), WEST (Great North Road) NORTH (N/S Road) NORTH (Outskirts of El S'Bells)

Read Sign - Gives clues eg visit Mountain See Potterize)Look at Old Worlde Shoppe- PRESS ANY KEY

NORTH (Centre of resort) NORTH (Outside Tavern) ENTER (E) (inside Tavern), EXAMINE BEER, DRINK BEER, UP (Landing) EAST (Standing outside door of plain





(You Shrink) PRESS ANY KEY, GET BOX, DOWN (Rabbit Warren) PRESS ANY KEY, WEST (Lost in Warren) NORTH (Lost in Warren) EAST (Long Low Hall) PRESS ANY KEY, PRESS ANY KEY, (Automatically given GOLD WATCH) WEST (Lost in Warren) SOUTH (Lost in Warren) EAST (In Rabbit Warren) UP (Standing in front of Rabbit Hole) DROP WATCH, GET CAKE, EAST CAKE (Screen goes Black) PRESS ANY KEY, PRESS ANY KEY, PRESS ANY KEY, (Back to Normal Size) GET ARMOUR, WEAR ARMOUR, GET TREASURE, GET ORB, GET WATCH, GET MUD, GET AXE, SOUTH (Top of Mountain) EAST (Signpost "<Ye Olde Mountain Over There") EAST (Mountain Road) EAST (Crooked Path) EAST (Outskirts of El S'Bells) NORTH (Centre of Resort) NORTH (Outside Olde Tavern) NORTH (Outside Olde Tea Shoppe) NORTH (North Road) NORTH (N/S Road) NORTH (Near Large, Deep, Dark Canyon) NORTH (Toll Bridge) THROW MUD, PRESS ANY KEY, NORTH (Far Side of Canyon) NORTH (On rough Track Leading N/S) NORTH (Outside Cave) NORTH (Large Cavern) NORTH (Small Cavern) PRESS ANY KEY, PRESS ANY KEY, PRESS ANY KEY, DUNGEON MASTER says choose

- a) KILL DRAGON
- b) RESCUE PRINCESS
- c) TACKLE NECROMANCER (This one must be left to last)
- A) KILL DRAGON (In the desolation of the Dragon) EAST (Base of Dark Mountain) UP (Top of Rocky Stairs) PULL (Door opens) PRESS ANY KEY, ENTER (E) (Dragon's Lounge), NORTH (Dragon's Bedroom) OPEN WARDROBE, GIVE TREASURE (Automatically given a Bomb) SOUTH (Dragon's Lounge) WEST (Top of Rocky Stairs)

room) OPEN DOOR, ENTER (E) (room 101), OPEN WARDROBE, ENTER (S) (Inside Wardrobe) SOUTH (Deep within wardrobe) SOUTH (Cold, Barren, Icy Land) PRESS ANY KEY, PRESS ANY KEY, PRESS ANY KEY, GET BOX, NORTH (Deep within wardrobe), NORTH (Inside wardrobe) NORTH (Room 101) LEAVE (W) (Outside Plain Room) WEST (Landing) DOWN (Inside Tavern) LEAVE (W) (Outside Tavern) NORTH (Outside Tea Shoppe) ENTER (E) GET BOTTLE,

LEAVE (W) (Outside Tea Shoppe) SOUTH (Outside Tavern) WEST (Quiet Road) WEST (Outside Cottage Garden) OPEN GATE, WEST (Pleasant Garden) EXAMINE DOOR, RING BELL (Press any Key) (Automatically inside Grandma's House) (W) OPEN CUPBOARD, GET AXE, NORTH (Grandma's bedroom) EXAMINE BED, LOOK UNDER DUVET (Press any Key) GET CAKE, SOUTH (Inside Grandma's House) EAST (Pleasant Garden) EAST (Outside Garden Gate) EAST (Quiet Road) EAST (Outside

Tavern) SOUTH (Centre of Resort) WEST (On Western Road). WEST (E/W road) WEST (At 'Ze Potterize') WEST (In Shoppe) PRESS ANY KEY, GET MUD, EAST (At 'Ze Potterize') EAST (E/W road) EAST (On Western Road) EAST (Centre of Resort) SOUTH (Outskirts of El S'Bells) WEST (Crooked Path) WEST (Mountain Road) WEST (Signpost "< ye Olde Mountain Over There") WEST (Top of Mountain) NORTH (In front of Rabbit Hole) EXAMINE BOTTLE, DRINK LIQUID

DOWN (Base of Dark Mountain) WEST (In the desolation of the Dragon) PRESS ANY KEY (Keep moving in any direction until time UP) - eg - The clouds were torn apart, seas boiled, bushes burst into flame and a hideous amplified voice boomed in a most ghostly manner! 'Come in Sir Custerd. Your time is up!' PRESS ANY KEY.

(Back in Small Cavern) PRESS ANY KEY.

DUNGEON MASTER says choose

- a) KILL DRAGON
- b) RESCUE PRINCESS
- c) TACKLE NECROMANCER (this one must be left to last)
- B) RESCUE PRINCESS

(Dark and dingy castle Dungeon) FREE PRINCESS, PRESS ANY KEY, GET PHOTO.

(Keep moving in any direction until time UP) - as in A) above. PRESS ANY KEY

DUNGEON MASTER says choose

- a) KILL DRAGON
 - b) RESCUE PRINCESS
 - c) TACKLE NECROMANCER
 - C) TACKLE NECROMANCER
- (Top of Mountain facing huge Ravine) GET ROD, WAVE ROD (Screen Flashes) PRESS ANY KEY (Now see RICKETY WOODEN BRIDGE) DROP ROD, PRESS ANY KEY, CROSS BRIDGE (N)

PRESS ANY KEY, (Outside Tower of Doom) (See Time Beast) GIVE WATCH, PRESS ANY KEY, PRESS ANY KEY, PRESS ANY KEY, ENTER (N) (Bottom of Tower of Doom) UP (On first floor of Tower) UP, PRESS ANY KEY, (Floor 100-see GREEN DOOR) PRESS ANY KEY, EXAMINE DOOR, THROW BOMB, PRESS ANY KEY, (Entered Lair of NECROMANCER) (N) PRESS ANY KEY, THROW AXE, PRESS ANY KEY, DROP PHOTO, PRESS ANY KEY, GET PHOTO.

PRESS 'L' until King appears, PRESS ANY KEY.

The Kings says: "Ah! Well done old chap! You've dealt with the boulder!

Jolly good show! A pity I was too busy to do the task myself! Ahem! I hereby give you a very large sum of money and some land in Middle Earth!" PRESS ANY KEY

CONGRATULATIONS! YOU HAVE GUIDED SIR CUSTERD TO THE TRIUMPHANT END!

ATRULY GREAT ACHIEVEMENT!

(..... and that's no lie!)

PRESS ANY KEY
YOU HAVE SCORED 255 HERO POINTS OUT OF A POSSIBLE 255 YOU HAVE MADE 211 CREDIBLE INPUTS DURING THE COURSE OF THIS GAME. THE QUEST HAS ENDED.

TREASURE

Solution by Walter Pooley as played on a Spectrum.

As the title implies, this is a straight forward treasure hunt. Your problems centre around locating four different coloured keys, locating the treasure and returning with same.

You start in the forest by a gate, GOGATE (takes you to a forest path) GET MATCH, GET DOOR KEY, EAST, GET SWORD, NORTH (brings you to the river) SWIM, EAST, NORTH (gets you to the far bank) EAST (into a hut) GET TORCH, GET YELLOW KEY (this is the first of the keys needed to open the treasure chest) WEST, SOUTH, WEST,

SOUTH (brings you to the entrance of a maze of passages) LIGHT TORCH, DROP MATCH, DOWN, DOWN, EAST, EAST, NORTH/EAST, (takes you into a dark room with the Orc chief in residence) KILL ORC, EXAM ORC (to find the second key) GET GREEN KEY, SOUTH/WEST, WEST, WEST, UP, UP, NORTH, NORTH, SOUTH, EAST, SOUTH, (takes you to a mountain pass, the third key is there). GET RED KEY, NORTH, SOUTH/EAST, EAST (brings you to another part of the river bank, there is a boat there)

CLIMB INTO BOAT (gets you across) NORTH, NORTH (to a water-fall for key No.4) GET BLUE KEY (we should now have the four keys needed to open the treasure chest, so onward to the chest (EAST, SOUTH (gets you back to the river bank) SWIM (you are carried downstream and washed up at the front of a Temple) WEST, EAST (brings you to a locked door, now is the time to put the door key to use) UNLOCK DOOR, GO THROUGH (into the treasure chamber) DROP DOOR KEY, UNLOCK CHEST, OPEN CHEST,

EXAM CHEST, (low and behold the treasure) GET CHEST, GET TREASURE.

So from the treasure chamber: NORTH, WEST, NORTH, NORTH/WEST, NORTH, WEST, WEST, SOUTH, (should bring you back to the maze entrance) DOWN, DOWN, EAST, NORTH, NORTH, NORTH (brings you to a dark tunnel) UP, (gets you out and to the forest gate)

That's it FINISHED.

Don't eat the food or smoke the cigarette, both kill you.

THE WIDTH OF THE WORLD

Solution by Roger Pashby.

LIFT MAT, GET KEY, UNLOCK DOOR, OPEN DOOR, GET GLASSES, WEAR GLASSES, GO DOOR, EAST, GET SPADE, DIG, DROP SPADE, GET MAGAZINES, READ MAGAZINES, DROP GLASSES, DROP PAPER, (remember code!) WEST, DROP KEY, SOUTH, WEST (to Forby), SOUTH, GO SHOP,

BUY FOOD (even though you have no money and the shop is empty!), LEAVE SHOP, EAST, NORTH, WAKE JACK, TALK JACK, TALK JACK AGAIN, GET TOOLS, SOUTH, EAST, NORTH, GET APPLE, DROP SHOPPING, NORTH, EAST, EAST, SOUTH, WEST, WEST, GET FLOWERS, EAST, EAST,

MEND DOOR, DROP TOOLS, SOUTH, PRESS BUTTON.

TYPE IN CODE FROM MAGAZINES, ENTER OFFICE, GET CASSETTE, LEAVE OFFICE AND RETURN TO OUTSIDE HOUSE, GO CAR, INSERT CASSETTE, PLAY CASSETTE, LEAVE CAR, EAST, CLOSE

EYES, NORTH, GIVE FLOWERS, NORTH, GIVE APPLE, SEARCH HAY, GET MONEY, GET TICKET, SOUTH, WEST, SOUTH, CROSS ROAD, WAIT, GET ON, WEST, WEST, KNOCK DOOR, SAY SILVER, EAST, EAST, WAIT, GET ON, CROSS ROAD AND RETURN TO BUNGALOW VIA THE EXIT POINT.

THE CONGRATULATORY MESSAGE READS: "YOU'VE MADE IT. .

WIZ-BIZ

Andrew Harrison and Gregory Quinn supply some help:

- 1) To get out of dungeon at start, get and open can, drink lager and then call Trool. You can now go up.
- 2) In the well house examine the gargoyle to find a slot.
- 3) Insert token into slot in gargoyle and then examine well to find a spectre.
- 4) To get rid of spectre get the vacuum and 'suck up spectre'.
- 5) Kiss frog twice to make an ugly dwarf appear, if you have the vacuum with you he will nick it.
- 6) To get rid of the guard, put the dream weed in the pipe and light it with the lighter, give this to the guard. You can now go through the hole which is behind him.
- 7) To get over wall in garden, get

clothes prop and vault over wall. You will now be on the river bank.

- 8) When you have the long rod and are beside the muddy and unpleasant river bank, fish to get a sock!
- 9) To get rid of the dog in the not so great hall, throw the sock at it. You can now unlock the wardrobe with the key to get a frock and a Pandora's box.
- 10) Open Pandora's box twice to get some seeds.
- 11) If you have the poker, when in the long hall, poke the fire to make a demon appear.
- 12) When beside the blazing fire where you found the demon, get the pan, sausages and bread and cook the sausages, make a hot-

dog, ask the Demon for light and in return give him the hot-dog. He will also give you info.

- 13) Get the spell book from the short hall and read it to find it contains two spells.
- 14) Plant the seeds in the garden north of the kitchen and look to find 3 ogres (?!?!?)
- 15) To keep the ogres occupied give them the newspaper.
- 16) Go to the Minstrel's gallery with the spell book and read the second spell, you will be transported to the Tower where you will find balloons and a violin.
- 17) To get out of Tower again second spell and you will be transported to the ladies chapel.
- 18) To pacify the nymph in the ladies chapel, fill the balloons

with water from the syphon and throw balloon at nymph, you will now be able to get some earrings.

- 19) To transform the red dragon into Mike the Wizard, play flight of the Bumble-Bee on your violin, (what a bloody illogical idea!).
- 20) Get Mike to be transported to his room.
- 21) Speak to Mike to learn what you have to do to free yourself. You will be transported to the garden with the wall.
- 22) After this transportation vault over wall again and go E, D, E.
- 23) To complete the game when at Lady Violet's longdom, call lady twice and give frock to her.

LORD OF THE RINGS

K Schimmel offers some foot notes to Lord Of The Rings Game 1.

