



SEAN DORAN '88

FROM BEYOND

ISSUE 11 • MARCH / APRIL • 1992

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The address to send your orders, subscriptions, letters, maps, hints, tips and comments to is:

**Tim Kemp (FROM BEYOND)
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Norfolk, NR2 2SQ.**

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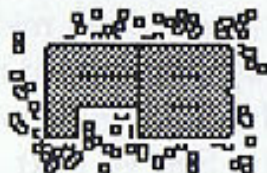
The people that have helped make this issue so very special are:

- *John Wilson*
- *June Rowe*
- *James Taylor*
- *Scott Denyer*
- *Gordon Inglis*
- *Jon Lemmon*
- *Tony Collins*
- *Woody*
- *Dennis F. Francombe*
- *Storm and*
- *Bessie Bughunter*

This issues gorgeous cover picture was provided by:

- *Sean Doran*

If you are a subscriber then you should have had a FREE adventure with this issue. (supplies permitting - first come first served) Thanks to John Wilson for supplying that little extra FB FREEBIE. Wonder what we can come up with for issue 12?



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EDITORIAL

HAPPY BIRTHDAY DEAR SPECCY!

Yep, it's the Speccies 10th birthday year! Despite pressure from various sources; despite competition from other (supposedly better) computers and despite Amstrad's utterly ridiculous decision to stop producing it, the Speccy still survives - and long may it continue to. Anyway, we all know that it's the best computer for playing adventures on, don't we.

I'm sure that Mandy of Probe and Sue and Marrion of Red Herring fanzines will agree with me that the editorial is the hardest part of a fanzine to write. I tend to spend all my time telling you to look out for various changes in each new issue of FB - well, this issue's no exception. Actually all I need say is read the slightly different Review System Explanation page, marvel at the new font and semi-new layout of the whole 'zine and check out the new map pages. Also keep an eye open for a horses head in a box. This was supposed to have been a terribly clever attempt at allowing the authors and software houses to write little bits of info that I could slot in here and there. Why a horses head in a box? Well, as the information was supposed to come straight from the authors etc. I thought that 'From The Horses Mouth' was a good title. However, due to space limitations there is only 1 such 'FTHM' inclusion in this issue - more next time with a bit of luck!

I must thank everyone for their maps and hints for this issue. Unfortunately space for reviews had to be the main thing for this issue (not unfortunate really as the reviews are important) so I'll print as many maps and help-lines as I can next issue. We are possibly going to do a summer special FB either next issue or the one after that, so if we can go up to 72 pages we should squeeze everything in. That's the plan at any rate! There's no competition (crossword) this issue. It was going to be a big 100-odd clue X-Word and was planned to be run in conjunction with an up and coming adventure event / competition thingy which has yet to materialise. (Are you following this?) I'll have to hold off till a later date when things are sorted out a bit further.

The final bit of news for this editorial is a tad sad, but has a happy ending. Gordon Inglis (of GI GAMES) has got rather more business commitments than he anticipated (via SANDVEN LTD - his plastic novelty biz.) and so he's having to let the GI GAMES side of things go. The good news is that adventure maestro, John Wilson of Zenobi Software, is taking over the GI collection of games. What this means is that you can get the entire GI back catalogue (see middle pages of this issue) from ZENOBI SOFTWARE. Needless to say payment should now be made to ZENOBI so ignore the reviews in this issues (of GI adventures) that state otherwise. Oops! It's the end of the Editorial already. See ya next iss. **TIM.**

NEWS ROUNDUP

ADVENTURE NEWS & INFORMATION



Biggest news (for me anyway) this issue is the arrival of Terry Brawls as official FB map maker. Terence says that his main adventure love is map making. Funnily enough I haven't featured any of his maps this issue, but just wait till next time! It seems that a lot of you are great map makers as we've had a load of maps over the last couple of months, some of which are featured in this issue and some of which will undoubtedly make it into next issue. Thanks to everyone who sent them in, I may well be sending some of you an odd game every once in a while for you to play and map at your leisure.

- Great news for those people who like entering the FB compos. Tony Collins of 'The Guild' has offered several prizes of Pick 'n' Mix games (you choose which you want if you win) for each and every competition that we run in FB! Good stuff or what?!

- The promised order forms for the limited edition FROM BEYOND Tee-Shirts won't appear till next issue. The main reason is threefold: 1: Haven't finalised the design yet. 2: Haven't got a decent supply of Tee-Shirts yet and 3: Haven't worked out the price yet!

- Delbert The Hamster Software promise the following games for release in the future: A compilation called:- 'Delbert's Hamster Wheel Of Fortune' which features: Snow Joke!, Larry The Lemmings Urge For Extinction, First Past The Post, The Quest For The Holy Snail. Other 'stand-alone' titles include: • Grabbed By The Ghoules • The Life Of A Lone Electron • Get Me To The Church On Time • Exploits In A Wheelie-Bin • Delbert The Hamsters Amazing Adventure and 'My Epic' - which is nameless at the moment!

Scott also says that as he's just got a +3 he'll be doing versions of his games on +3 disk sometime soon.

• STOP PRESS •

According to Computer Trade Weekly, CRASH has been the centre of a swap / deal and is likely to merge with SINCLAIR USER in the near future.

- Heroes Of Karn, Jewels Of Babylon, Warlord and Aftershock are just some of the 'older' titles now available from: FUN FACTORY PROMOTIONS LTD. UNIT 6, CALLEVA PARK, ALDERMASTON, BERKSHIRE RG7 4QW. The above titles cost a quid a piece. Send them an A5 sae (state that you own a Speccy) for the full list of their Speccy wares.

THE REVIEWING SYSTEM

THE FB REVIEW SYSTEM EXPLAINED

Despite having a plethora of categories to take note of when you eventually come to the scores at the end of each review, the FB ratings system is quite simple to understand. It operates on a sliding scale of 0 to 10 - 0 being the lowest score, 10 being the highest. All categories use this scale and scoring system - except the difficulty level which has 4 possible entries...

- | |
|--|
| <ul style="list-style-type: none">• Beginner • Intermediate• Experienced • Advanced |
|--|

Those categories refer to the type of player that the game seems to be aimed at. The rest of the ratings all use the 0 - 10 system...

- **Storyline:** It's always nice to see the game come with a story which could detail important pre-adventure events, useful info., handy playing hints, or just something that sets the scene or helps create an atmosphere.
- **Packaging:** This rating is here to show how much effort has gone into the packaging side of the game, including Cassette Inlay design, do you get a separate info / storyline sheet etc.
- **Opening Play:** This category gives you an indication of the strength of the opening problems, the way the game starts. Has it got a well produced intro, or are things too tough to start with. We all know what it's like to be stuck in a game after only a few moves because it's far too difficult to play past the first few locations.
- **Problems:** This is worked out over the entire game and we mainly take into account the number of problems, the type, how original they were, etc.
- **Location Text:** How detailed was the location text, how imaginative was it, how lengthy etc.
- **Parser:** This one's important in that it shows you how easy it was to type in your

commands and how flexible it was.

- **Game Design:** How well was the game designed? Was it something new, did it flow, did it all come together nicely? (Or not?)
- **Difficulty Level:** Overall was the game suitable for - Beginner, Intermediate, Experienced or Advanced adventurers?
- **Playability:** This is also an important category. Low marks = you won't bother finishing, high marks = you won't want to stop playing!
- **Personal Rating:** This is where your impartial and friendly FB reviewer sums up their feelings about the game under review!

And there you have it... Quite simple when all is said and done! The following are lists of the resident FB reviewers fave games of all time.

- **Games We Like:** There now follows a list of the games the FB reviewers have really liked in the past. Use this list in conjunction with the reviews to see how the PERSONAL rating is affected by the type of game under review.

BESSIE:

1. Ooops, I've misplaced Bessie's top ten list. Have to wait till next issue to find out what she has picked for her top ten games.

STORM:

- | | |
|----------------------|-------------------|
| 1. Velnor's Lair | 2. Golden Apple |
| 3. Mutant (River) | 4. Mordon's Quest |
| 5. Lords Of Time | 6. Faerie |
| 7. Quann Tulla | 8. Earthshock |
| 9. A Harvesting Moon | 10. Magnetic Moon |

TIM:

- | | |
|-----------------------|-----------------------|
| 1. The Hobbit | 2. Adventureland |
| 3. Dungeon Adventure | 4. Tower Of Despair |
| 5. The Golden Apple | 6. Colossal Adventure |
| 7. Impossible Mission | 8. Espionage Island |
| 9. Velnor's Lair | 10. Lords Of Time |

Delbert The Hamster Software

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"Desmond And Gertrude"

by Scott Denyer

This is a tale of two young lovebirds, Desmond and Gertrude. Unfortunately, their love cannot be as she is a rich princess, and he is a poor peasant. Gertrude's father, King Norbert the Fourth, is not very happy with the relationship and has therefore decided that Gertrude must marry the rather wet Sir Hugh de Bottonley. Can you help guide BOTH lovers to the 'Secret Cave', so that they can elope ? ...

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"Star Flaws"

by Scott Denyer

A long time ago in a galaxy a million miles west of Watford Gap... The evil Empire, led by the infamous Daft Radar, have kidnapped a gorgeous space princess. A young space cadet, Nuke Skyporker, with his loyal band of companions, Yan Polo and Tobacco the Coochie, has infiltrated the Empire's space-station, the Deaf Star, in an heroic though stupid bid to rescue her ...