In respect of the complete solution of LORD OF THE RINGS in Vol. 1, I would like to say that one should take the ROPE and not wear the RING to get into MATHOM house, as, if you are like me and can't get across that darned BRANDYWINE your only way is from the CROSSROADS, up the EAST road, over the BRIDGE and south to MERRY'S COTTAGE. If however, you have worn the RING, the BLACK RIDERS will kill you at the east-side of the bridge but leave you alone otherwise. Go NORTH AND EAST from the square in M.D. to see the MAYOR then WEST & SOUTH back to the square. After that the guard will let you pass. If you are not playing MERRY as well and have told yourself to

wait, you'll find MERRY has gone to look for you, but don't worry you'll find him swimming in the LAKE and he will join you there.

When you go EAST out of the TUNNEL, make sure everybody is with you, you might have to go back a few times to make them come. When in the FOREST don't climb that TREE yourself or they all follow you up and that gets a bit crowded and SAM gets a bit narked if you take the GREEN JEWEL, so let him take it. You also find, if you climbed up yourself, they won't come down again when you do and you might get the cryptic remark 'SAM CLIMBS DOWN THE MAP'. Let SAM CLIMB it and get the JEWEL and he also brings some information.

To get out of the FOREST can take a hell of a time. The first time I gave up after over an hour. The next time I did it in about 45 minutes and finished up on the HILL TOP AND THAT IS WHERE I AM AT THE MOMENT.

I keep going back to try to get across in the FERRY but, whatever I do I finish up with 'YOU WANT TO CLIMB INTO THE FERRY BUT YOU CAN'T' despite the fact that we have worn ourselves out getting it to our side.

Another way, so I have been told in a letter from an Argentinian Lady, is to go up NORTH instead to MAGGOTS FARM. You finish up then in a MONASTERY, and from there you find the GREEN KNIGHT, who needs killing,

and the Lady said just strangle him. However, I had no luck there and poor old SAM finished up with an AXE embedded in his head, a very nasty experience. But the Lady said it is possible but I went back to the East road, to go over the BRIDGE with 'ISNT TRAVELLING FUN' ringing in my ears.

Oh, by the way, anybody out there with a copy of the HOB-BIT to sell? I laid mine on a shelf which had a strip-light underneath and now it sulks and won't load anymore. So I have solved it a couple of times I would like to try a few other ways.

Yours adventuringly
K A Schimmel

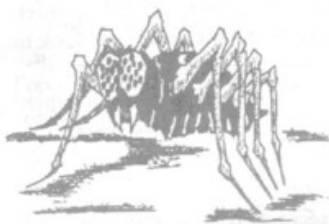
H.R.H.

The Full Solution.

From the post office:

GET EARS (now I'll never be like daddy, cries William), GIVE GIRO (the counter clerk looks on as Prince William kicks you in the leg and grabs the giro. He runs off laughing), SOUTH, PRESS BUTTON (you can now cross), SOUTH, SOUTH, (the phone is ringing), WEST, (the phone is ringing), ANSWER PHONE, (you are told: go to Rocksoff S and tell Andrew that Cynthias negative), EAST, EAST, EAST, SOUTH, SAY CYNTHIA NEGATIVE (Andrew offers you a glass of Champagne), DRINK CHAMPAGNE (it brings tears to your eyes), NORTH, WEST, WEST (the phone is ringing), WEST, (the phone is ringing), ANSWER PHONE (tell Andy that Sylvias test is negative), EAST, EAST, EAST, SOUTH, SAY SYLVIA NEGATIVE (Andrew offers you a glass of champers), DRINK CHAMPAGNE (you get rather tipsy), NORTH, WEST, WEST, (the phone is ringing), WEST, (the phone is ringing), ANSWER PHONE (tell that good for nothing slob Andrew that Sarah's test is positive and all of my fathers are on the way to sort him out), EAST, EAST, EAST, SOUTH (Andrew offers you a drink), DRINK CHAMPAGNE (you are rather pissed), SAY SARAH POSITIVE, (he goes away), LOOK, (you see a pink elephant), GET ELEPHANT, NORTH, WEST, SOUTH (Prince Philip and Prince Edward are eating Moussaka), GET MOUSSAKA, NORTH, WEST, PRESS BUTTON, NORTH, NORTH, NORTH, (Prince William sees the ele-

phant and wants to swap something), GIVE ELEPHANT (he gives you Harry the Spider),



SOUTH, EAST, DROP SPIDER, (the old lady runs off leaving her bus pass), GET PASS, WAIT, (for a no. 74 bus to arrive), IN, WAIT, WAIT, OUT, WEST WEST, SOUTH EAST, EAST, GET TULIPS, WEST, NORTH WEST, EAST, EAST, DROP TULIPS, WAIT, (for no. 45 bus), IN, WAIT, OUT, NORTH, SOUTH EAST, UP, UP, EAST, (you see Charles body-bopping), WEAR EARS, (he thinks you are a new mirror. Oe waves his arm), WAVE ARM, (he shakes his leg), SHAKE LEG, (he pulls tongues), PUL TONGUE, (Charles goes and has a lie down). DROP EARS, LOOK, GET TICKET, WEST, DOWN, NORTH WEST, SOUTH, WAIT, (for bus), IN, WAIT, OUT WEST, NORTHEAST, (you are now in Madame Tussauds as you had the ticket), SOUTH, EXAMINE DUMMY, (it wears a dress), GET DRESS, WEAR DRESS, NORTH, EAST, EXAMINE DUMMY, (it wears a wig), GET WIG, WEAR WIG, WEST, SOUTHWEST, EAST, RING BELL, (the Queen mum is following you), SOUTH, WEST, NORTH, GET ROSES, SOUTH, EAST, NORTH, NORTH, DROP ROSES, WAIT, , (for No. 24 bus), IN,

WAIT, OUT, SOUTH, SOUTH, WEST, WEST, (you can now go into No. 10 as you look like Maggie Thatcher), GET CIGARETTE, EAST, DROP WIG, DROP DRESS, EAST, NORTH, NORTH, WAIT, (for No. 24 bus), IN, WAIT, WAIT, OUT, WAIT, (for No. 45 bus), IN, WAIT, OUT, NORTH, GIVE CIGARETTE, (she's given up smoking), GIVE CIGARETTE, (she takes it and gives you a spanner), NORTH, (a mower is coming at you), THROW SPANNER, (the mower is stopped), UP, GET OIL, DOWN, SOUTH, WEST, OIL DOOR, (you can only take one object in), DROP PASS, IN, DROP MOUSSAKA, PULL, OUT, NORTH, EAST, GET BOX, WEST, NORTH, GET BERET, WEAR BERET, SOUTH, SOUTH, IN DROP BOX, PULL, OUT, GET BRICK, IN, GET BOX, PULL, PULL, OUT, GET PASS, EAST, SOUTH EAST, UP, UP, UP, UP, (Gorden sees the make up box and follows you), WEST, UP, UP, EAST, DROP BOX, (Gordens starts to put on the make up as Diana walks in. She throws him out and goes to take a bath), WEST, DOWN, GET 50p, NORTH WEST, SOUTH, WAIT, (for bus), IN, WAIT, OUT, WAIT, (for No. 24)



IN WAIT, OUT, SOUTH, EAST, THROW BRICK, (it breaks the window, the policemen is alerted and he nicks the dogfood), EXAMINE WINDOW, (you find a tin of Kanga dogfood), GET KANGA, GET CARNATIONS, WEST, NORTH, WAIT, (for No. 2b bus), IN, WAIT, OUT, WEST, PRESS BUTTON, SOUTH, SOUTH, EAST, EAST, SOUTH, GET DAFFS, NORTH, WEST, WEST, PRESS BUTTON, NORTH, NORTH EAST, WAIT, (for bus), IN, WAIT, WAIT, OUT, GET ROSES, GET TULIPS, RING BELL, SOUTH, WEST, GIVE ROSES, (the Queen mum goes away), OPEN KANGA, EAST, NORTH, GET BOWL, (she comes back and makes you put the bowl down), GIVE TULIPS, (she goes away), GET BOWL, FILL BOWL, SOUTH, FEED CORGI, (it goes to the kitchen), (she comes back), WEST, GIVE CARNATIONS (she goes away), GET CORGI, GET POT, EAST, NORTH, (she comes back and makes you drop the pot and the corgi), (she also throws you out), RING BELL, GIVE DAFFS, (she goes away), GET CORGI, GET POT, NORTH, WEST, WEST, SOUTH, (the corgi bites a path through the children), GET LITTER, NORTH, THROW LITTER, (the warden goes to pick up the litter), WEST, (you see Charles. He goes to the lake), EAST, SOUTH EAST, (Charles wants you to go sailing with him), IN, RAISE SAIL, (the boat starts to sink), BAIL, BAIL, BAIL, WAIT, (until you are in the water), SOUTH, SOUTH, NORTH WEST, SOUTH EAST, IN DIAL 999, (you are

rescued from the island), NORTH WEST, WEST, IN, (Lord Litchfield is here), PULL CHAIN, (he drops his camera but he is freeing his leg), GET CAMERA, OUT, EAST, EAST, EAST, WAIT, (for the bus), IN, WAIT, OUT, WAIT, (for no. 74), IN, WAIT, WAIT, OUT, WAIT (for no. 45), IN WAIT, OUT, NORTH, NORTH, EAST, GET SECATEURS, WEST, SOUTH, CUT, DROP SECATEURS, SOUTH, WAIT, (for bus), IN, WAIT, OUT, WAIT, (for no. 24), IN, WAIT, OUT, SOUTH, SOUTH, SOUTH, SOUTH, GET CROWN JEWELS, (a pike parts you hair), NORTH, NORTH, IN, (the Beefeaters run past), GET GLOVES, WEAR GLOVES, OUT NORTH, NORTH, WAIT (for no. 24), IN WAIT, WAIT, OUT, WAIT, (for no. 45), IN, WAIT, OUT, NORTH, EAST, UP, (you see Diana taking a bath), PRESS BUTTON, (you take the picture. Diana screams and you slip down the drainpipe tearing the gloves. She shouts

PERVERT), WEST, SOUTH, WAIT, (for bus), IN, WAIT, OUT, WAIT, (for no. 74), IN, WAIT, OUT, WEST, WEST, WEST, GIVE CAMERA, (your picture will take 50 turns), WAIT (50 times), GIVE 50p, (only one photo came out), GIVE SLIP, EAST, EAST, EAST, WAIT, (for no. 74), IN, WAIT, WAIT, OUT, WAIT, (for no. 24), IN WAIT, OUT, SOUTH, WEST, GIVE PHOTO, (you are given a pair of Sun naughty knickers), WEST, NORTH, WAIT, (for no. 24), IN, WAIT, WAIT, OUT, WAIT, (for no. 45), IN, WAIT, OUT, NORTH, SOUTH EAST, UP, UP, EAST, GIVE CROWN JEWELS, (Charles gives you a key), WEST, DOWN, NORTH WEST, WEST, DROP CORGI, DROP POT



DROP PASS, WEAR KNICKERS, IN, DROP KNICKERS, PULL, OUT, GET HARRY, NORTH, EAST LOCK DOOR, DROP HARRY, UNLOCK DOOR, WEST, LOCK DOOR, SOUTH, GET WILLIAM, NORTH, UNLOCK DOOR, EAST, LOCK DOOR, DROP WILLIAM, UNLOCK DOOR, WEST, LOCK DOOR, SOUTH, GET PO, EXAMINE PO, (you find a giro as well as the obvious), DROP KEY, DROP PO, IN, PULL, PULL, PULL, OUT, GET PASS, GET CORGI, EAST, SOUTH, WAIT, (for bus), IN WAIT, OUT, WAIT, (for no. 74), IN WAIT, OUT, WEST, NORTH, GIVE GIRO, (any I.D.), SHOW CORGI, GIVE GIRO, (you are handed a case), SOUTH, EAST, WAIT, (for no. 2b), IN WAIT, OUT, SOUTH, SOUTH, WEST,

GET DRESS, WEAR DRESS, GET WIG, WEAR WIG, WEST, GET GIN, EAST, DROP WIG, DROP DRESS, EAST, NORTH, NORTH, WAIT, (for no. 74), IN, WAIT,

WAIT, OUT, WAIT, (for no. 45), IN, WAIT, OUT, NORTH, WEST, DROP PASS, DROP GIN, DROP CORGI, IN, DROP CASE, OUT, GET GIN, IN, GET CASE, GET KNICKERS, GET MOUSSAKA, PULL, PULL, PULL, OUT, EAST, EXAM DUST, (you find a stink bomb), GET BOMB, DROP MOUSSAKA, WEST, NORTH, (there is a policeman), GIVE GIN, NORTH, NORTH, (Archbishop is here), DROP KNICKERS, (he faints), NORTH, UP, GET ROD, DOWN, KNOCK, NORTH, (there is a long queue of people carrying a case and wearing ears), DROP BOMB, (the pongs clear the room), GIVE CASE:

"Thankyou, my subject ..." says the Queen as she counts the cash. "Well done" Whipping a sword out from under the bed ("just in case") she explains, she commands you to kneel. "I command you to be well and truly knighted. Arise..."

CASTLE OF THE SKULL LORD

Spectrum solution by Walter Pooley.