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"Microfair Madness"

by Gareth 'Gazza' Pitchford

Today was the day of the 'Personal Computer Whirled Show', the 100th Microfair, and you eagerly held a copy of your latest adventure in your sweaty little hand to give to the publisher, who had a stall there. Strange things were sure to happen when you reached 'Sir Clive's Exhibition Hall', and the space-ship hovering overhead and the dragon in the entrance-hall did nothing to dispel your fears ! ...

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"Brian And The Dishonest Politician"

by Scott Denyer

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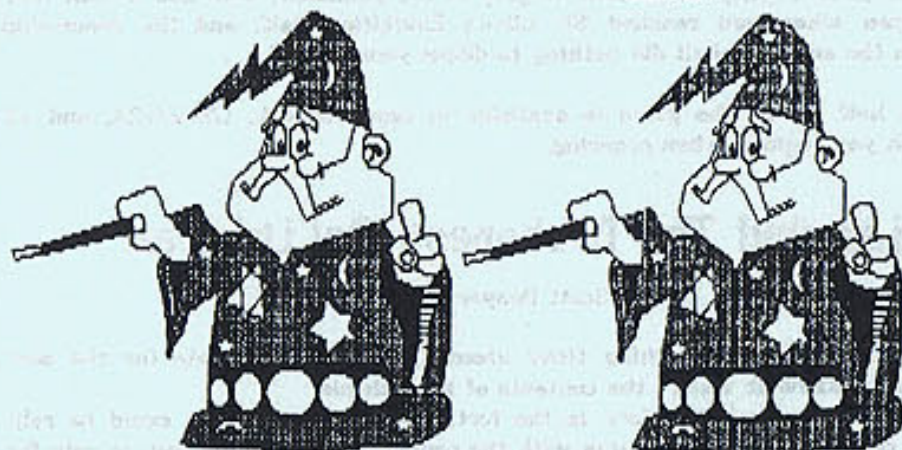


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REVIEW ONE

THE DRAGONSTAR TRILOGY

Review By: Bessie Bughunter.

• *No doubt you are aware that GI GAMES are re-releasing a number of Fergus McNeill games and amongst this collection lies The DragonStar trilogy, a game of which I have never heard of so it will be interesting to see what sort of games Fergus wrote before he got into funnies!*

PACKAGING:

GI GAMES games (all of them it seems) come with a neat yellow cassette inlay, but that's about it. But let's face it at these prices you aren't paying for packaging!

STORYLINE:

As the storyline only became apparent whilst playing you'd better read on...

THE ADVENTURE:

I will have to assume that you will be given the usual information sheet if you buy this game, but I have had no such luck, I'm not pritheer to such luxury (you got what I was sent, Bessie! Ed.), thus, on loading I found myself close to a cliff edge, high above a deep, shrouded valley without the slightest hint as to the purpose of this game. I hope you will bear with me whilst I wander around to see if I can find out!.....

Right then, I've had a wander, made a vast map, the locations

are very well described, the text is easy on the eye so I can now proceed with this review despite not yet being in the position of knowing the object of the game. The first thing I should mention is that I think this is a quilled game, so verb / noun inputs are all that is required, we don't need any clever inputs and those of you who are familiar with the old Quilled games will remember the common complaints about them... not very user-friendly and a lot of trundling around for very little reward. Thus I have described this game! I hope you have been paying attention because I have been tapping away at the keyboard on your behalf for a couple of hours and all I've got for my labours are a bottle of wine and some food and they were miles apart. In between times, I did see some reasonably well drawn graphics, but they took an age to reveal themselves on screen and I also came across a nine headed Hydra so I imagine I should do something about that. Ah, wait a minute, all has been revealed, I've got to rescue a princess who is being held in captivity by Draxol the Dragon. I should have guessed it would be something like that. Having now made a HUGE map, trundled through forests, mountains, swamps and lakes, not to mention being burned alive by Draxol the whole point of it became clear, be thankful for the information sheet if you have



THE DRAGONSTAR TRILOGY

one as I spent more time in finding out what I'm supposed to do than actually being able to do anything. In a nutshell, this part one is mappy, with seemingly few problems for the number of the locations but the good thing is that you can load part two without requiring a saved game or a password. I should perhaps mention that you have to save your positions to tape as there is no ramsave feature available to you that I could find. (Groan)... (Storm said that about castle adventure in issue 9 and there was one lurking somewhere, Ed.)

Part Two:

Having rescued the princess in part 1, prepare yourself for your next task and the immediate thing to be noticed is the completely different screen, white this time with bold black lettering. Draxol has been vanquished so now you have to deal with his brother Tridon and rescue another damsel in distress... (Hmmm)...

Once again, good location descriptions but this time the mapping was a bit of a pain as some of the directions seemed to go a bit awry... no matter though because Tridon is very easy to find, as is the damsel, all it takes is a bit of digging in the forest and there they are. However, disposing of him is perhaps not as easy as it should be, or perhaps I'm making hard work of what should be a formality, or perhaps even there isn't enough substance in the game to encourage me to bother.

Somewhere on your travels you will come across a bell with two doors and

attached to each are cords. Pulling them kills you instantly, but these doors are apparently your only exits... If any clever person reading this has the answer to this problem it may be that there is more to this part than there looks, on the surface of things those doors don't look very important but I dare say someone will tell me otherwise...

Part Three:

Well, you've come this far, why not complete this trilogy? I have a vague feeling that this game was not intended to be a trilogy in the true sense of the word, more a trio put together on one tape. The screen text looks totally different as indeed does the whole thing, maybe Fergus was experimenting at the time. Not to worry though, let's carry on shall we...

Oh dear, it's one of those "Time Passes..." games, you know the ones, where the screen scrolls while you are having a sip of coffee or trying to think of what to do next and it also has a little bleep when you press a key. You have to type INVE instead of I to list your possessions (groan), altogether not an auspicious start.

Right then, I'm in a cave, yet again not knowing what I have to do, but I can guess. I suppose I have to kill somebody and rescue HER, whoever she is! Instead of getting "You can't do that", I'm being bombarded with "Invalid Command", (does all this sound familiar to you veterans?). Oh my giddy aunt! I've now got the most

THE DRAGONSTAR TRILOGY

pathetic graphics in the top left hand corner, really awful, and I've met Jim who seems a bit gormless to say the least. (I must mention that I'm writing this as I go along, it seems easier)... so I killed him in case he was the dragon in disguise. I find that "EXAM" is an invalid command, one must use "EXAMINE", (yawn), and it's pretty awful to map. Ooer, I tried to swim a lake and have been killed but the good thing is that I have been transported back to the start without being interrogated as to whether I want to begin again... and I do, I do... I shall do better this time...

Hmmm, I'm not at all impressed with this part, each time I start again the objects seemed to have been moved making mapping a pointless exercise and I have found a boat which appears to serve no purpose as I can cross rivers and lakes without it, I've got characters wandering about who can't seem to contribute much to the gameplay and to cap it all, having found my way into a cavern the game crashed. Under the circumstances I think I had better re-load... (time passes)...

Well, I'm staggered, after two more re-loads I have completed this part, it took about ten minutes, including loading time and I can honestly say that it was about the silliest game I've ever encountered. It's so bad that I fell about laughing. I managed to talk to Jim, who told me what the object of the game was and it seemed that I had to destroy a crystal and not kill any

dragons or rescue damsels after all, and destroying the crystal was a doddle... despite it being "Guarded" by a creature. This game is truly dreadful, the sort that gave adventures a bad name, you would have to see it for yourselves to appreciate how bad it is, it may well have been one of the first attempts at character interaction - who knows and more to the point - who cares. Need I say more?.

GOOD POINTS:

Well, it is a three parter and does only cost £1.99 so there can be no arguments about its size and price. And the laughs you'll get from the game, albeit unintentionally may be enough to warrant buying the game.

BAD POINTS:

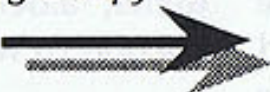
Read the review and you'll see!

CONCLUSIONS:

I found the whole package more interesting in some ways than exciting, it was A reminder to me that, had I bought it when it first came out, I would have loved it. Big, mappy games were just up my street, today I'd rather have problems to match location size, and this one doesn't come up to scratch. however, three games on one tape (which in effect is what this trilogy is), has got to be a bargain and I would recommend it only on that basis, especially as each part can be played on its own. If you don't expect anything spectacular then you won't be too disappointed but if you haven't got the patience to struggle

THE DRAGONSTAR TRILOGY

with the parser or are not happy about drawing maps then perhaps you had better give this one a miss.

• *Fergus certainly relied quite heavily on Jokey messages, text and happenings to prop up his games, rather than letting the problems do the talking. Perhaps that's why this 'serious' effort lacks that certain something. If you don't fancy having a bash at a Mc'Neill adventure then I'll point in the direction of GI's new batch of games which really will appeal to most of you. They are all ex-St.Bride's games and are all, without exception, superb - especially Silverwolf, Dogboy and The White Feather Cloak. Fancy winning a copy of Silverwolf? See opposite* 

• THE DRAGONSTAR TRILOGY •

GI GAMES. 11 West Mayfield
Edinburgh EH9 1TF

PRICE: £1.99

Make cheques & PO's payable to
SANDVEN LTD. Overseas customers
please add £1.00 per game.