From the start: SOUTH (into a woodcutters hut) GET SAW, NORTH, NORTH, CLIMB TREE, GET HIVE, DOWN, SAW TREE, DROP SAW, GET OAR, SOUTH, EAST, EAST (into a cave where there is a sleeping bear) WAKE BEAR, GIVE HIVE (the bear gives you a silver key) WEST, SOUTH (brings you to the river bank) ENTER BOAT, ROW BOAT, SOUTH, EAST, (into a hut), GET SPADE, DOWN, GET COIN, UP, WEST, ENTER BOAT, ROW BOAT, NORTH, DROP OAR, WEST, WEST, DROP COIN, SOUTH, SOUTH (you are now in a mountain pass blocked by snow) DIG SNOW (to clear the way west) WEST, (brings you to the door of the dwarves

castle) OPEN DOOR, NORTH, NORTH, WEST, NORTH (brings you into the chapel) GET WATER, GET CROSS, ANOINT CROSS, DROP WATER, SOUTH, EAST, DOWN, NORTH (into the crypt) SHOW CROSS (to get rid of vampire) DROP CROSS, GET TORCH, UP, GET BOOK, SOUTH, GET DAGGER, SOUTH, EAST, GET BONE, EAST, LIGHT TORCH, SOUTH, GET KEG (of gunpowder) GET LEAD, NORTH, WEST, WEST, SOUTH, WEST (takes you into the guard room) GET ARMOUR, EAST, OPEN DOOR, NORTH, WEST, WEST (at this point, you are locked in a cell) WEAR ARMOUR, DROP KEG, LIGHT

KEG, (you blow a hole in the south wall enabling you to escape).

SOUTH, GET ROPE, GET WINGS (waterwings) EAST, EAST, EAST, NORTH, DROP SPADE, NORTH, GET COIN, EAST, SOUTH, SOUTH, SOUTH, WEAR WINGS, SWIM LAKE, SOUTH, EAST, EAST (into a forest where you will find a dwarf) GIVE BOOK (you will then be told of the loss of the dwarven kings crown to the skull lord) WEST, WEST, NORTH, SWIM LAKE, REMOVE WINGS, DROP WINGS, NORTH, NORTH, NORTH, NORTH, NORTH, NORTH, EAST, EAST (takes you into a shop) BUY HOOK, WEST, WEST, WEST (into a wood where there is a vicious dog

barring the way west) HIT DOG (you get the response with what?) USE BONE, WEST, DROP BONE, REMOVE ARMOUR, DROP ARMOUR, DROP KEY, NORTH, EAST, GET LENSE, WEST, WEST, GET TONGS, NORTH, GET SPIKE, SOUTH, EAST, NORTH, NORTH, NORTH (into a burning house) UP, EAST, TIE ROPE (to hook) ATTACH ROPE (to window) DOWN (you are now hanging from the rope) DROP TORCH, DOWN, GET EMERALD, DOWN, SOUTH, GET BANDAGE, WEST, WEST (here you will find a man bleeding profusely) HEAL MAN (the man now gives you a hexagonal coin) NORTH, WEST (brings you to the village green, there is

a well here) ENTER WELL, PRISE TRAPDOOR, NORTH, NORTH, EAST, DROP ROPE, DROP SPIKE, EAST, NORTH, NORTH, NORTH, EAST, NORTH, NORTH, EAST, NORTH, WEST, WEST, SOUTH, WEST, NORTH, NORTH (brings you to the end of the maze).

INSERT HEXAGONAL (coin) NORTH (takes you to a north/south passage, there is a small hole there) INSERT TONGS, REMOVE TONGS (you find a diamond) GET DIAMOND, DROP TONG, NORTH, NORTH (takes you into a cave with a sleeping dragon) WAKE DRAGON, GIVE DIAMOND, GIVE EMERALD (the dragon now lets you pass) EAST, NORTH, NORTH, EAST, EAST, EAST, NORTH (takes you to a small cave where there is a pair of scales, now is the time to use the lump of lead you have been carrying around) WEIGH LEAD (moves you to another small cave) EAST, EAST (into the observatory) FOCUS

BEAM (you will now see a cloak and gold ring) GET RING, GET CLOAK, WEST, WEST, SOUTH, WEST, WEST, WEST, NORTH

At this point, you are confronted by a sheer cliff face, if you are wearing the cloak you can fly, so: WEAR CLOAK, FLY (gets you to the top of the cliff with the Skull Lords castle to the north. At this point you must wear the ring, it makes you invisible to the castle guards) WEAR RING, NORTH, EAST, NORTH, EAST (into the armoury) GET BOW, GET ARROW, WEST, NORTH (the rings power is now finished, you are visible again) EAST, EAST, EAST, EAST, NORTH (to the jailers room) AIM BOW, FIRE BOW (disposes of the jailer) GET KEYS, DROP BOW, SOUTH, WEST, WEST, NORTH, OPEN CELL (the prisoner inside tells you to find the orb) DROP KEYS, SOUTH, WEST, WEST, WEST, WEST, NORTH, EAST, NORTH, NORTH, EAST, GET

SCROLL, READ SCROLL (scroll tells you to return crown to dwarves) DROP SCROLL, WEST, DOWN (into the crypt) ENTER SARCOPHAGUS, GET PIKE, UP, UP, NORTH, NORTH (you should now be in a passage with a vault to the east, there are three coloured levers on the wall) PULL GREEN (to open the vault) EAST (takes you inside, there is a glass case containing an Orb & 4 Gems) SMASH GLASS (you get the response with what?) USE DAGGER (the glass shatters), DROP DAGGER, GET ORB, GET GEMS, WEST, NORTH (takes you to a lava pit) VAULT PIT, NORTH (you are now in the presence of the Skull Lord. To dispose of him:-) SMASH ORB (the Skull Lord gets his just deserts, and you see a platinum key, the golden crown and a cape) GET PLATINUM (key) GET CROWN, GET CAPE (all we have to do now is get the crown back to the dwarves, so:-) SOUTH, VAULT PIT, SOUTH, SOUTH, SOUTH,

SOUTH, SOUTH, WEST, SOUTH, SOUTH, (gets you back to the entrance hall, to the south guards patrol, if you wear the Skull Lords' cape, they won't bother you, so:-) WEAR CAPE, SOUTH, SOUTH, DOWN, FLY, SOUTH, SOUTH, SOUTH, WEST, WEST (brings you back to the dragons cave) GIVE GEMS (to pass) SOUTH, SOUTH, SOUTH, SOUTH (takes you back into the maze:-) EAST, NORTH, EAST, EAST, SOUTH, WEST, SOUTH, SOUTH, WEST, SOUTH, SOUTH, SOUTH, EAST (you should now be in a tunnel by a closed door, the platinum key opens it) OPEN DOOR, EAST, EAST, SOUTH, SOUTH, EAST, SOUTH, SOUTH, SOUTH, GET KEY, EAST, EAST, SOUTH, SOUTH, WEST, SOUTH, GET SPADE, SOUTH, DIG SNOW, WEST, OPEN DOOR, NORTH (you should now be back in the dwarves castle in the entrance hall (DROP CROWN and that is it FINISHED.

OBJECTS AND USES

WOODEN BOAT
GOLD COIN
SILVER KEY
WOODEN OAR
MAGIC DAGGER
SAW
BONE
TORCH (lit)

KEG OF GUNPOWDER

ROPE AND HOOK

SPADE

WATER WINGS
ARMOUR

HOLY WATER
CROSS (when anointed)
OLD BOOK
BEEHIVE

SPIKE

BANDAGES

Enter boat to cross river
Buy hook with it
Opens dwarves castle row boat
Smashes glass case
Cuts down tree
Use to stun dog
Burns haycart and lights gunpowder
Light it to escape from cell (dwarves castle)
Tie together, attach it to the window of the burning house
Clears snow in mountain pass
Wear to swim lake
Wear when you light gun powder
Anoint cross with it
Gets rid of vampire
Give to dwarf in forest
Give to bear (you get the silver key)
Prise trapdoor at bottom of the well
Heal the bleeding man, you get hexagonal coin

LENSE

EMERALD & DIAMOND

FOUR GEMS

GOLD RING

CAPE

LUMP OF LEAD

CLOAK
BOW AND ARROW
BUNCH OF KEYS

ORB

HEXAGONAL COIN

PIKE
PLATINUM KEY

hillside)
GOLD CROWN

SCROLL

Focus on rope in observatory (opens trapdoor)
Give to dragon to pass (going)
Give to dragon to pass (returning)
Wear to get past palace guards (going)
Wear to get past palace guards (returning)
Weigh on scales to progress
If wearing it you can fly
Use to kill jailer
Opens cell (in S/Lords castle)
Smash it to dispose of the S/Lord
Insert in the slot in the door at end of the maze
Use it to vault lava pit
Opens door in tunnel at well bottom (leads back to hillside)
This is what you are looking for, take it to the dwarves castle
Tells of the loss of the gold crown

Runes of Zendos

Richard Batey offers Guidance.

ACID - Attack the suit of armour with it.

ANCIENT SCROLL - always contains the spell to defeat Zendos. In order they are 1) wait here no more, 2) Intent on evil plans, 3) Zendos you must flee, 4) away from dorcassian lands, 5) Runes are not enough, 6) devious though they seem, 7) zeal will break their spell, 8) ending your wicked dream, 9) now your reign is over, 10) depart without a doubt, 11) one by one for you the, 12) sands of time are running out.

APPLE - eat it to increase your strength by 4.

APPRENTICE - wear the pendant while you attack him.

ARMOUR - attack it with the bottle of acid.

AXE - adds +2 to your attack strength.

BIRD - wear the ear muff to pass it.

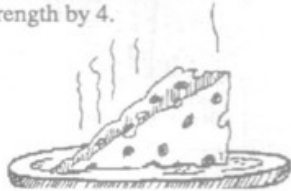
BLOODSTAINED DOOR - unlock it with the rusty key.

BONE - give it to the dog.

BOOK OF SPELLS - contains the spell 'Dooma Tapen Genor'. This opens the decorated gateway.

BUTLER - give the corkscrew to him.

CHEESE - eat it to increase your strength by 4.



CLOCK - leave it alone or it will explode and kill you.

COOK - when you meet just greet her.

CORKSCREW - give it to the butler.



DAGGER - kill the werewolf with it.

DECORATED GATEWAY - say 'Dooma Tapen Genor' to open it.

DIAMOND - give it to the maiden.

DOG - give the bone to it.

DRAGON - attack it with any weapon you may have.

DWARF - attack him with any weapon you may have.

EAR MUFF - wear it to pass the bird.

ELF - when you meet just greet him.

FILIGREE KEY - use it to open the latticed door.

GOLD GATEWAY - unlock it with the ornate key.

GOLDEN DOOR - say 'Masiam Oftim Edoo Terr' to open it.

HAG - when you meet just greet her.

HORSE SHOE - use it to break the mirror.

HOUS GLASS - examine it to find the Runes which you must decipher. Say what you find to prove you have completed your quest in that month. The Runes in order are 1) all must obey me, 2) in my wicked demands, 3) for I am the master, 4) of these barren lands, 5) a hero must be found, 6) to break the magic spell, 7) to overcome the dancers, 8) and read the Runes as

well, 9) to fail is certain death, 10) but if you should succeed, 11) the seasons will return, 12) and Dorcasia will be freed.

ICE COVERED DOOR - say 'Blew Orwi Dedo Opue' to open it.

LATTICED DOOR - unlock it with the filigree key.

Longbow - adds +4 to your attack strength.

LUMINOUS DOOR - say 'Dolum Orien Opus Inc' to open it.

MAIDEN - give the diamond to her.

MANUSCRIPT - it says 'Rune Success is Two on Two'.

MEAT - give it to Vultus.

MEDUSA - attack here with the reflector.

METAMORPHE - attack it with any weapon you may have.

MIRROR - use the horse shoe to break it.

NOTEBOOK - contains the spell 'Blen Orwi Dedo Opus'. This opens the ice covered door.

ORNATE KEY - opens the Gold Gateway.

PARSHMENT - it says 'study scroll with scroll and time will give the key'.

PEG - wear it to pass the vat of smelly liquid.

PENDANT - wear it while you attack the apprentice.

REFLECTOR - attack the medusa with it.

RING - use it to increase your luck.

RUSTY KEY - this unlocks the bloodstained door.

SANDWICH - eat it to increase your strength by 4.

SEA CHEST - unlock it with the skull and crossbone. Inside you will find the ancient scroll.

SERPENT - attack it with any weapon you may have.

SHIELD - use it to survive the crossbow.

SHIMMERING SCROLL - this contains the spell 'Dolum Orien Opus Inc'. This opens the luminous door.

SKELETON - attack it with any weapon you may have.



SKULL AND CROSSBONE KEY - unlocks the sea chest.

SLIMY DOOR - unlock this with the tarnished key.

STATUE OF FATHER TIME - just greet it.

STONE TABLET - it says 'Sea Magic Is For Zendos Found'.

SWORD - adds +6 to your attack strength.

TARNISHED KEY - unlocks the slimy door.

TATTERED SCROLL - this contains the spell 'Masiam Oftim Edoo Terr' and opens the golden door.

VAT OF SMELLY LIQUID - wear the peg to pass this.

VULTUS - give the meat to him.