RATINGS

PACKAGING	6
STORYLINE	4
OPENING PLAY	2
PROBLEMS	2
LOCATION TEXT	6
PARSER	2
GAME DESIGN	0
DIFFICULTY	BEGINNER
PLAYABILITY	3

PERSONAL RATING 4
12



We've got THREE copies of one of GI GAMES most recent adventures, SILVERWOLF, to give away.

All you've got to do to win one is correctly answer these three ludicrously easy questions:

- 1: How many games are there in the current GI GAMES catalogue?
- 2: Which of the following names was Fergus Mc'Neill associated with?
(a) Absent Contracts
(b) Abject Contradictions
(c) Abstract Concepts

3: Who should you make cheques payable to when ordering games from GI GAMES?

Write your answers on a postcard or the back of a sealed envelope and send them to:

FROM BEYOND (GI competition)
36 GLOBE PLACE
NORWICH, NORFOLK
NR2 2SQ.

Your entries should ideally reach us by MAY 1st 1992.

(don't forget to include your own name and address on the postcard too!)

REVIEW TWO

THE DARK TOWER

Reviewed By: Tim

• I've had the 'Ellisnore Diamond' by Jack Lockerby of River Software for a good while now, but all thoughts of reviewing it for this issue went out of the window when Jack's latest game, 'The Dark Tower' arrived...

STORYLINE:

A simple tale of a war between humans and orcs which sees the orcs and their evil lord defeated. Some orc bands remain and they pillage the countryside - in particular they steal the sacred golden chalice (among other precious items) from a monastery. The abbot chooses you to find and return the goods. You must also help a unicorn who has been treated rather shabbily by the orcs.

PACKAGING:

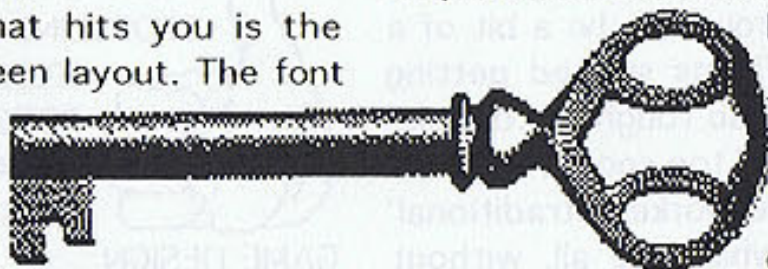
A white photocopied cassette cover with a picture of a suitably dark tower on it is accompanied by the regulation A4 sheet of storyline and instructions. Neat and tidy.

THE ADVENTURE:

The first thing that hits you is the superbly clear screen layout. The font is one of the clearest you'll ever see, and you know where you are (for mapping purposes) at a glance 'cos the location name appears at the top of the screen at all times. The location text is followed by a bar

containing directions you can travel in. But what of the game? Well, you start in the forest. Exploration is what you should go for straight away. There are only a certain number of locations you can visit at first before you have to do some problem solving. There are plenty of trees to climb early on (well a couple anyway) and it's after exploring these early treetop locations that you should find your first objects which will help solve the first problem. You should at least come away with a birds nest which, when you think where cranes like to make their nests, will help you out early on.

Before too long you will undoubtedly come across a cottage with a locked door. This locked door, once sussed out, will show you that you are playing a game of the highest calibre. Some of the early problems are easy to do - that's just the way things should be! One exception to that comes with unlocking a chest. You need a key with which to do so but try as I might I couldn't find one! A quick look at the help-sheet showed the location of the



key. I honestly don't think that many of you will find it without a great deal of help so if you can't find it then here's its location (written backwards - so don't look if you don't want to know): *THE KEY CAN BE FOUND IF YOU: LETNAM LEEF*

THE DARK TOWER

The reason I'm telling you where it is is that this game is so good (in my opinion) that it would be a shame to be stuck in it so early on. Anyway, some 100 moves after beginning I had scored a measly 12%. I'd discovered a good few dead ends that obviously needed other items to help progress past them. I also spotted an orc who, once he saw me, ran off back into the woods - to get help or warn his pals perhaps? A bit of character interaction takes place now and then - nothing too complex I'm glad to say! Most of the games objects, characters and situations are pretty much the sort of things you'd expect to find in a fantasy world. It seems that just about everything has a purpose and some of the items you collect are magical too. One example is a magical black sack which is used to spectacular effect on more than one occasion. By the time I'd reached the half way stage of the game I found that I'd done a lot of things and that there was a lot going on around me. The computer accepts a wide range of input so you can be fairly general in your commands and still see them successfully carried out. After the easy-ish early portion of the game the half way mark proved to be a bit of a turning point. Things started getting tougher, but not so tough as to make the game too hard too soon. The game has plenty of re-worked 'traditional' problems in it which are all, without exception, superbly implemented. There's a little bit of real-time / chance in there too which I'm not fond of in games, but isn't over used here

so that's good! Look, what I'm trying to say in the space I've got left is the beginning is gorgeous, the middle is superb and the end-game is a masterpiece! BUY IT, IT'S A CLASSIC!

GOOD POINTS:

Simply loads of good points - no bad ones either!

BAD POINTS:

See above!

CONCLUSIONS:

Wish I had more space in this issue to say more about the game, though I can't really say more about it anyway because it'd only spoil your enjoyment. I think this is pretty much THE definitive fantasy text only adventure. Jack's best game to date!

• THE DARK TOWER •


Jack Lockerby

*44 Hyde Place, Aylesham,
Canterbury, Kent CT3 3AL*

PRICE: £2.50 (tape) £4.50 (disk)

Cheques etc. payable to: J.A.Lockerby

RATINGS:

	PACKAGING	07
	STORYLINE	07
	OPENING PLAY	10
	PROBLEMS	10
	LOCATION TEXT	09
	PARSER	09
	GAME DESIGN	10
	DIFFICULTY LEVEL	INT./ADVANCED
	PLAYABILITY	10
	PERSONAL RATING	10

REVIEW THREE

CORYA: WARRIOR-SAGE

Reviewed By: Tim

• *Tony Collins is bringing out a lot of converted adventures - this is different being one he's written. Corya: Warrior-Sage is an out and out 'beginners' fantasy adventure. Are you a fledgling? Then read on...*

STORYLINE:

Corya was taught the ways of the Warrior-Sage's in the citadel that stands atop the holy mountain of Tanel-An-Uthen. When all knowledge was ingested Corya travelled the lands - something rarely done by a Warrior-Sage. He'd appear where and when he was most needed and usually his good deeds helped in many ways.

Meanwhile, as Corya circulated, the villagers of Ermahal would sit telling tales of terror in the tavern. A dragon had been seen land was said to reside in the mountains. The tales the villagers told were of death and mayhem wrought by the dragons claws and fiery breath. That same night, after the tavern closed, screams came from the village - the dragon had come... Soon the night sky was aglow with fire as the sleepy hamlet burned. After the attack what was left of the village population gathered in the ruins of the great hall to pray for a miracle... Corya heard their prayer, and had come!

PACKAGING:

A smart green card cassette inlay has a picture of a fire breathing dragon on

the front, (computer generated) and there's also a detailed, fold-out storyline sheet inside the case.

THE ADVENTURE:

Once loaded the game begins straight away. A quick inventory shows that you, as Corya, are well prepared for adventure, wearing a good complement of clothes and owning a few goodies. You are also armed with certain spells which you can use. I like spells in adventures, they add a little something if implemented correctly by the author. Anyway, entering the village you'll discover the extent of the devastation. Naturally the villagers turn up, mob handed, and are wary of strangers. This presents you with the first problem in the game. Check out your spell book and you should see what to do. A bit further on into the game you'll come across the first physical challenge which involves a bit of object manipulation. Examining everything and paying attention to your surroundings is definitely the thing to do throughout both parts of this two-part adventure. In the intro to this review I made mentioned the word: 'beginners'. It's very easy to play and it seems that a lot of objects you find have a use that is either clearly marked, hinted at or better still will be of use in the immediate vicinity. Before long you'll have done several good deeds, and will be heading for completion (of Pt.1). There isn't a whole lot of stuff to do in part one, mainly clues to gather and

CORYA: WARRIOR-SAGE

masses of text to read which will be useful later in the game. Part two starts off with a problem to solve, but completion of part one will have seen you learn three useful words which will see you past the early problems in this second part. I can't really say much more about part two of the game as it would definitely give too much away. It's a little bit harder than part one, but still easy enough to get novice adventurers off to a winning start.

GOOD POINTS:

It's easy to play and will, as mentioned before, be a great game for those of you still wearing adventure 'L' plates. The location descriptions are very well done, the masses of massive messages contain plenty of clues as to what to do next, and the spell casting adds a further dimension to the game. The names of people, places and spells are well thought out and lend a decent fantasy atmosphere to the proceedings.

BAD POINTS:

There's nothing really bad about the game, but it is very easy and will pose few problems to hardened adventurers. I polished off part one in an hour and I'm certainly not an expert game player. Still, that proves my thoughts about it being aimed mainly at beginners, which in itself is hardly a bad point.

CONCLUSIONS:

Yep, certainly a game for novice adventurers. What's more, because it's within their grasp to do this

adventure with relative ease, they'll be encouraged to try some more games. It's not super easy, and part two is a little bit more difficult, but they will complete it sooner rather than later and should, I imagine, find it to their liking. Everything has been quite nicely thought out though there is a definite tendency to make the objects you come across on your travels be used practically straight away - you won't scratch your heads for long thinking what does what. Still, as a two-part game for beginners, which is what it seems it is, there's absolutely nothing wrong with it.