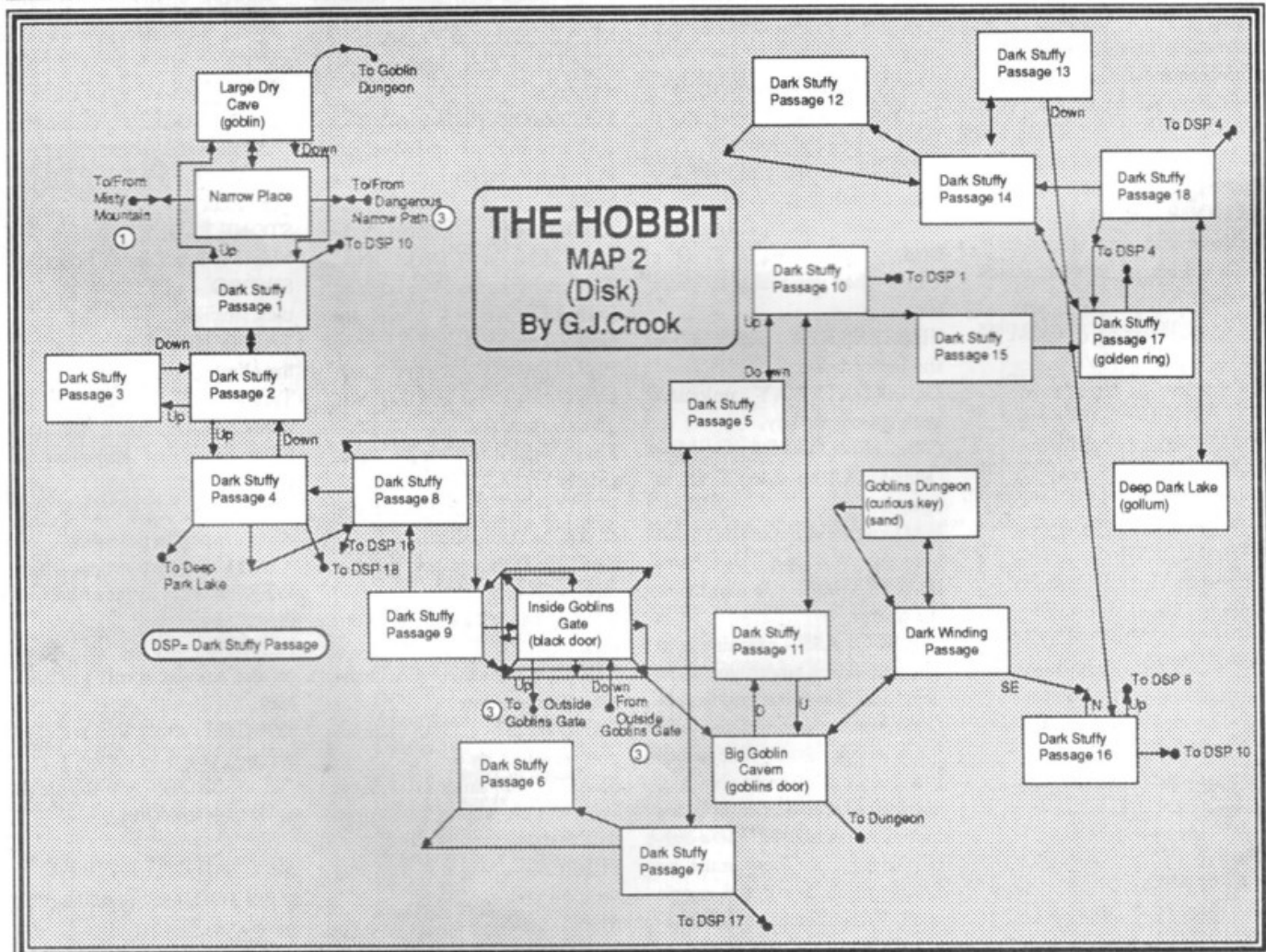
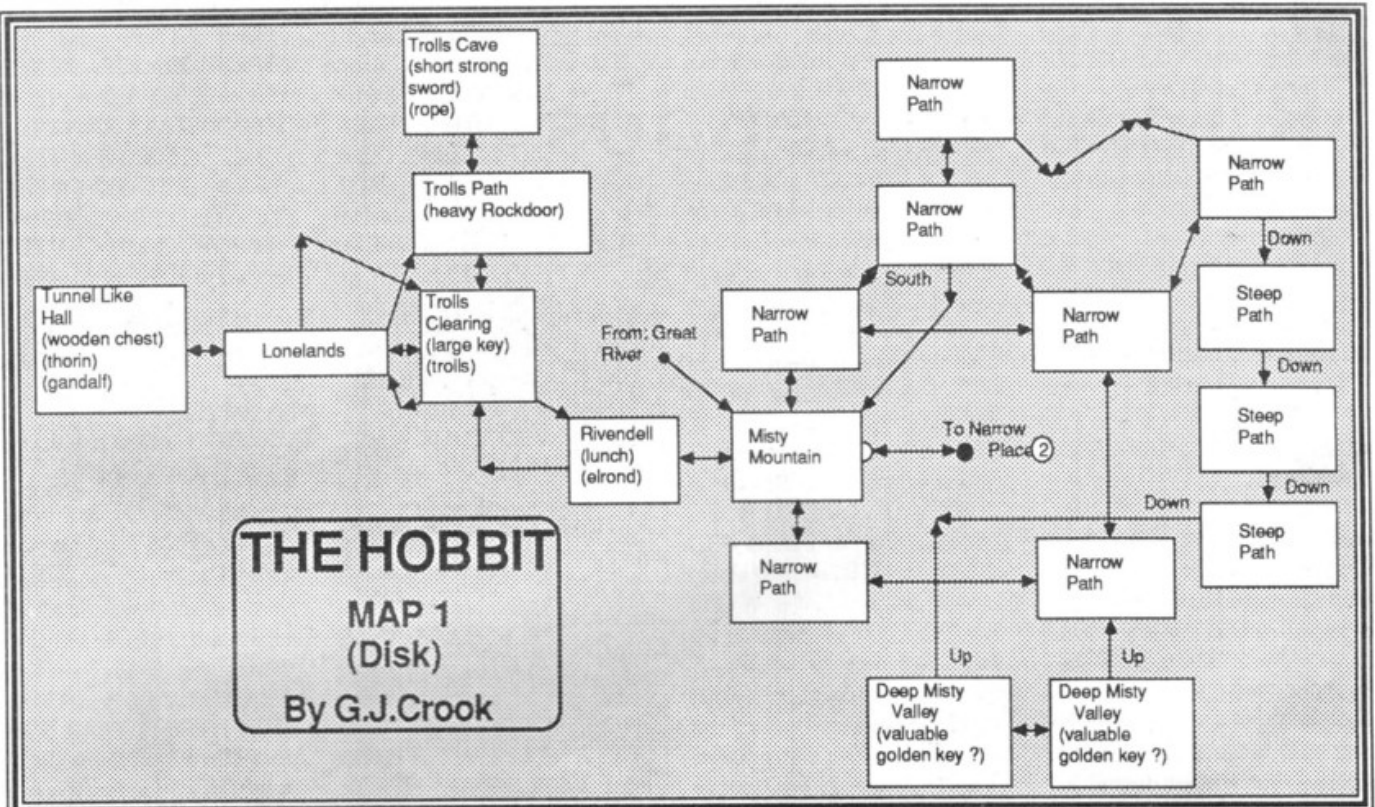
WEREWOLF - attack him with the dagger.

ZENDOS - say the spell found on the ancient scroll to defeat him.

ZOMBIE - attack him with any weapon you may have.

***CROSSBOW** - use the shield to be safe from this.

SAY AIFOATTATBTA to prove you have completed your quest.



THE HOBBIT

What do you mean, we've covered it before. Here is a solution courtesy of G J Crook for the C64 disk version which is different by at least 30 locations and many different problems.

- (1) = Reference Map 1
- (2) = Reference Map 2
- (3) = Reference Map 3
- (4) = Reference Map 4

(1) OPEN DOOR, EAST, EAST, NORTH, WAIT, WAIT, SOUTH, TAKE ALL, N, UNLOCK DOOR (Gandalf may have taken the large key from you, so wait until he gives it you back) OPEN DOOR, NORTH, TAKE ALL, SOUTH, SOUTH, SOUTHEAST, SAY TO ELROND "HELLO", SAY TO ELROND "READ MAP", WAIT (until Elrond gives you some lunch) EAT LUNCH, EAST, NORTH, EAST, NORTHWEST, NORTH, SOUTHEAST, DOWN,

DOWN, DOWN, DOWN, EAST, TAKE GOLDEN KEY, UP, WEST, NORTH (you should now be back at the Misty Mountain) EAST.

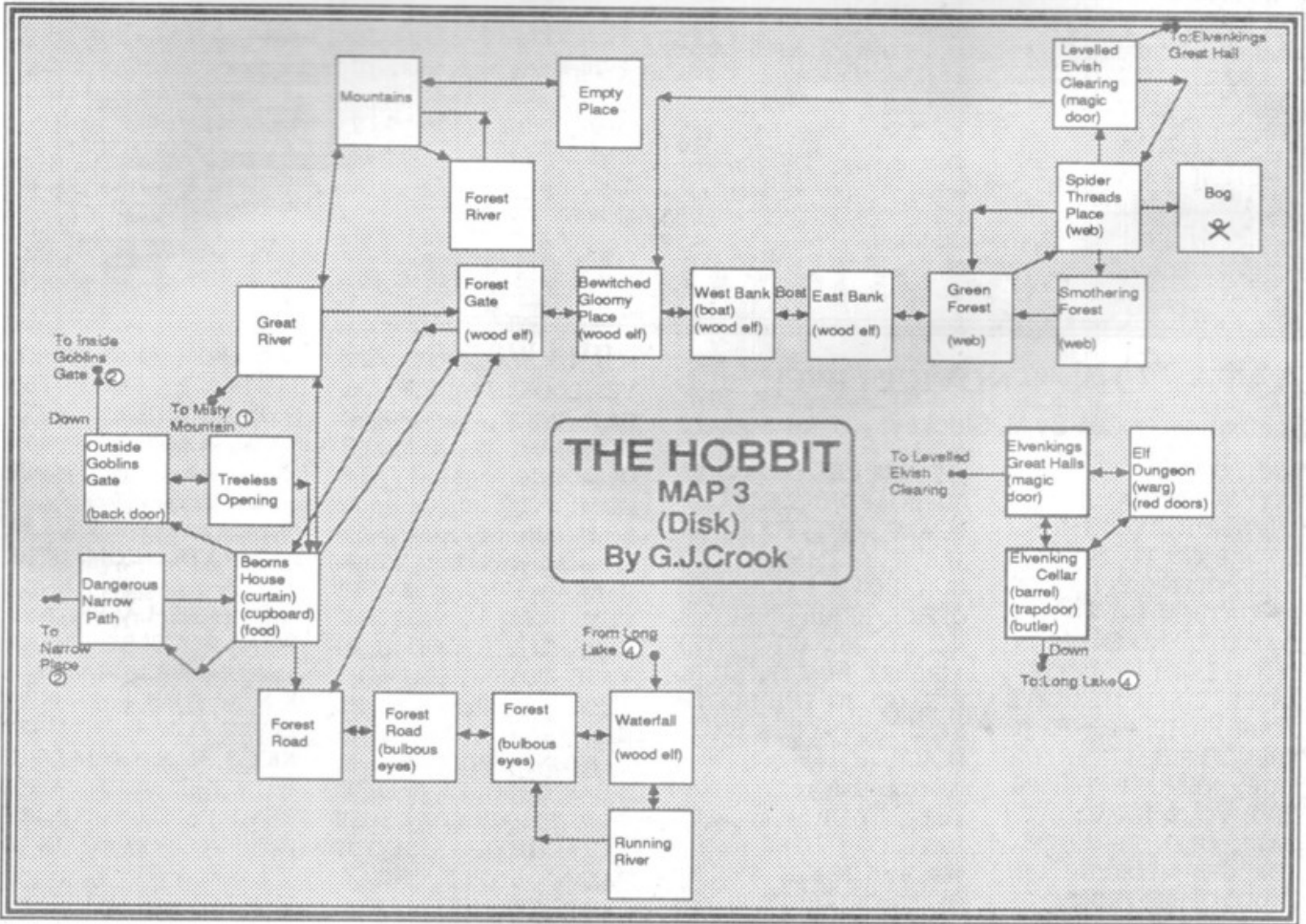
(2) NORTH, WAIT (until captured by Goblin) WAIT (until Thorin appears) SAY TO THORIN "OPEN WINDOW" DIG SAND, BREAK TRAPDOOR (repeat until broken - you may have to repeat as many as 15 times!). (When trapdoor is broken, Thorin should take the curious key) SAY TO THORIN "CARRY ME", SAY TO THORIN "W", SOUTHWEST, DOWN, WAIT (until Goblin appears) NORTH, SOUTHEAST, EAST, TAKE RING (if you see Gollum,) KILL GOLLUM WITH SWORD (now allow yourself to be captured again by making random movements). (You should now be back in the Goblins

dungeon), SAY TO THORIN "CARRY ME", WEAR RING, SAY TO THORIN "WEST", SAY TO THORIN "SOUTHWEST", WAIT (until a Goblin appears) SAY TO THORIN "DOWN", SAY TO THORIN "WEST", SAY TO THORIN "EAST" (if captured, repeat the above from the Goblins dungeon) OPEN DOOR, SAY TO THORIN "UP" (you should now be outside the Goblins gate) CLOSE DOOR.

(3) EAST, EAST, OPEN CURTAIN, OPEN CUPBOARD, EAT FOOD, NE, WEAR RING, EAST, EAST, THROW ROPE ACROSS RIVER, PULL ROPE, "GET INTO BOAT" SAY TO THORIN, GET INTO BOAT, GET OUT OF BOAT, EAST, BREAK SPIDER WEB (repeat until broken) NORTHEAST,

BREAK SPIDER WEB (repeat until broken) NORTH, WEAR RING, EXAMINE DOOR, WAIT (until door opens) NORTHEAST, WEAR RING, SOUTH, KILL BUTLER WITH SWORD (repeat until dead) TAKE RED KEY, UNLOCK RED DOOR, OPEN RED DOOR (Thorin should now enter) OPEN TRAPDOOR, GET BARREL (if barrel is full, OPEN BARREL, EMPTY BARREL, GET BARREL), THROW BARREL THROUGH TRAPDOOR, SAY TO THORIN "JUMP ONTO BARREL", GET BARREL, THROW BARREL THROUGH TRAPDOOR, JUMP ONTO BARREL (yourself). (You should then end up at Long Lake).

(4) EAST, CARRY BARD, NORTH, NORTH, UP, NORTH, NORTHWEST,



RING, SAY TO THORIN
"WEST", EAST, TAKE
TREASURE, EAST, WEST,
CARRY BARD, UP, SAY TO
BARD "TAKE STRONG
ARROW OUT OF QUIVER"
(if he does not do this, he will not
be quick enough in shooting the
dragon). DROP BARD, SAY

TO BARD "SHOOT
 DRAGON" (when it descends)
 SOUTH, SOUTH, SOUTH,
 DOWN, SOUTH, SOUTH,
 SOUTH, WEAR RING.
 (3) WEST, WAIT, WAIT,
 WEST, WAIT, WEAR RING,
 WEST, NORTH, WEST,
 SOUTHWEST, WEST, WEST.

(1) (You should now be back at the Misty Mountain) WEST, WEST, SOUTHWEST, OPEN DOOR, WEST, OPEN CHEST, PUT TREASURE IN CHEST. THE END - COMPLETED 100%



WAIT, GO TO THE OFFICE, SAY YOUR NAME AND ANSWER THE QUESTIONS. NOVICE GO TO THE AIRPORT, OPEN LETTER, GO TO GATE 9, GO TO THE INSTITUTE, NO ENTER INSTITUTE, SHOW LETTER, ENTER INSTITUTE, GIVE YOUR NAME, YES GO TO THE OFFICE, ENTER OFFICE, REMOVE DRAPE, GIVE YOUR NAME, OPEN CAGE, OPEN REFRIGERATOR, GET MEDICINE, GET FRUIT, OFFER FRUIT, YES.

YES, YES, YES, PACO, OPEN CUPBOARD, INSPECT CUPBOARD, GET FOOD, INSPECT GLIMMER, GET GUN, INSPECT GUN, EXIT OFFICE, BRIBE DIRECTOR, NO, NO, NO, GO TO THE AIRPORT BUY TWO TICKETS, GO TO THE BOOTH, YES, GET PACK, + ENTER PLACE (if somebody wants your cigarettes load your saved game), SIT UP, W, W, ACTIVATE COMPUTER (code = 969) W, N, N, N, W, SMILE. OFFER CIGARETTES, YES,

N, N, N, N, WAIT, WAIT, YES,
YES, LOOK IN PACK, PACO,
GET PACK, W, WEAR
GOGGLES, N, REMOVE
GOGGLES, ACTIVATE
COMPUTER (072) (now
fumble around until you'll come
to the right place) N, N, WEAR
PARKA, N, N,, ACTIVATE
COMPUTER, N, N, ENTER
TUBE, OFFER FOOD ACTI-
VATE COMPUTER (969) ,
SLEEP, N, N, N, N, E, E, E, E,
GET PARACHUTE OPEN
CARTON, GET OAR , N,
WEAR GOGGLES, FREEZE,
W, W, REPAIR BOAT , USE
PARACHUTE, SHOOT
PACO, ENTER BOAT,
CROSS RIVER, HIT ALLIGA-

TOR WITH OAR WAIT,
ACTIVATE COMPUTER
(969) INVENTORY, ACTI-
VATE COMPUTER (969),
(now fumble around until you'll
come to the right place).
(Play the game) E, E, S, S, S, W,
ACTIVATE COMPUTER
(969), S,
ACTIVATE LASER AND
WEAR GOGGLES, (Play the
game), SLEEP, N, GO IN N, N,
E, N, W, PUSH WALL, PULL
LEVER, D, W, U, W, N, GET
KEY S, E, N, OPEN LOCK
WITH KEY GET PAPER,
READ PAPER, ACTIVATE
COMPUTER (969) W, OPEN
132, S, S, S, S, U, W,
ENTER THE HELICOPTER.

Dungeon Adventure

Ron Rainbird throws a line to weary adventurers,
as played on an Atari XL

1. Shaking the Seed Pod will defeat the Siren.
2. Drop a berry on the Giants.
3. To make you stronger, wear a Giant's Belt.
4. Enter the packing case to store items, but don't forget to carry the case with you when you exit.
5. Throw any six items at the Killer Willow, but don't chop it with the Axe.
6. Driftwood makes a fine torch, but only temporary.
7. Examine the corpse but don't leave it behind.
8. Carnivorous jelly needs something meaty to feed on.
9. To transport from pedestal to pedestal use a coloured collar, provided your collar is of a higher Spectrum colour than the colour you wish to go. Get a Mithril collar and travel anywhere there is a pedestal.
10. Wear 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 door.
19. In Roc's nest, squeeze the caterpillar, then tie the silk rope to get out.
20. Out of Roc's Nest, go W, S, & E for a permanent light source, but make sure you have your helmet with you.
21. Smash evil gem.
22. In the chair, press buttons 4 and 9.
23. For mutual destruction, lead one sphere to the other sphere.
24. Close eyes when nasty im-

ages appear.

25. Examine another corpse - but leave this one behind.
26. To get ring, wear Gauntlet.
27. 9 gems will get you out of the Central Dungeon; 10 are available.
- They are Agate, Amethyst, Diamond, Emerald, Opal, Pearl, Rhinestone, Ruby, Sapphire, Topaz.
28. Wedge the doors to get an Agate and keep going despite what you are told.
29. Wear the blindfold when getting the brooch.
30. Throw the brooch to get an Amethyst.
31. Don't open the box until you have dropped it in some water.
32. To win a present, press buttons 9 and 4.
33. Turn the sculpture for another present.
34. After leaving the Central Dungeon, hold the Cross and the Crucifix to keep the Wights

away.

35. Put nails in someone's coffin.
36. Drop the salt pig in water.
37. psychedelic mushrooms will make a bridge appear.
38. After paying the Troll, keep going North then down to find mushrooms that make you smaller.
39. Enter the Ant's Nest to get mushrooms to make you giant size.
40. Invisible mushrooms will make you just that!
41. When small, unlock door to Troll's Treasure Room.
42. Get Troll's Treasure when invisible.
43. Potato sliver will drive rat away.
44. Use Cold Cream to prevent burns.
45. Blow the Horn to disperse the Orcs.

Return of the Joystick

The Full Solution by Andrew Edney

From the bus shelter:

GET RADIO, GET SWORD, SOUTH, WEST, WEST, IN, (you are in the offices of Delta 4 Software), GET WATCH (if Willis says 'Look out' then go out and come back in again), WEAR WATCH, GET GAME, OUT, EAST, EAST, SOUTH, SOUTH, WEST, PRESS BUTTON (the door unlocks itself), OPEN DOOR, IN, UP, (if you should meet Tony Bridge anywhere else in this adventure you should give him the new Delta 4 game), EAST, EXAMINE DESK (you see: The Thompson Twins adventure, Chublock,

Turban Upstart, Snowbol, Dungeon Plusventure, Return to Edam and Humpstead), LOAD THOMPSON, QUIT, LOAD TURBAN (wait until you get arrested), QUIT, LOAD CHUBLOCK, QUIT, LOAD SNOWBOL, (if you hear a Nightingale then quit and reload Snowbol), NORTH, NORTH, EAST, QUIT, LOAD DUNGEON, QUIT, LOAD HUMPHSTEAD, QUIT, LOAD EDAM (you are told that because you did not buy enough Delta 4 games they are too poor to buy Return to Edam), WEST, WEST, EXAM-

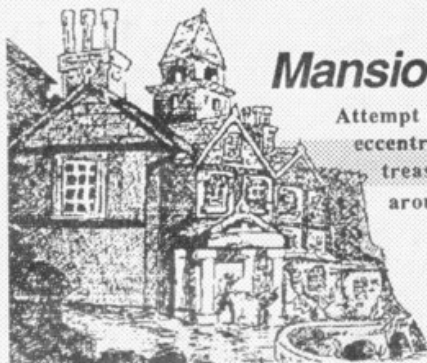
INE DESK (you see: Sabre Wilf, Jyramapama, Lords of Daylight and Gay-Lee's Decathalon), LOAD SABRE, SOUTH, QUIT, LOAD JYRAMAPAMA, QUIT, LOAD LORDS, NORTH, QUIT, LOAD DECATHALON (you are told that because the tape is poor quality the game crashes on loading), EAST, DOWN, OPEN DOOR, OUT, EAST, DOWN, BOARD TRAIN, UP, BOARD TRAIN, NORTH, IN, EXAMINE SOFA, GET MONEY, UP, EAST, UP, KNOCK (someone open the door from the inside), IN, GET CAN, SAY DELTA 4 (you are transported to the offices of

Delta 4), OUT, EAST, EAST, NORTH, NORTH, IN, EAST, NORTH, NORTH (you are at the Delta 4 stand at the Microfair), BUY GAME (Fergus promises to send your game first post on Monday), SOUTH, SOUTH, TALK TO TONY (if he is there. If not, walk around the Microfair for a while and return to the stand), SAY HELP (he tells you 'Why not try looking around the Temple of Yaz'), SAY TEMPLE (you are transported to the Temple. Yaz sees you and goes.), GET JOYSTICK: CONGRATULATIONS! You have solved this adventure.

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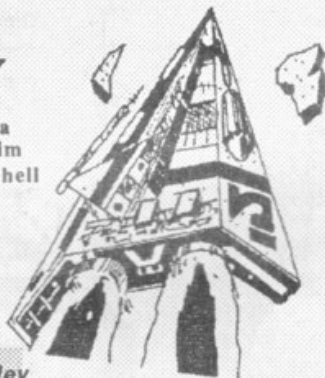


Desert Island

Castaway on a deserted island you have a motor launch but no fuel. It is up to you to find the means of escape.

Mission X

Has you transported to a strange planet. Your aim quite simply to get the hell out of it.



Castle Adventure

The classic rescue the damsel in distress tale. Many pitfalls await, and once she is rescued you can always go back for the treasure.



Written by Walter Pooley

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Labours of Hercules

Publisher: Terry Taylor

Format: Sp 48,128

R.R.P.: 1.99

Game Type: Mythical Adventure

reviews

What

The Labours of Hercules is a bit of a change from your normal adventure, as it will to a certain extent, teach you a bit of mythology. You play the legendary Hercules, a sort of Greek Geoff Capes, and your task is to clear your name, after the murder of your wife and children. It has been proven that you did commit this monstrous act, but because you were under a spell, cast by the Goddess Hera (because you did not love her anymore). You are given one chance of survival. You must successfully complete 12 tasks, or die in the process. Only when you have completed these tasks can you return to normal life in the city.

The game is based very heavily on the ancient myth, and in order to complete each task in turn, you will need to find out how Hercules supposedly did it. Each solution to each task is similar to the myth, and where there has been some change, the help command will point you in the right direction.

Gregory's Comments

In play, Hercules is good, and at 1.99 it represents good value for money. the game is text only, and the location descriptions, although quite short, are suitably descriptive and atmospheric. The only thing I disliked about this game, were the mazes - there are four of them! and one of them is particularly unfair: in the swamp maze, one wrong direction means immediate death, and with no RAMSAVE/LOAD, then this gets slightly frustrating. Still, the game is neatly quilled and fun to play. It is also no walk over! A good buy!

Alf's Comments

The game is a large one with many locations. One good feature is that nearly all the locations can be visited before starting on the labours. This gives you the chance to map the game first, a considerable help, as you must complete the first six labours before you can obtain the food you will need to keep you going. The labours follow the legends closely, so a knowledge of Greek Mythology is a big advantage. Where the labours depart from legend, a 'help' facility is provided.

Because the game is a large one, it is text-only, which will please some adventurers, although, on the subject of Greek Mythology, the locations, characters and creatures would have been ideal for some super graphics. Nevertheless, I thought this was quite a good game, a bit tedious and repetitive at times, having to return to Eurystheus on the completion of each task, but it is well written and with instant responses. Overall, I would consider it good value for money at £1.99

Pats' Comments

If you have no knowledge of Mythology, don't let the title put you off - this is one of the most addictive adventures I have come across for a long time. As the Programmer says, he hopes the adventure will be educational as well as enjoyable - this is absolutely true - it is both. It is an adventure which is very compulsive, but nevertheless, so long as you SAVE your position, I am sure you will want to get back to the adventure as quickly as possible to try to fulfil another of your labours. This

does not mean you cannot SAVE in the middle of solving a labour.

I feel the game could have been improved with a RAMSAVE/RAMLOAD option, with the mazes etc instead of having to LOAD a SAVED game from a cassette if you die, eg. in the Swamp! Excellent program, except for great difficulty in not being able to map labours 6 and 7. Some of the directions on the screen were rather poor to read, and I think better use could have been made of paper and ink with this point.