• CORYA: WARRIOR-SAGE •

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RATINGS:

PACKAGING	7
STORYLINE	7
OPENING PLAY	7
PROBLEMS	5
LOCATION TEXT	8
PARSER	7
GAME DESIGN	7
DIFFICULTY LEVEL	BEGINNER
PLAYABILITY	6
PERSONAL RATING	6

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UNCLASSIFIED

The Balrog and Spellbreaker

• This is a little tale from 'The Rochdale Balrog' (the first part of which was originally printed in *Spellbreaker*) which details events that took place when Mike Brailsford announced the demise of 'Spellbreaker'...

"Stuff me gently!" muttered Balrog and in the dark recesses of the small wooden hut many heads nodded in agreement, whilst from the confines of the toilet-bowl could be heard the plaintive plea of a fat little spider for somebody brave enough to do just that! "That plonker Brailsford has decided that his JOB comes before us poor adventurers!" stormed Balrog, albeit to nobody in particular. "He reckons that it's time he devoted more time to his poxy career and less to pandering to the needs of lost souls like 'Puzzled of Rugby' and 'Bemused of Twickenham'. Has the man got no soul or has the strain of living so far from civilisation finally addled his brain?" With that the Balrog thrust his head between his legs and let out one hell of a yell... "Spider, get yourself up here!" and one small spider shrugged all of his eight legs before clambering up the wall of porcelain he called his home.

"Look Mr. Balrog, sir," mumbled the spider, "it is his life and he can choose to do what he likes with it" he continued, quickly stepping to one side

to avoid the imminent arrival of the rolled-up copy of the *Goblin Gazette* that Balrog was now waving dangerously close to him. "he has a family to look after and you 'adventurers' are renowned for your reluctance to part with your gold, even for such a fine publication as *Spellbreaker*, so it is quite understandable if he wants to pursue a more beneficial career." The Balrog shook his head and then, with a slightly bemused look on his face, grabbed the spider by the third of his left legs and whispered "I told Mrs. Balrog that no good would come of using torn up strips of the 'Times' in this establishment and judging by all them fancy words of yours I reckon I was right after all. From now on, only squares of the 'Sun' and 'News of the Screws' will be found hanging on that rusty old nail." His chubby finger gesticulating in the direction of the rusty old nail fixed to the right-hand wall of the hut. The spider winced for a second and realised that perhaps he had overstepped the mark slightly, but it had all been in a good cause.

For some moments all was quiet in the small wooden hut at the bottom of the garden, apart from the gentle hum of the flies that were congregating around a large clump of sticky brown stuff that was parked in the left-hand corner of the hut. Spider looked across at the sticky brown substance



The Balrog and Spellbreaker

and was greatly relieved to see that it was only a wedge of Mrs. Balrog's chocolate cake... something that old Balrog was very partial to consuming when engaged in his morning constitutional.

Suddenly the silence was rent apart by a great roar and Balrog leapt to his feet and kicked open the door, much to the surprise and consternation of next door's au-pair girl. Seeing her downward stare, Balrog quickly adjusted his nightshirt to a more modest level and shuffled up the path. "I will sort bleedin' Brailsford out!" grumbled Balrog as he flung open the kitchen door, and back in the hut a small spider looked heaven-wards as he mumbled the oft-repeated phrase... "Oh shit, what is he going to do now?" Disturbed by the hammering on his front door, 'Bazooka' Brailsford nudged his wife to see if she was still asleep and then pulled down her nightie before making his way downstairs to see just who was responsible for this untimely interruption.

Flinging back the door, he was astonished to be greeted by a sea of milling faces and an extremely loud cry of 'HI MIKE!'. As his eyes grew accustomed to the dark, he began to recognise the various characters who were gathered on his doorstep. There in the cool midnight air stood... Tartan Tam, Loony Lorna, Bald Eagle, Moody Mandy, Lanky Larry, Jaunty June, Bouncy Babs, Jolly Joan, Bombastic Bob, The Inkeeper and Dizzy Doreen. Off to one side and partially concealed

in the shadows cast by a large oak tree that dominated the garden, stood a lone solitary figure that he could only assume was none other than the infamous Balrog himself... after all, legend had it that he NEVER joined in with social gatherings, much preferring the solitude of his own company. Before Bazooka could utter a word the crowd began their prepared speech and in an effort to see their assembled faces more clearly he switched on the hall light. There was a sudden and deathly hush as the crowd stopped in mid-sentence and then, as one, pointed in the direction of Bazooka's lower regions. Then the truth slowly dawned on the crowd, as they realised that in his haste to answer the door he had run downstairs wearing nothing more than what he had been wearing when the knocking first disturbed him... in this life you often come across some strange sights, but none more strange than that of a fully-grown man wearing nothing more than a fireman's helmet and large yellow wellies; and that was exactly what the massed throng congregating around Bazooka's front door were subjected to. For a moment nobody moved and nobody spoke, then a gentle giggling was heard to emerge from the direction of the female part of the crowd and the more observant present would have noticed a sudden reddening of the cheeks of Jaunty June, followed by a futile attempt to stifle her laughter. Bazooka glanced down and realised, to his horror, just how he was attired, then with a

The Balrog and Spellbreaker

sudden movement of his hands attempted to cover not only his embarrassment, but also the nearest thing to a hose-pipe that he possessed, whilst nudging the light switch with his left shoulder and kicking the door shut with his left foot.

Some moments later a somewhat sheepish Bazooka re-opened the door and ushered the crowd in... however this time he was more suitably dressed in a marine-blue robe and carpet slippers. For the next few hours he tried his best to explain the reasons behind his decision to cease publication of SPELLBREAKER and just as dawn broke he spoke his final words. There was a mumbling of agreement from the depths of the crowd and then slowly, one by one, they all stood up, shook his hand and departed on their own separate ways.

As the last of the crowd vanished over the top of the horizon, Bazooka wiped a small tear from his eye and coughed gently to clear his throat. Far in the distance could be heard the sound of Loony Lorna crooning a lament that she had nicked from the 'B' side of a Corries album, whilst off to the left came a rustling of leaves as the Balrog emerged from the safety of the oak tree's shadows. "Okay young Brailsford," he growled, "We understand your reasoning and we wish you well for the future, but rest assured that we will expect you and your mag to return one day and if you do not, then let me tell you that you will need that fireman's helmet of

yours... if only for some place to keep your 'pride and joy' safe in when next we come visiting!" With that he stretched out a large paw and patted Bazooka on the head, then with a cry of "Look after yourself and keep your equipment clean!" he turned on his heels and shambled away.

As Bazooka closed the door and turned towards the warm comfort of his front room, a lump came up in his throat and he vowed that 'One Day' he would return and that one day SPELLBREAKER would again become the force it had once been.....

*Story By:
The Rochdale Balrog*

• *What a bizarre but true story! I've heard from quite a few FB readers who sorely miss Spellbreaker. So, will it ever make a return to the 'zine zone? The Balrog seemed fairly certain that it would, though there's nothing to stop anyone who's reading this and lamenting Spellbreakers demise from producing their own map / solution / help-zine! I did do a news item in FB 09 (page 5) detailing the delights of 'Bare-Bones' fanzine which prints nothing but solutions. I've only seen issue 1 so far and can only suggest that if you want solutions, solutions and more solutions then £2.00 sent to Les Mitchell, 10 Tavistock Street, Newland Avenue, Hull HU5 2LJ - would be money well spent. Actually there's an ad. for BARE-BONES 2 in this very issue!*

Tim.

REVIEW FOUR

SILVERWOLF

Reviewed By: Storm

- *Bye bye boredom. Hello another GI game, this time a 2 part PAWEd adventure by the St. Bride's ladies. (Question - Who are they anyway?)*

STORYLINE:

It is 5000 years ago in the west of England, then known as Abolan. The country is ruled by the usurper Morven or rather by her consort, the Lord Fear. The true heiress, Princess Mayana, has been slain but her closest friends have travelled through time to bring back her reincarnation, a modern schoolgirl, Petra Stone. Before Petra can become Mayanna, she must drink from the Cup of Memory on the Sacred Mountain. For the princess's warrior alter-ego, Silverwolf to be reborn, he enchanted sword must be retrieved from the lake island where it is hidden. In addition they are being chased by the unholy swarm.

PACKAGING:

The new GI GAMES cassette covers are a sort of Marigold colour and feature the games name and the GI name on them. Silverwolf came with a storyline (and some general instructions) which is a bit of a departure from the usual instruction-less GI games.

THE ADVENTURE:

Once the game eventually loads you are greeted by one of the best split

screen layouts I've seen of late. very simply put, there is an oblong window at the top centre of the screen that either displays the graphic location or if there isn't one, it shows six squares where the objects the character is carrying are displayed. On either side of this main window are two smaller windows which display pictures of the two main characters in the game. The inactive (unselected) character coloured green.

The location graphics in most cases are good while the object graphics considering their size are excellent. In other words, an adventure where you don't want to switch off the graphics. In my book that says a lot. So on with the game. The A4 info sheets give very clear instructions as to how to progress through this adventure.