I have seen some absolute rub-

bish amongst adventures, but how on earth anyone could go to the trouble involved in writing a program like this for £1.99, amazes me. You would not feel cheated if you had paid £8 or £9, despite the fact, there are no graphics.

Highly recommended, despite some mapping difficulties.

What Now? Rating 78%

The Labours of Hercules.

A Quill / Press text adventure for the 48K Spectrum.

As penance for killing his own family, the world's strongest man is forced to undertake 12 hazardous 'labours' - all of which he had to complete in order to regain his freedom. Each task was considered as all but impossible for a mere mortal!

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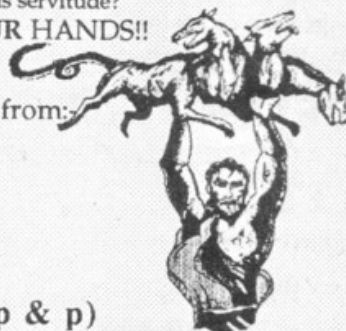
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SYNAPSE/
BRODERBUND

Jackie Wright takes a view on the four releases from this label, and kicks off this month with a little history, and a look at the first release, Mindwheel.

This range of disk-based adventures, Mindwheel, Breakers, Essex and Brimstone, are text only, fully interactive and are played in real-time. Synapse/Broderbund, with great pride, describe their games as 'Electronic Novels', and obviously have put a lot of very hard work into each one - all the games really ooze atmosphere and it's not unusual for a description to be two or three screens long! I found the games totally absorbing - the sort that breed insomnia, even after I went to bed, I couldn't stop thinking about certain problems and characters in the adventures - even my fingernails suffered (no joke, honest). Interaction is marvellous and as they are 'real-time' games the characters wander in and out doing their own thing and you can speak to them all, in fact, you'll have to if you want to get anywhere!

The 'Synapse' parser is brilliant, even better than (dare I say it) Infocom, boasting a vocabulary of 1200 and even understanding questions. You can ask who, what, when and where, and actually get a sensible answer. The only problem is slowness of responses, but I must admit, even that didn't bother me once I'd got into 'Mindwheel'. It annoyed me slightly on the others though. Each game takes up either 3 or 4 sides of a disk, and each comes complete with its own hard-back novella. I quite enjoyed

reading the books, but couldn't help noticing there was a lot of blatant waste. In the 'Mindwheel' book, for instance, there are 93 pages. Out of these, 37 are totally blank - most of these sporting the heading 'Adventurer's Diary'. 8 more pages contain badly drawn illustrations, and another half dozen or so are filled with strange items, like the photograph of the author's home at the time he wrote the book, and a drawing of a checkerboard! I'm sure that if the book had been condensed into something similar to 'Rainbird's Novella's' then 'Synapse' games would be a lot cheaper.

MINDWHEEL

The story goes that the world is tottering on the brink of destruction (what again?!). The papers carry such headlines as 'LEAK FOUND IN NERVE GAS STOCKPILE', and, 'TOURIST TORN APART BY WILD DOGS IN TIMES SQUARE'. Well, the situation certainly seems desperate and, guess what? Correct - you have been chosen to save the world from a horrendous fate! You must travel telepathically through time, and retrieve the 'WHEEL OF WISDOM', which can save the aforementioned world from certain destruction. To find this marvellous object, you must enter the minds of four people, who, although dead, survive as a series of images and thought patterns.

First, there's Bobby Clemons - the rock star who was assassinated during a protest rally. Then there's 'The Generalissimo' - a dictator executed for his horrendous war crimes. The third mind is that of 'The poet' tortured to death when his romance with a Princess, he taught, was discovered by her father. Lastly, you'll visit the mind of Eva Fein - brilliant scientist and humanist, known as the female Einstein of the technological age. Finally, once you've solved the puzzles contained by these four minds, you'll encounter 'The Cavemaster', a prehistoric being, who invented the tools of your culture. The wheel of wisdom, mysterious source of all inspiration is safeguarded by him.

'Mindwheel' whether you prefer to call it an adventure or an electronic novel, is a fantastic game! Everything you could wish for is here. Marvellous descriptions, an interesting plot, variety of locations, a host of different characters and original puzzles. The settings are reminiscent of a Poe horror story, and in some parts, takes on a distinct nightmarish quality. The following is what happened when I typed 'eat everything quite forgetting I was carrying a frog.....'

'You bring the helpless frog to your slaving lips'. 'No, no, boss' he screams, 'don't do it!' You crunch off one of his mottled green legs and swallow

as he screams in pain and disbelief. Maroon frogs blood tickles from your chin, as in your remorse, you hurriedly bolt down the rest of your squirming friend. Disgusted and a bit guilty, you burp greenly and brush away a tear. The aftertaste is swampy and a bit of tendon is wedged between your teeth'.

Well, I'm sure you can imagine how I felt after that! I was ready to give myself up to the R.S.P.C.A.

There's no shortage of humour in this game, there's plenty of tongue-in-cheek one liners like, 'One of the devils removes his lawyerskin boots and begins trimming his repulsive toes'.

Some of the game depends on your ability to answer riddles, which makes a nice change from the 'pick up the object, decide how to use it, then find the correct location to do it in type of problem (not that there's anything wrong with them). I loved some of the characters - the frog (despite what I did to him) and the old baseball player turned wino, who I met early on. Then there were the two animal-headed children, whom I desperately felt I had to rescue from the fate of the Lizard-headed army officer's influence. The list could go on and on, but I have another game to review, now!

If you like quality adventure software, this is for you - in a word,

BRILLIANT.....

DEJAVU

Publisher: Mindscape

R.R.P.: 29.95

Game Type: Icon driven Graphic/Adventure

Review by Anthony Swinton

as played on an Amiga.

Your head is banging, so bad it's as though you have been on the booze and just woke up with the worlds worst hangover. You find yourself sitting in a cubicle in the mens' room, looking around, you see a raincoat and a holster with a gun in it. As you make your way out of the bath-

room cubicle, you find yourself in the washroom with a sink and mirror in the corner. Looking in the mirror you see an ugly looking character, when you take a closer look, you realize that it's you but you don't remember who you are. Looking at your arm, you find marks of a needle

that obviously have been used on you. You make your way out of the mens' room into the hallway, there is a pool of water coming from the ladies powder room, and a door leading to Joes bar. In Joes bar you find that it's late at night and the place is deserted. If you go up the stairs in the bar room, you will find yourself in another hallway with

posters of boxers on the walls, if you examine these, you will find that you are pictured on one of them. At the end of that hallway is an office with a door made of bulletproof armour, and so the story goes on.

There are no commands to type in, and all you have to do is point the arrow on the screen at a small menu and then at the ob-

ject you wish to use, which makes the game very easy to play. There are plenty of locations to explore, and enough puzzles to keep most people happy. There are not many adventures which are classics, but this is destined to become one. Although the style of play will obviously put many off. I would not say this is an adven-

ture for a beginner, it's challenging and will keep most hardened adventurers guessing what to do next for the next six months or so at least.

What Now? Rating 93%

Project Thesius

Publisher: Robico

R.R.P.: 9.95 (12.95 disc)

Game Type: Text Adventure

Reveiw by Barbara Gibb as played on the BBC

Project Thesius is the second adventure in the Rick Hanson Trilogy. It is more difficult than the first, but still maintains the atmosphere of a film-script for a thriller.

Once again, you play Rick Hanson, special agent; this time you know that your mission is to obtain information on an Advanced Weapons System, code name Project Thesius, which is being developed by the enemy. The plans are hidden deep inside a military establishment on an island a few miles off the mainland. Although you know the final objective, the means by which this is achieved is less clear, and agents will provide details along the way, not the coded messages of the first adventure, but nevertheless, in rather subtle and varied means. The action opens with you hav-

ing just swum ashore. The beach is in front of you, and a helicopter is flying around. INV (entory) will supply the information that you are carrying nothing, wearing a diving suit and a pair of flippers. You are also dripping wet. It is obvious you must find somewhere safe, and some clothes to change into - you would look a bit out of place walking through the countryside in a frogmans outfit. The towel eventually reveals the first subtle hint. You can't get your first instructions unless you understand the significance of the name. Death on the road will happen if you havn't appeared to obey the sign on the beach and also found your change of clothes. The shoes are absolutely essential - you have a good few miles to walk. When you arrive at the village, careful

attention to the text and a bit of dropsy will help to map the 'maze' of streets. You are limited in the number of items available, so unless you are a prude, you will not map it easily, or discover an essential tool for later on.

You get to see the surrounding countryside and a visit to the park is essential if you are to know where to go next. The forest is another 'maze', unless you can understand the agent's message. As with all Robico adventures, mazes are made easier by deep thought and careful attention to text. You still have a fair bit of exploring to do, and the bed in the cabin is not there for you to sleep on. In adventures, climbing trees is an everyday occurrence, but this one has a sting in its tail. Bynow you will be tired, but with your final destination in sight, you must be very alert to find a safe route into the big house. Full exploration reveals the items needed to accomplish your mission and escape safely.

There are nearly 200 locations and descriptions are very detailed. Mapping is a pleasure because of the honesty of the programmer ie. if you go East, West will return you to the original location. The exceptions to this rule are in the village of Witherton.

Unpunctuated sentences and multiple statements are accepted by the command line interpreter; When mapping, it is advisable to keep commands clear and simple, but once you know where you are going, a single input such as E N E S E E N W is extremely useful. As with all adventures, SAVE and LOAD are essential. the colour of the text can be altered to suit your own preference.

The puzzles tend to be either very easy or very difficult, but as adventures cover a wide spectrum of people, what is easy to me may be difficult to someone else, and vice versa.

What Now? Rating - 76%

THREE MUSKETEERS

Publisher: Computer Novels

Machine: C64 (Also available on Amiga)

R.R.P.: £9.95

Game Type: Text/Graphic Adventure

Reviewed by Seymour Butler

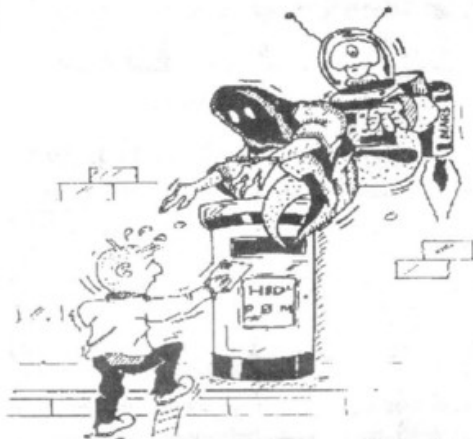
In The Three Musketeers, you take the part of d'Artagnan. With your sword and horse you ride out into the world to seek fortune and fame. In Paris you meet Athos, Porthos and Aramis, the three musketeers. You also meet Constance, a seam-

stress working for the Royal Family, and fall in love with her. Constance has promised Queen Anna that she will help her to regain the diamonds that Queen Anna has given to her admirer, the Duke Of Buckingham. But, Cardinal Richelieu has stolen two of the diamonds and if you can't find them, Queen Anna

runs the risk that her love for the Duke Of Buckingham will be discovered. Now you have to ride to the Channel, find a boat and cross the Channel. Hurry up and collect the diamonds. The Ball with soon be held and you have not much time to spare... The game is accompanied by some superb graphics, that just lack a little colour. Playability is simple being limited to only a small number of keys. This makes the game a lot easier to get along with. My only gripe is that if you make a mistake in the later parts, then you have to start

right from the beginning, and if you happen to be in Part IV, for example, this means slugging through the last three episodes again. This can be, how should I put it, very boring, especially if you have to do it over and over again. Though playability is hindered. I still found the adventure extremely addictive and this addictiveness continued to last until the games final completion. At ten quid, I think the 'Three Musketeers' is slightly over priced, yet still a game worth playing.

What Now? Rating 73%



Well now. The new volume of the mag is really shaping up and hopefully more of you are becoming regular readers of this column. Why not prove it to me by writing in. I try to answer every letter either personally or through this column. As promised, this issue we get straight onto a review of;

RYN Producer: RYNGAMES
Type: Role-Play

So far, all of the games I have reviewed have been computer assisted. After all, this is a **COMPUTER MAG**. This month though, I look at something new - Role-Play games. These are human moderated games where what happens depends entirely on your own, and the GM's imagination.

As role-play PBM's go, RYN is rather expensive. Even so, it makes up for the £2 a turn cost in the amount of details given. The start up package includes a massive rulebook giving loads of background on race types (Dwarf, Troll etc.), skills (over 100) and equipment. It might be a bit daunting to look at but don't worry, RYN is not as complicated as it might first

seem. Also in the package is a character generating sheet which is simple to complete and lets you choose 'exactly' the character you want.

Once you've sorted out who you play, you are placed somewhere on RYN. My Alois (human with wings) was placed in Azram city but it wasn't long before I was exploring the surrounding area including the Gossyus mountains in search of a lost prince. It isn't hard to come up with ideas for adventures with all the background given. My city map and rumour sheet from the GM helped a lot. I started off by researching in the city library followed by wooing the crowds as a storyteller. With the help of some local pickpockets, I gained a bonus wage. Later I become scout to a palace expedition after maybe finding the prince.

Turn reports for Ryn average at 2 A4 pages of handwriting. Every sentence is giving a clue, so look carefully. To sum up, I find RYN about the most enjoyable role-play PBM I have seen. Its wealth of detail and background are its best features but imagination and originality

GOING FOR THE POST

By Jason Roseaman

from yourself always keeps the GM in a rewarding mood.