In part one the player can become Thunder (tall and strong) and Uisce (an elfin shape changer, who can take on the form of ANY living thing it can see.) To change character, type BECOME THUNDER or BECOME UISCE. When both characters are in the same location, the inactive one, as stated above, is coloured green. Characters can talk to each other:- ie COME WITH ME, STAY HERE, or GIVE ME the object. Uisce changes by typing TURN INTO (animal).

At the start you are at the LAKE SHORE, the bulrush-fringed lake lies to the north. An island rises fortress-

SILVERWOLF

like from the water, its sheer walls of black splashed with rusty red, while to the east and west is the shoreline. Soon as Thunder, I go for a swim (Uisce cannot swim) and enter a magical world with strange locations and stranger inhabitants. As a tip, I would recommend that if there is an animal about, become Uisce and then TURN INTO it.

Some tricky situations in part one are:

At the tortoise colony Thunder will need some strong assistance. There is a giant elsewhere that doesn't like either of you and near the end there is a need to RUB noun with noun to achieve something. I mention this last one because I personally wouldn't have thought of doing it.

In part 2, you will either be Rahiyana (The Golden Archer) or Whirlwind (she is extremely fast) and the characters you will encounter will need to be dealt with differently if you are to find the Well of Memory and see Petra transformed into the Princess Mayanna, the living atavar of Silverwolf.

GOOD POINTS:

You name it, it's good. The game design, location descriptions, graphics, parser, lots of problems of varying levels of difficulty, part 2 can be played without the need for a password.

BAD POINTS:

Nothing registers.

CONCLUSIONS:

Over the past year, this game has possibly given me the most enjoyment to play. It is a magical world that is a joy to progress through. As a one parter it would be good value for money. As a 2 parter, it is incredible value. So treat yourself.

P.S. Tim. You're not getting this one back!

P.P.S. I don't suppose there are anymore St. Bride's / GI Games gathering dust in your drawer?

• *Don't panic Storm, I don't want it back! What I want to know is am I the only one who's never heard of this game before?*
Tim

• SILVERWOLF •

GI GAMES

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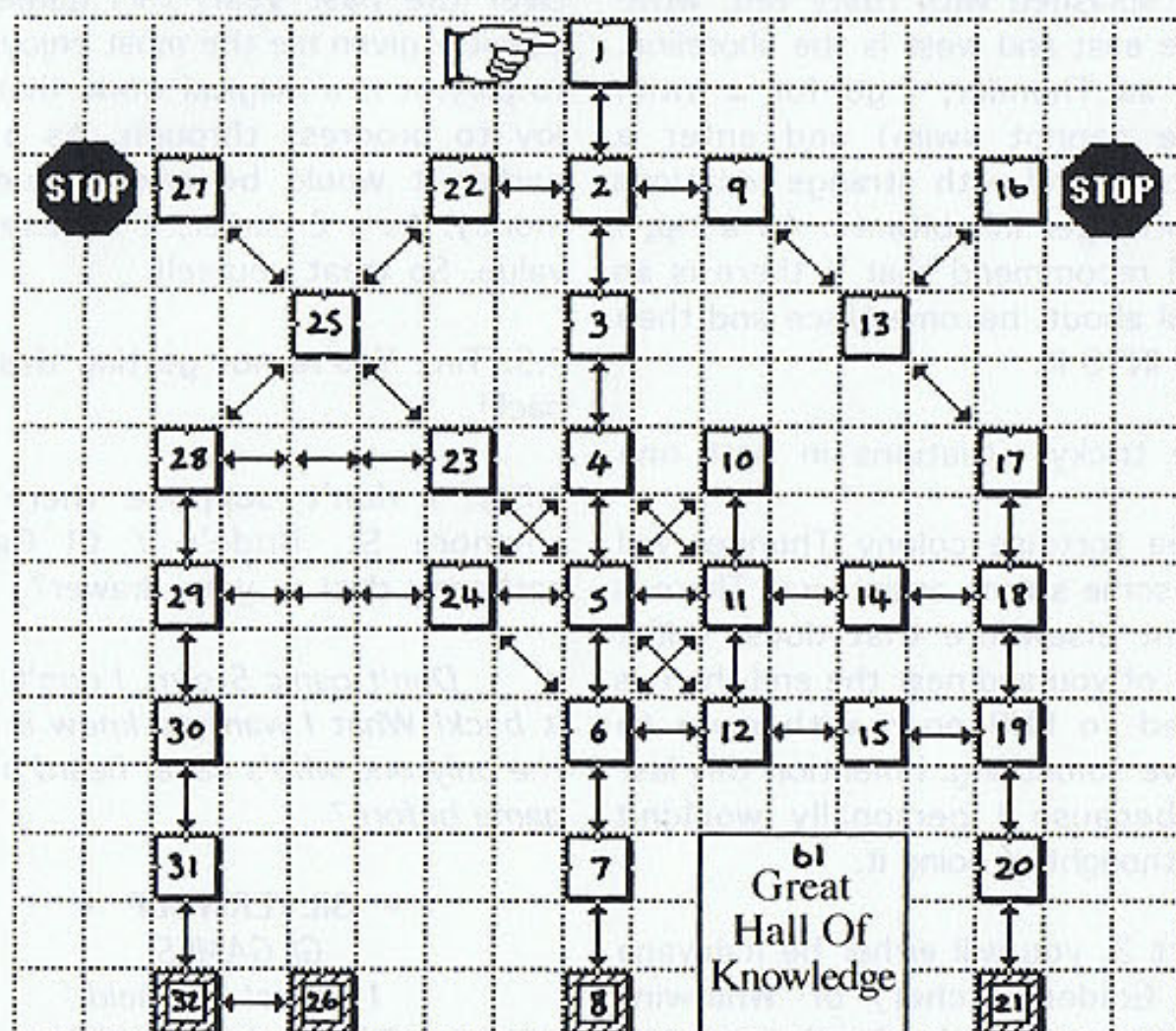
RATINGS:

	PACKAGING	7
	STORYLINE	7
	OPENING PLAY	8
	PROBLEMS	8
	LOCATION TEXT	8
	PARSER	8
	GAME DESIGN	9
	DIFFICULTY	ADVANCED
	PLAYABILITY	8

PERSONAL RATING 9

MAGICAL MAPS

GOLDEN SWORD OF BHAKHOR Pt.1.a

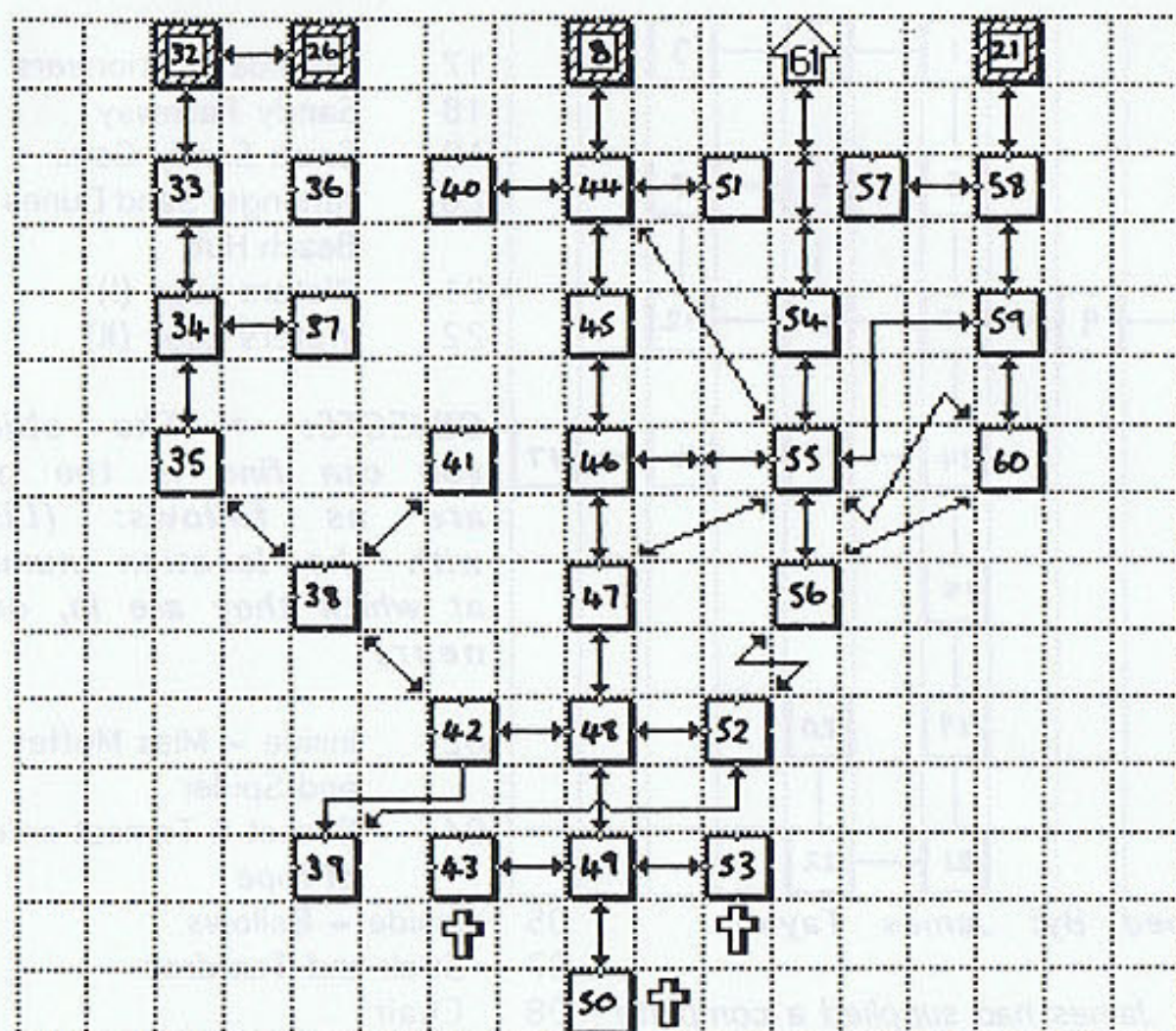


• Here we have a much improved FB map section - kicking off with a map of 'The Golden Sword Of Bhakhor' by: Dennis. F. Francombe. (The shaded locations are repeated on part two of the map. The stop signs mean you can go no further and a cross next to a location means death! GULP!!)