RYN : The Scores

Atmosphere - 88% (Ryn's best feature)

Contact - 61% Few meetings with other players but infinite GM characters

O' Great Ones - 81% -Literate and clear turn reports

Value - 74% Expensive but probably worth it.

OVERALLFIRST CLASS**

NEWS

I have at last seen the first Postal Gamers Association newsletter and it's excellent. Articles on a wide range of games and tips for Crisis were there plus helpful ad's if you want something new and a KJC vs JADE report by myself. Issue 2 should have gone on sale before you read this and includes info' on starting your own PBM by the PGA organiser Jon Woodall.

Club Address: Stoneleigh, Holly Lane, Upper Elwood, Glos, GL16 7LZ

As Issue 2 of What Now? went to print, I received a letter informing me STARRUN had closed due to computer crash.

Apologies to anyone who wrote off after my article last month. Paul Harrison, ex-GM of Star-run, is looking for someone interested in starting the game from scratch, a full-time job, I can tell you but if done professionally, a good investment. I can pass on any letters if you'd like to send them in.

Next month I'll be reviewing NEMSARION, a sci-fi spoof by MAIM GAMES. Future reviews include Faction Magician, City of Strife, Starfall and Mek-Wars.

Before I go, I'd like to reply to one letter asking my favourite games around at the moment. Maybe you could tell me yours.....

- 1) Trolls Bottom-Project Basilisk
- 2) Shattered World-Jade Games
- 3) RYN -Ryn Games

If you have any questions or fancy telling me about the games you play, then drop me a line at:

Jason Roseaman, H+D Services, 1338 Ashton Old Road, Higher Openshaw, Manchester M11 1JG

GREMLIN FIGHTING FANTASY BLOOD VALLEY

Gremlin, in a change for them, will release a fantasy adventure in which you will strive against your opponent as well as the creatures and eerie characters of the fantasy world Orb. The Archveult, a mighty warrior, whose appearance alone is

enough to terrify the stoutest heart, has decreed that you must be hunted down like an animal by his people - the Firedrake. Do you have the will and resourcefulness to succeed? You'll need diplomacy to gain important alliances and strategy

to keep one step ahead of your pursuers, in the game entitled Blood Valley.

This adventure is based on the Duelmaster series of fantasy books by Mark Smith and Jamie Thompson, authors of the now legendary 'The Way of the Ti-

ger.

Blood Valley will be available on Spectrum 48/128K £7.99, Amstrad CPC and Commodore 64/128K cass £9.99 and disk £14.99. Atari ST £19.99



BATTLEFIELD

Commanded by General Rick (Battlefield) Hoggart.

Once again welcome to another Battlefield, bustling with tips to help you with strategy games and wargames of all types. This month, I am going to lie again, as I'm not covering Conflicts Two as promised, simply because these games are so bad, they're not worth mentioning. Before we get to the conclusion of the Satcom solution.....

Interesting war facts Part II

The worst siege of all known time was the Nazi siege of Leningrad in the USSR during the Second World War. It lasted from 30th August 1941 until 27th Jan 1944. Between 1.3 and 1.5 million defenders and citizens died.

Satcom solution Part II

Here comes the concluding part of the solution to this fantastic star wars hacking game.

1) Dial C.E.L. then go back to control, work out code and then redial.

2) Enter CEL code then answer (N) then (Y). Note down the NASA code in reverse ie. 12345 will be 54321

3) Ring NASA and follow all the instructions (you noted down the required information last issue (or you should have anyway!!!). You should have worked out three codes now which takes a while (15mins).

4) after you have done every-

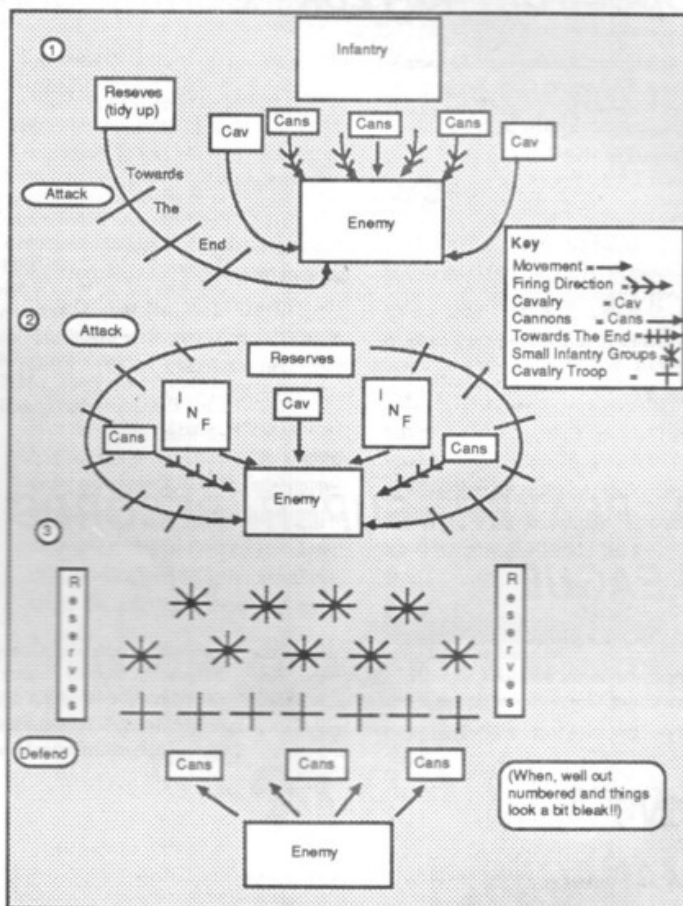
thing required, you must arrange the coloured boxes in the same order as the colour code on the CLR advert (you should have noted it down). You do this by placing the last colour first etc.....

AND THAT'S IT.....

Next we tackle the English Civil war with Roundheads. Of course we should all know that the English Civil war was fought between The Roundheads, led by Parliament and Oliver Cromwell, and The Cavalier royalists led by King Charles the 1st of England who eventually lost but escaped by hiding up an Oak Tree (Ooer!). This game, based on the war by Lothlorien, isn't particularly impressive, but I do quite enjoy the BATTLE scene in which one tactic wins almost every time. If you use any of the three following formations to attack or defend, you should win almost every time.

GENERAL TIPS:

You must, at all times, keep a cool head and try not to panic, resulting in a massacre. When defending, it is better to split up all your forces as illustrated, because this means that the enemy must also scatter to dispose of you when attacking. This way, you will stand a better chance of destroying them before they destroy you.



We end this instalment with a release schedule sent to me by Gary Mays from PSS, Commodore owners are in for a good few months, but Speccy owners seem to be a bit starved.

SEPTEMBER: -Annals of Rome C64

OCTOBER:-Pegasus Bridge, C64, Amstrad, Spectrum.

Sorcerer Lord, C64, Amstrad, Spectrum

Okinawa, C64

Tobruk, C64

Power Struggle, C64

Battlefield Germany

NOVEMBER:-Firezone, C64, Amstrad

COMING SOON:-Power Struggle, Amiga, Atari ST
 Final Frontier, C64
 Fortress America, C64

Finally, don't forget to send any letters, tips, comments etc.....to.....

RICK HOGGART, BATTLEFIELD, 6 STERNDAL RD, ROMILEY, CHESHIRE SK6 3LA

DISMISSED.....

THEY STOLE A MILLION

A Scott Moore steal.

When you first begin, rob Mr Humbug's shop. The best people to hire are the ones with

two skills each that you need. For the first job, select one person with skills of lookout and

driver and another with skills of alarms and locks. As a fence, choose Small Change Sue. On the robbery, disable the alarm before opening the safe. Rob the safe and the till, and also there is an expensive coin hidden under

the kitchen sink. In the planning stage, always remember to open all doors etc. Check the premises very thoroughly, as there is often hidden loot in places where they aren't expected.

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Four leagues: 20 teams each: 38 game season: Home and Away: FA/League Cups Replays: European/U.E.F.A./Cup Winners Cup: 2 legs: Aggregate: Penalties: Players: Morale: Skill: Field Position: Scored: Conceded: Played: Fixture List: P.W.D.L.F.A.Pts: Scouts: Coach: Physio: Youth Team: Gamble: Substitutions: Sending offs: Postponements: Midweek games: More than 1 week injuries: Free transfers: Retirements: Buy/Sell shares: 3 player transfermarket: Internationals: European Tours: 3 levels: Manager Rating: £1000,000 Players: 8 reserves: Promotion: Relegation: Weekly News: Borrowing: Mortgage: Save game: Interest: Tax: Sponsors: Full Results: Season Tickets: Next game: Gate money: Season Counter: TV Cameras: Crowd Violence: Manager Approaches: Testimonials: Weeks Profit: LMTG Counter: Wages: International Commitments: Name/Team Editor: League Titles and much more.....

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OXBRIDGE

Publisher: Tynesoft

R.R.P.: £6.95 (BBC)

Game Type: Graphic Adventure

Oxbridge, a fully illustrated adventure, takes a light-hearted look at life at a famous university. You have to find your way around the university buildings and grounds, learn to use a punt, explore the streets outside, and still find time to take holidays to Antarctica and The Desert. Life is truly amazing (there are at least 6 mazes - more on them later). Characters, including trolls, pop up all over the place. For example, a university don rushes passed making humorous remarks; and courting couples stroll along the riverbank; and the programmer, who I could happily strangle, appears from time to time to criticize your lack of progress.

The game is obviously designed as a visual and mental exercise in adventuring as the pictures tell you more than the text. The graphics appear instantly, and are very colourful. Indeed, colour is important as it helps you to solve some very tricky problems. To move around, the cursor keys can be used, but the more conventional N, S, E, W, etc. are also acceptable. A compass rotates under the picture as you move and can be quite confusing until you start to make your own maps. The game starts fairly easily and conventionally, and then gets more difficult, then extremely difficult, and the end game, if I ever reach it, will probably be

impossible (who wants easy games anyway, I don't!). It is unusual to be able to abandon the keyboard to solve problems. For weeks I have shuffled bits of paper around trying to solve the garden maze. The other mazes can be solved by good patient mapping and careful attention to the graphics. The desert maze is very interesting and I found a few coloured pens were useful here. Puzzles seemed either easy or very difficult (no happy medium) but maybe the author is hoping it will keep you thinking, and thinking, and thinking until he can produce his next game. To finish, you have to have a total of 100 points, which are

awarded on a sliding scale. Two or three for a minor victory, ten or more for a major achievement. Oxbridge is certainly very different from other adventures I have seen on the BBC. the sheer size (300 locations) makes it very good value for money. The unusual format may deter some true-blue dungeon and dragon enthusiasts. I think it is well worth while giving support to something original. Just one quibble, should we be encouraged to steal statues from museums?

What Now? Rating 75%

BALANCE OF POWER

Publisher: Mindscape

Format: Amiga

R.R.P.: 29.95

Game Type: Strategy

Review by Anthony Swinton **as played on the** Amiga

Have you ever had the desire to become the President of the United States or the General Secretary of the USSR? What do you mean, no!! In this game you are given the chance to do just that, so like it or lump it. This is not a new game but one of the better older games that we at What Publications have not had a look at previously. The features include four skill levels and major events, plus much more, and a booklet that looks as though it belongs in a book rack

at W.H. Smiths. You have a choice of playing an aggressive game or take it easy and let your opponent dominate events and you have to respond accordingly. After the game has loaded, you will see a map of the world, with any major events highlighted, and you will have total responsibility for the nation which you choose to control. This game has a vast database and uses the latest advanced artificial intelligence. Your task

is to get a higher score than your opponent, be this the computer or a human, and you have to make yourself popular with the rest of the world. You do this by giving them aid, in various ways, too many to list within the space I have here. The game ends in two ways; you start a nuclear war by pushing the other superpower too far, or you manage to reach 1994, which is your target. Pretty depressing scenario, when you think about it.

I know that some people reading this will think I would never pay thirty pounds for a game, but the games on the AMIGA have arcade style graphics and in some cases, better game play. This game is one I continually pick up time and time again to play, and is educational as well as a good strategy game. My final word is, if you do not have an AMIGA, buy one. If you have an Amiga, buy this game.

What Now? Rating 88%

STRATEGY REVIEWS

Moebius

Publisher: Microprose
R.R.P.: 19.95 (Disc only)

Game Type: Strategy/Martial Arts

Review by Anthony Swinton as played with C64 disc.

You have been chosen to become a disciple of the very high order of Moebius the Wind-walker. But in order to achieve this prestigious position, you must firstly prove that you are good enough to hold it. In order to prove your worth, you must show your skill at using a sword and fight a six inch high figure. There are several speeds which you can fight at from ultra slow motion to super sonic.

Next comes martial arts, the format remains the same as before. The arcade section is not

the main part of this game, the main part consists of a quest for the four parts of the orb of celestial harmony. These consist of earth, water, air and fire. If you fail to collect all four parts, then the earth will continue to have earth quakes, tidal waves and so on. This game is not up to the same high standard which I have seen from Microprose in the past.

It is not an Exploding Fist type game. If you are the joystick wrecking type of person, then this game is not for you. But if

you're reasonable at arcade games and like the quest type game, then it will keep you happy for a good many hours. There are a good many puzzles in it, although some seem far too easy. If you sit down and get hooked on this game, cancel all your calls for 50 to 100 hours, that's how long it will take you to play it.