- 01 Armoury
- 02 Sentry
- 03 North Market Alley
- 04 Tribal Market (I)
- 05 Market Square
- 06 Tribal Market (II)
- 07 Arch Of Triumph
- 08 Pilgrim Path
- 24

- 09 Armoury Road (I)
- 10 Illegal Market
- 11 Spice Market
- 12 Tribal Market (III)
- 13 Eastgate Place
- 14 East Market Alley
- 15 Precept Office
- 16 East Gate
- 17/18/19/20/21 Eastway
- 22 Armoury Road (II)
- 23 Goldsmith Market
- 24 Slave Market
- 25 Westgate Place
- 26 House Of Ill-Fame
- 27 West Gate
- 28/29/31/32 Westway
- 30 Beggars Alcove

GOLDEN SWORD OF BHAKHOR Pt.1.b

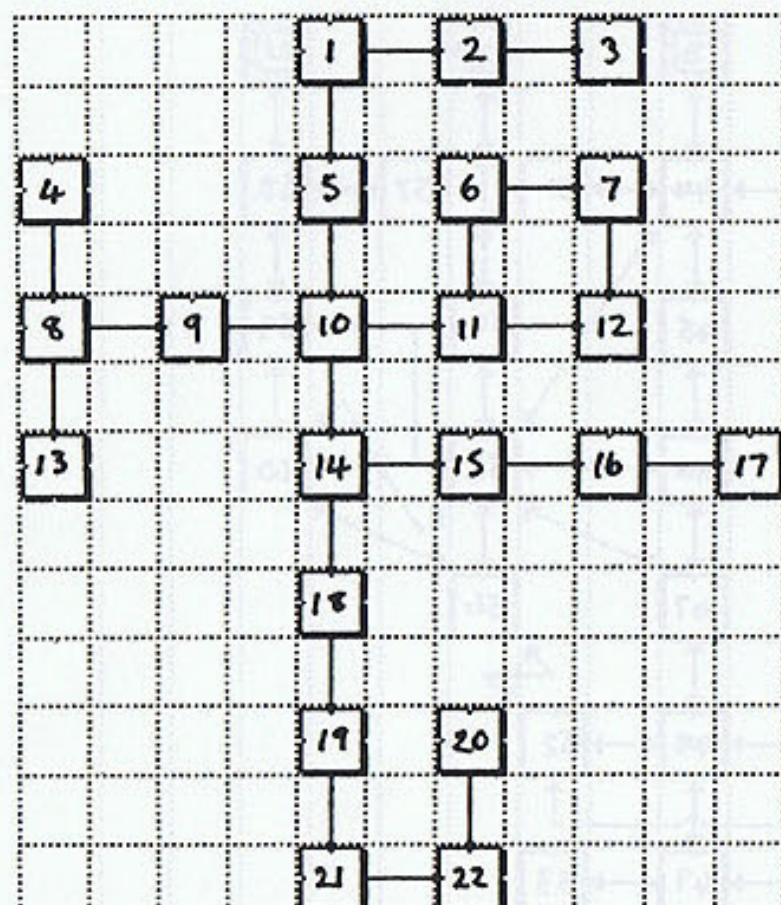


- | | |
|-----------------------|---|
| 33/34 Westway | 56 Eastway |
| 35 Westway Narrows | 57 Barracks (II) |
| 36 Superior Temple | 58 Sentry |
| 37 Ale House | 59/60 Eastway |
| 38 Tower Street (I) | •• 61 Great Hall Of Knowledge (entry
at end of game only) |
| 39 Guard Room | |
| 40 Temple Court | |
| 41 Common Lodgings | • <i>This map of 'The Golden
Sword Of Bhakhor' (Pt.1)
should be 'spot-on' as it came
from the games author, Dennis
Francombe. More maps from
other authors would be most
welcome.</i> |
| 42 Tower Street (II) | |
| 43/50/53 DEATH! | |
| 44 Pilgrim Path (II) | |
| 45 Decorated Wall | |
| 46 Pilgrim Path (III) | |
| 47 Alley Junction | |
| 48 Great Gate | |
| 49 Dunes | <i>While I'm here I might as well say
thanks to everyone who's sent maps in
to FB - they will all be printed in due
course, so stay tuned to these pages in
future.</i> |
| 51 Barracks (I) | |
| 52 Cobbled Street | |
| 54 Arch | |
| 55 Soldiers Square | |

• This map of 'The Golden Sword Of Bhakhor' (Pt.1) should be 'spot-on' as it came from the games author, Dennis Francombe. More maps from other authors would be most welcome.

While I'm here I might as well say thanks to everyone who's sent maps in to FB - they will all be printed in due course, so stay tuned to these pages in future.

THE LIFEBOAT



- 17 Outside Auctioneers
- 18 Sandy Pathway
- 19 Small Sandy Cove
- 20 Amongst Sand Dunes By Beach Hut
- 21 Waters Edge (I)
- 22 Waters Edge (II)

OBJECTS: • The objects you can find in the game are as follows: (Listed with the location numbers at which they are in, on or near)

- 02 Inside = Miss Muffet and Spider
- 04 Bucket & Tomcat on end of rope
- 05 Inside = Bellows
- 07 Stick and Teardrop
- 08 Chair
- 09 Scroll
- 10 Inside = Pie with Plum
- 13 Inside = Kettle
- 14 Inside = Mouse
- 15 Inside = Win Yenom Finder
- 16 Inside = Form
- 17 Inside = Tuffet
- 19 1 Yenom
- 20 Inside = Mice & Hidden Yenom
- 21 Dog in Kelp & Hidden Yenom
- 22 Case contains Curds in Wreck Hidden Yenom

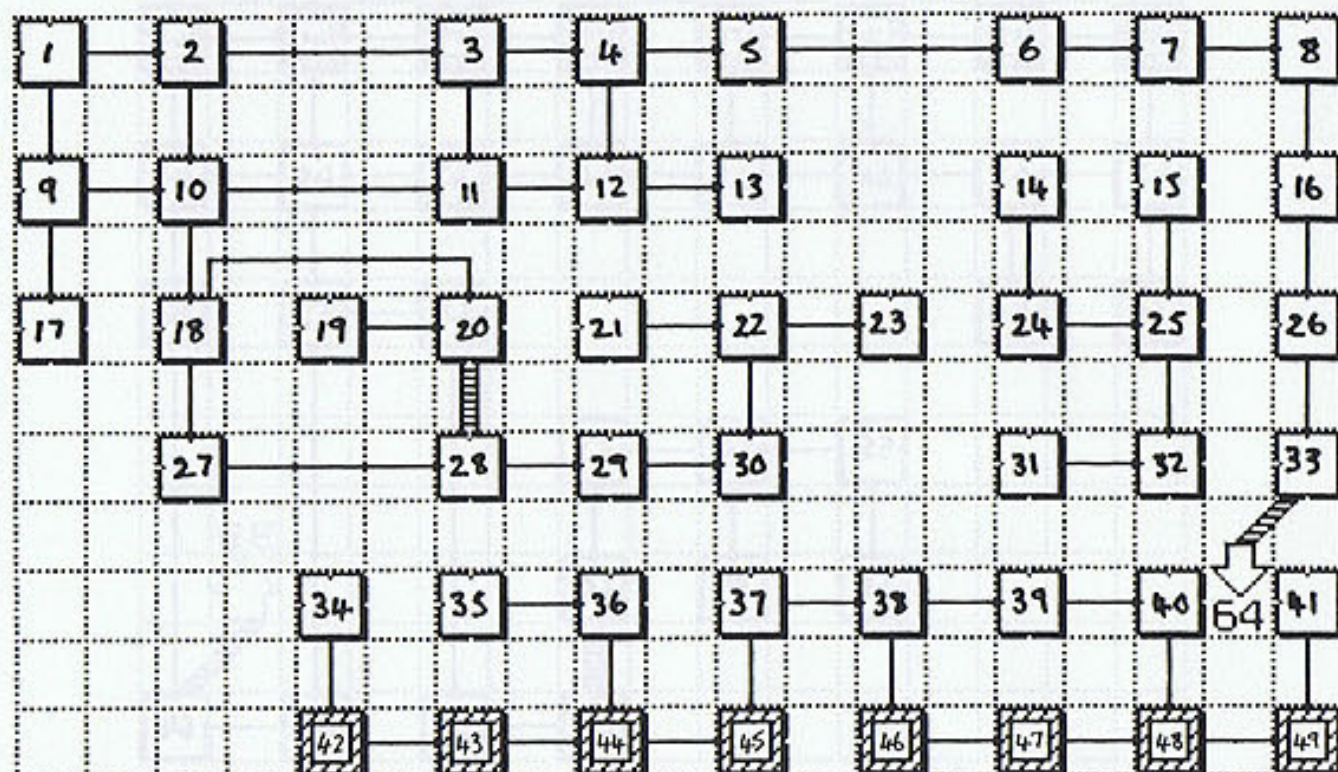
Mapped By: James Taylor

• James had supplied a complete solution as well, but it obviously gives too much away (everything in fact) so I'll save that for later!