There are too many feature to go through fully within a review, but it does have a very high game content. There has obviously been a lot of work put into

writing this game, but I do not think the effort will be rewarded by enough sales. An unusual game that will put many off. Oh, by the way, the game comes complete with headband, and this alone could set you back up to a fiver in the shops.

What Now? Rating 72%



What Now? Rating 88%

Headcoach

Publisher: Addictive (Prism)

R.R.P.: 2.99 (Sp, C64)

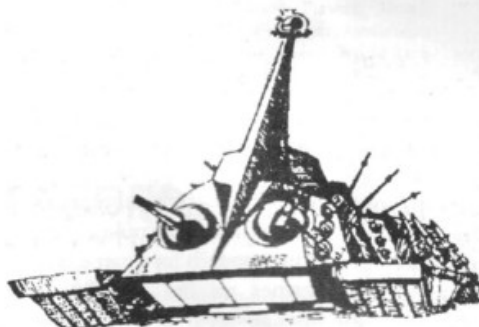
Game Type: American Football Simulation

A re-release of the 1986 American Football Manager simulation whereby you can save £7 on the original asking price. Your

aim as Coach is to achieve the ultimate, and win the Super-bowl.

Headcoach was a worthy effort

at £9.95, but at £2.99 it is a must, if you haven't already got it. Great game if you're an American Football fanatic.



This game is set in the 21st Century. The tank has made a re-appearance to mechanized warfare, due to the developments of bishase carbide armour, which is stronger than any steel and so strong and light, that even an air-cushion vehicle could carry several centimeters of protection.

You must challenge the Ogre, a cybernetic tank which has been programmed to annihilate anything in its path. The playing screen looks like the board on the TV program 'Blockbusters', although larger, and you must skillfully deploy your forces to stop the enemy forces capturing your command post.

You can change the board to alter the style of game and play, which will add to the lastability of this game by a good many weeks.

Ogre is an adaptation of a classic fantasy board game, which I must admit is something I don't like seeing, but this game converts well to the computer, and

as it says on the box 'It epitomizes simplicity and play balance, yet is far from simple to win'. Say no more!

What Now? Rating 91%

OGRE

Publisher: Origin Systems Inc.

Type: Strategy Wargame

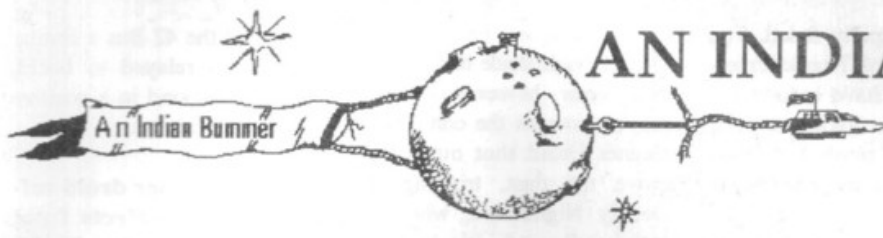
Format: C64/128

R.R.P.: 19.95

Review by Anthony Swinton, as played on a C64

AN INDIAN BUMMER

Part Three.



THE STORY SO FAR: Poison Ivy has stolen the Chlorophyll deposits, and has made his escape on the Titanic. Malcolm has been slow roasted in mistake for Chief Running Laces, but has now been recognised as a Droid. Laces has just been recognised by the bus driver.

Read on.
"My God, it's him!" yawned the bus driver, as he fought vainly a desire to slip into the land of nod. "There's a reward, call... theF... zzzzz.

Back at the Spaceport, Arfor Haley was the first to reach Malcolm, who was rightly concerned that no one should step on his Interconnecting compression spring. "Where is Laces?" cried Arfor grabbing hold of Malcolm. That was a mistake. Metal droids when heated up do not feel much, but do retain heat for some time. Arfor yelped in pain, and hastily withdrew.



"Now then, what's going on here; Make way. Make way." Yes, you've guessed it, the Fuzz had arrived. Actually they had been there all the time, but all the constabulary in this neck of the Universe were recruited from

Trees, and trees tend to take a back seat when talk gets around to "slow roasting" for obvious reasons. "Are you, or are you not Running Laces?" enquired Inspector Vormay, his branches bristling with the importance of the occasion. "No" said Malcolm.

"Book him" ordered Vormay. "Why?" enquired Malcolm. "Wasting police time" came the reply. It should be explained that this was standard procedure, and Malcolm was not been victimised on account of him being a droid. Many years ago there had been an outcry about the very low success rate that the police had in apprehending criminals. It was all right employing trees as police, on account of the fact that very few hardcases were prepared for a dust up with a tree, but when it came to hot pursuit they tended to be a bit ponderous. This embarrassment was overcome

when it was decided that if they arrested someone who turned out to be the wrong man, then obviously it had been a waste of time. The question was who was responsible for this waste of time. Logic said it must be the fellow being questioned, especially as the percentage cases of successful prosecution improved dramatically once this fact was recognised by the Courts.

"Do you want to speak to Mr Laces?" enquired Malcolm, who had been programmed like all droids to be helpful. "He's at Bristol Cities Bar." Inspector Vormay, turned to his assistant, "There lad, that's what we call skilled inter-

rogation methods"

Laces watched the drama unfold on the Videoscope. He began to panic, and turned to see Bristol Cities undressing the Bus Driver. "There's no time for that!" he moaned.

"Get in his clothes" ordered Bristol, ever the practical one. "You can get away in his bus" "But who will drive?"

"You will" "Ah! There is one slight problem. I never learnt to drive the things"

"WHAT! It's just like your demolition ship. You've been piloting that for 5 years."

"Well, no. Actually Malcolm did all that sort of thing. You come to rely on your droid. Now if Malcolm was here, no problem."

"Well he isn't, so you'll have to. There aren't any droids here" Just then the other stranger turned over in his sleep, rather noisily, on account of him being approximately 80% metal with all his spare parts.

"He'll do" said Laces and Bristol in unison.

Thus it was that the No. 42 Inter-galactic Bus took off from Zargon 21, with Laces in nominal control, at just the same time that the Liner Titanic took off from Veget 23 with Deadly Nightshade amongst the passengers. It may be of interest to compare these two modes of transportation at this point.

The Liner Titanic, with its motto "There are no icebergs in Space" had a simple charging system. You were charged on the basis of how much you weighed at the end of your journey. To this end all the passengers were placed in special containers and regularly given drip feeds of Bio Gem, cooling sprays of water every 2 hours, and a continual recording of King Charles 111 saying "One is a beautiful plant, isn't one." It had been calculated that all plants would have trebled their weight by the time they arrived at their destination. The fuel load was adjusted upward to compensate for this phenomena. The Bus Company had an entirely different philosophy. You paid as you entered the bus, again on the basis of weight. However as there were no facilities on board it was anticipated that many plants would wither and die during the journey. All buses were therefore loaded with only 75% of the required fuel load to complete the journey. Very few buses failed to arrive, having discarded dead weight in transit. Those that didn't make it were simply listed as late, since to admit disaster would have meant insurance complications (ie paying out.) Nothing had changed. It was still one law for the rich, and one for the poor.



Six hours after the two craft left, the Fuzz arrived at Bristol Cities Bar. Inspector Vormey wasted no time in arresting the Bus Driver. "You are Running Laces etc. ...No....Book him." It was not hard to put two and two together, and so two days later a Police Root Fighter set off in luke warm pursuit.

The Liner Titanic had now reached the co-ordinates determined by the Turnip, which was a great relief to Deadly Nightshade. After two days of listening to King Charles, the

magic had rapidly faded. The management of Titanic Enterprises would have been horrified to discover that this reversal was universal amongst the passengers, and far from putting on weight, they were wilting rapidly. Deadly Nightshade made his way to the Bridge, his Water Pistol at the ready.

"This is a hijack! Divert to Turnip 16" The pilot was horrified. A brave man whose only defect was a fetish about cleanliness, he moved for the Emergency Alarm. The pistol squelched and

he was no more. Dust to dust. Deadly Nightshade had made a fatal error however. As he moved towards the controls, a cleaner Droid shot out to remove the dust, tripping up Deadly Nightshade, who fell awkwardly on his pistol. Squelch. The Droid hovered up the Pilot and Deadly Nightshade, and returned to its compartment. The Titanic sped on pilotless. The onboard computer reported the presence of a bus on collision course. There was no response.

On board the 42 Bus a similar report was relayed to Laces, who did respond in a positive manner. He fainted.

Will the cleaner droid suffer any side effects from inhibiting Deadly Nightshade?

Does a 42 Bus have the same effect as an Iceberg on a Titanic?

Will the Police Root Fighter arrive in time to set up a contra flow system?

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BIG IS BEAUTIFUL

Hardened readers of our handbooks will no doubt be surprised to find that Issue 3 has grown into an A4 magazine. We have taken this step with mixed feelings, and no doubt some of you would have preferred that we had continued with the A5 size. However, we have detected a marked reluctance on behalf of certain retail outlets to stock

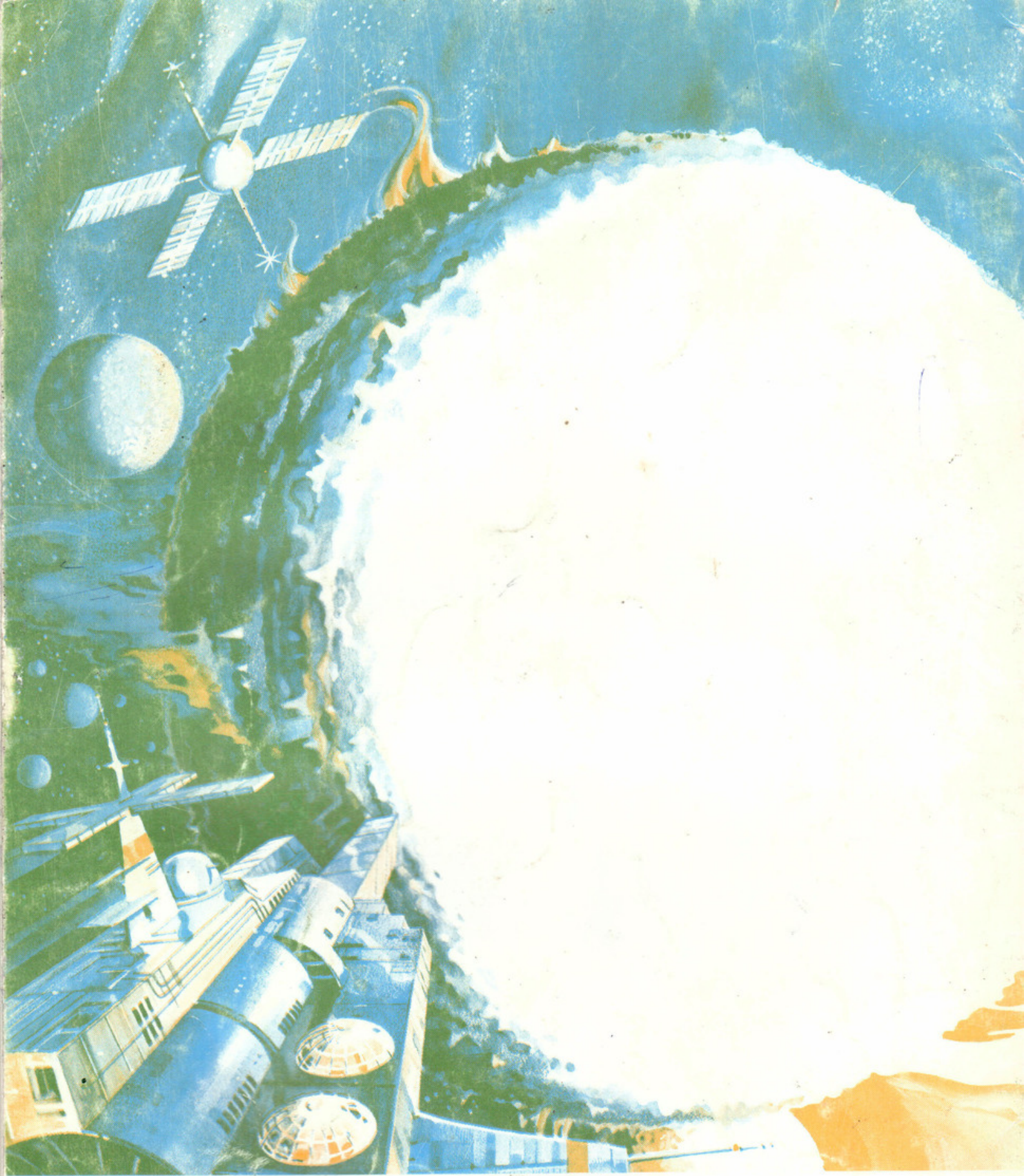
anything other than A4 size and since the continued improvement of the magazines is dependent upon bringing the magazine to the widest possible audience, we felt we had little choice.

We are pleased however to find that the A4 magazine does present certain advantages in regard to style and layout, which we

hope you will be able to detect in this issue. It also has major advantages in regard to Advertising since most computer related advertising is geared to A4 size. No magazine can improve unless it is based upon a sound financial structure, and advertising revenue is a key element in this.

Although the book has been

reduced to 64 pages of editorial content, this is the equivalent of 128 pages of A5, so we have given you more for your money. We have also taken into account the views expressed by our mail order readership to a survey carried out in August. Certain articles have been omitted and either replaced with new articles or by more solutions and hints. We look to you, the readers, to tell us whether or not we have achieved the right balance.



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