- 01 Street Corner
- 02 Narrow Lane
- 03 Cul-De-Sac
- 04 By Village Well
- 05 By Village Forge
- 06 Lush Lawn
- 07 Under Strange Tree
- 08 Top Of Small Hill
- 09 Cobbled Pathway
- 10 Outside Grocers Shop
- 11 Village Green
- 12 Beneath Pavilion
- 13 By The Cottage
- 14 By Derelict Building
- 15 By Lottery Stall
- 16 By Labour Exchange
- 26



HEROES OF KARN (MAP 1)



Mapped By: Woody

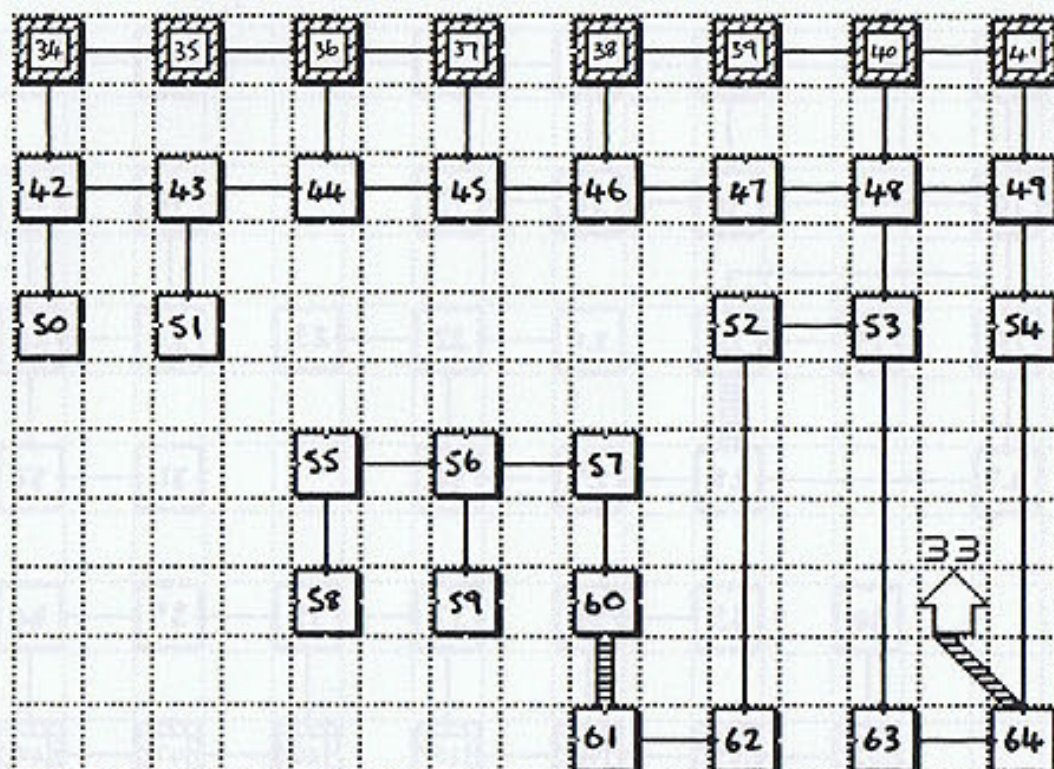
- 01 Ruined Cottage
- 02 Field (START)
- 03 Open Moor-Land
- 04 High On Moors
- 05 Dead Marshes
- 06 Narrow Path
- 07 Valley
- 08 Gates Of Karn
- 09 Deserted Village
- 10 Plain Of Stones
- 11 Gypsy Camp
- 12 Pilgrim's Hall
- 13 Monastery
- 14 Wizard's Chamber
- 15 Sand Room
- 16 Hall Of Gold
- 17 Long Barrow
- 18 Edge Of Sea
- 19 Sword Room
- 20 Gate House
- 21 Pirate's Lair
- 22 Sand Cavern
- 23 Hall Of Fire
- 24 Star Chamber

- 25 Bird Chamber
- 26 Vast Hall
- 27 Cell
- 28 Cellar
- 29 Sandy Beach
- 30 Sea Cavern
- 31 Crystal Room
- 32 Debris Room
- 33 Stair Room
- 34 Hall Of Music
- 35 Hall Of Infinity
- 36 Lair Of Hydra
- 37 Star Cavern
- 38 Hall Of Smoke
- 39 Oil Room
- 40 Acid Room
- 41 Treasury

**SEE PAGE
FIVE FOR
SOME
'KARN'
NEWS!**



HEROES OF KARN (MAP 2)



Heroes Of Karn - Kontinued...

- 33 Stair Room
- 34 Hall Of Music
- 35 Hall Of Infinity
- 36 Lair Of Hydra
- 37 Star Cavern
- 38 Hall Of Smoke
- 39 Oil Room
- 40 Acid Room
- 41 Treasury
- 42 Crypt
- 43 Hall Of The Black Knight
- 44 Hall Of Jade
- 45 Ice Cavern
- 46 Cascade Cavern
- 47 Volcano Cavern
- 48 Hall Of Winds
- 49 Dragon's Lair
- 50 Tool Room
- 51 Torture Chamber
- 52 Hall Of Phoenix
- 53 Steam Cavern
- 54 Limestone Cavern
- 55 Hall Of The Mountain King
- 56 King's Ante-Room
- 28

- 57 Hall Of Wisdom
- 58 King Chamber
- 59 Falcon Chamber
- 60 King's Stairway
- 61 Plant Room
- 62 Hall Of Black Magic
- 63 Bat Cavern
- 64 Hall Of Stairs

KARN HELP:

- *Here's a bit of help with the game - answers backwards:*

FROG: TI SSIK
 TO ESCAPE FROM CELL: DRAUG EBIRB
 BLACK KNIGHT: DICA HTIW KCATTA
 WITCH: RETAW HTIW KCATTA

During the game it also pays to get friends to help out.

TO FINISH THE GAME: EGATTOC OT
 KCAB EULAV OF SMETI EKAT.

- *Tips also supplied by Woody!*

DISASTER HITS EXPERIMENTAL DROID SUBMARINE!

Yesterday morning all contact was lost with the ZX3 experimental sub, which is being controlled by a crew of androids. It has come to this newspapers

attention that the ZX3 is carrying live nuclear war-heads and that the 20 android crew have malfunctioned ,causing the ZX3 to sink to the bottom of the sea. A high ranking naval officer gave us this statement. "We have located the ZX3 at the deepest part of the Atlantic ocean, which is 14 miles down. Only the deep salvage rescue sub 'Anttilis' can travel at that depth. A naval officer has volunteered for this mission and is making all the preparations at this time."

The navy has two destroyers and three support vessels standing by for the imminent arrival of the Anttilis.

ANTTILIS MISSION!

The mission of the Anttilis is to try and dock with the ZX3 and establish if it can be brought to the surface. It will be a very hazardous mission, as it is believed that the 20 android crew are now extremely hostile. Also, with radiation leaks and structural damage to the ZX3, an almost impossible task awaits the pilot of the Anttilis.



ZX3 fires missile!

DISASTER LOOMS...

Two hours ago a nuclear missile was fired from the ZX3, it was intercepted just 30 seconds before detonation! If the ZX3 cannot be brought to the surface, then it is possible for the androids to launch all the nuclear missiles which are the most destructive ever built. The ZX3 carries forty such missiles, if launched it could mean disaster for this planet.



Navy move in on ZX3's location!

LATE NEWS...

A ministry of defence spokesman has just informed us that a comlink pod was fired from the ZX3. This pod holds vital information on the status of the subs systems and can give a clue to what has taken place....

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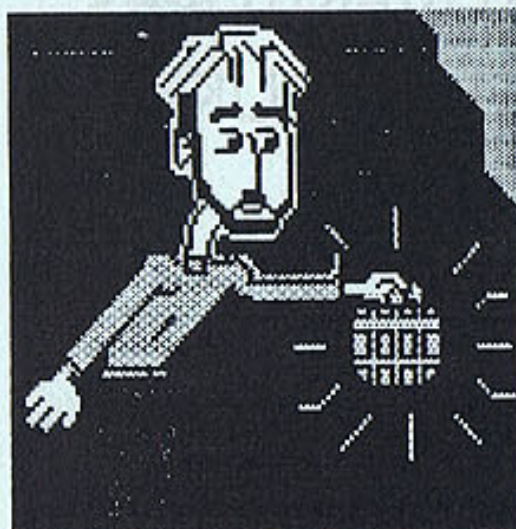
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MICROFAIR MADNESS!!

MICROFAIR MADNESS....



It was Friday the 13th of September, and you were woken up by the sound of hurricane force winds devastating your garden outside. "What typical English weather", you said, "Anyone would think it was Summer."

You climbed out of bed and rescued the cat from the flood that was threatening to engulf the lower parts of your house. "Nothing could possibly go wrong today".

For today was the day that you were travelling south to visit the Personal Computer Whirled Show - The 100th Microfair' to deliver your brand new adventure game to your publisher who had a stall there.

Travel south you did, until you found yourself standing outside 'Sir Clive's Exhibition Hall' - the venue of this years Microfair. Yet all your adventuring experience hadn't prepared you for the task that lay ahead. Halfpings, Popstars, Goons and Timelords - You'll meet them all in this crazy computer show. That's providing you can get in - Guess which prat's forgotten the ticket?..

MICROFAIR MADNESS, by Gareth Pitchford, comes in two and a half (hand crafted) parts and is available on the following formats.

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Note - The 128K version features more puzzles, locations and text.

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Review Comments.....

Loads of funny text and messages... heaps of juicy problems. I'll give it an unreserved thumbs up" - FROM BEYOND

"...a hilarious PAWed game that ranges from terrible puns to side splitting send ups... Well worth the money..." - CRASH

"It's a challenging game for the inexperienced adventurer, and should even give the hardened pros a bit of a run for their money." - YOUR SINCLAIR

REVIEW FIVE

THE DOGBOY

Reviewed By: *Bessie Bughunter*

• *When Tim asked me to review this game, I thought I understood why - I misread the title as DOGSBODY - and suspected that he was getting back at me for causing him to be nuked over a previous review that I had written, however, donning my spectacles and looking properly at the title, I see clearly now that this was not the case and set about the challenge with avid enthusiasm...*

STORYLINE:

On loading, the first thing you read is a beautiful description of a peaceful scene, the King is in never Never Land dreaming that he is drowning in melted butter, rabbits in their burrows, beginning to think of nibbleable grass, little birds are still slumbering in their nests and the Empress of the East is drinking milk and honey. In the courtyard the day has already begun, the Dogboy (you) is of little account but the dogs rather like him. He cannot speak, read or write but has one great gift - he can understand the language of the birds and the beasts, so let the adventure begin!

Having read all of the background detail, you are not made immediately aware of your mission, but a little way into the game will reveal all. The princess has stolen the Forbidden Casket and has run away, should she open it, everything will be destroyed. (Pandora's Box?) You must find a way

of getting you and your canine pals out of the city before the princess can destroy all you hold dear...

PACKAGING:

The 'new' golden coloured GI GAMES cassette cover contains game name and company name. What more does one need I have to ask?

THE ADVENTURE:

You begin your mission inside the kennels, accompanied by a pack of dogs. (cripes!) These dogs come in pairs, Plum & Pudding, Brandy & Butter, Snap & Dragon, each pair of which have certain attributes, and on examination you can learn what these attributes are. Snap is the cleverest doggie, for he can count and read minds, Dragon is fierce, the leader of the pack, Plum and Pudding are spotty and can run very fast, whilst Brandy and Butter are Golden Retrievers - as their breed suggests, are very good at finding things. Thus armed with knowledge and bearing in mind that you are dumber than the animals it is pointless trying to command them to do anything, your only option is to go north, lo and behold, the dogs will follow you faithfully.

For those of you who are partial to graphics, don't expect anything exciting, these are very simple, or rather, basic I should say, but no matter - once outside in the courtyard, you have a choice of three directions any of which will give you

THE DOGBOY

something to think about, so it is up to you. North is a brick wall, East are the kitchens which you will not be able to enter, but it's worth having a try, and West is the Snakery. I suggest that if you intend to tackle the wall first, you should perhaps have the means to do so, otherwise you will fail. The Snakery is enough to give you the shivers but is a fairly easy problem to overcome, so once you are through the door your ever obliging pals will sniff out something useful. Incidentally negotiating the wall will take a bit of logical thought, the answer is not as obvious as you may think! Finding your way to the locked gate will not take long, there aren't many locations to explore, but getting the gate-keeper to open it for you involves a bit of preplanning, for once he has opened it you are catapulted outside and will not be allowed back in, so do make sure there is nothing more to be gained by staying within the castle confines before you are ready to step outside.

Having got yourself and the doggies out of the castle, you find that Cuckoo Hill is not very far away, (for it is here you must take them to) you will locate a witches cottage, be prepared to do as the witch tells you, otherwise a nasty end awaits you - but what else can you expect from an old hag?

The pavilion is inviting, if you chose to enter it you will be entering a circle of darkness, with all the stars of heaven moving in unbroken formation. (and one should enter it if only to read the

beautiful text) The graveyard is your main objective at this stage though, and access to it is via a gate. Once inside you will be required to answer a riddle to please a ghost in order to obtain a very useful object, the south exit is guarded by two pillars of flame and a big bull who won't let you pass - it appears that only the dead may pass through the south gate, so being as you are very much alive, you will have to re-trace your steps and re-think your position, however by now the north gate is blocked and you will have to prove that you are alive - how can you do that if you have no voice? The answer is quite logical of course so once through you can proceed rapidly towards part two. All the objects you find will have a use, I couldn't find any red herrings, so that basically is the gist of the first part.

You will be rewarded with the password for part two only if you have done everything right. The very useful option of STORE / RESTORE is on hand and I suggest you use it wisely, HELP brings you nothing and SCORE is not recognised. (no way of telling how well you are doing) DROP ALL / TAKE ALL is there too, not that you need it but I always check, and all in all this is a cracking beginning to what promises to be a smashing little game...

PART TWO:

The second part of this adventure can only be played if you have the password, so you will jolly well have to complete part one.

THE DOGBOY

You find yourself in a blue cave with no sign of your doggie pals and you can only head north to a white cave, north again and you will reach a red cave, that is as far as you can go until you have solved a little problem of colour co-ordination. Examining things will point you in the right direction and I really must commend the author for such an unusual beginning - great stuff!

Having solved this first little puzzle let me tell you that there are lots more to come, some of which will have you scratching your heads and others that will make you groan when you hit on the solution, but you will be able to obtain some help in this part - once you have found out how to ask for it that is! When you have managed to exit the caves you should meet up with your canine friends and the witch from part one, they will tell you what your ultimate objective is, and strangely enough they play no further part in the game. Actually, it has to be said that the dogs play very little part right from the beginning and I'm a little puzzled as to why the author went to all the trouble of giving these pooches attributes etc., and not have them as an integral part of the game... but I digress! You can at least proceed with the knowledge that you are clever enough without their help, do forget ideas of spotted dogs chasing teddy bears, it ain't gonna happen. Do I really mean teddy bears? Ah yes, fairy dolls, toy soldiers, caves made out of sweets, jewels, silk-lined caves 0 in fact, the most beautiful

scenario one could wish for, all so well described that I was convinced that the place really does exist. Once again, there are not many locations to explore and you will find that there are four areas blocked for one reason or another which have to be overcome in a particular order. I am giving you advice - because unless you can fathom out which area to tackle first you will get hopelessly stuck. This proved to be quite a task, and I have to own up and say that I had to resort to the help sheet at this juncture, I suggest that this game gets harder as you go along - which is brilliant! Another piece of advice is to work out the sequence of the train, there are three levers to pull, certain levers change the stopping places but it was not an easy thing to do, so I recommend the use of STORE before you even touch these levers (cheating I know, but you need so much patience - pulling various colours to see what happens - better to do it first, then RESTORE once you have sorted it out methinks) I'm trying not to give too much away here - so what I suggest is that if this lever problem has you wanting to throw the game through the window - don't - write off to GI and ask them about it - it'll be worth the sae I promise you!

As an added note about the train, you don't necessarily have to enter it in order to visit locations, just follow the tracks I guess. Most of the objects you find are of use, one in particular is a case, which can be opened more than once, so don't be in a hurry to

THE DOGBOY

discard it. The contents are great fun and may be useful in difficult situations, so take note of everything that happens when you open it!

Of the four blocked areas, all I can say about them is that one involves paying a toll, another getting into a drill hall which is guarded by soldiers and a glass window, a third is blocked by a big red heart and the fourth can only be accessed by the train. Solving the first leads on to the second and so on, thus it is important to do things in the correct order and I don't think it is fair of me to tell you which problem to tackle first - It'll spoil your fun! The puzzles are ingenious, maybe we have seen them before but put together in this game they seem quite original. Okay so there aren't many locations, but this in no way mars the game, you have so much to think about that by the time you've completed it you will have had enough to cope with. Once again the graphics are no great shakes but as the text is such a joy to read - who cares?

GOOD POINTS:

Excellent location descriptions, loads of puzzles - I don't know who wrote this game but well done to whoever! (Does anyone know who wrote it?)

BAD POINTS:

To be honest, I can't fault it. Maybe the inclusion of the dogs and the fact that they were rather ineffective is a bit strange - as was the ending, but that's just an observation rather than a criticism.

CONCLUSIONS:

I think the review says it all. Part one sets the tone nicely and shouldn't give you too much trouble, part two is a bit tougher but well worth persevering to the end. In a nutshell - it's a cracker!!!

• *Once again I have to agree with what Bessie has said. Everything about the Dogboy oozes quality. Location descriptions are really gorgeous, the problems suit the situations and everything just fits together so well. This game, along with The White Feather Cloak and Silverwolf should find their way into every self respecting adventurers collection. Budding authors could do worse than study these games to see how good games are crafted.* **Tim**

• THE DOGBOY •

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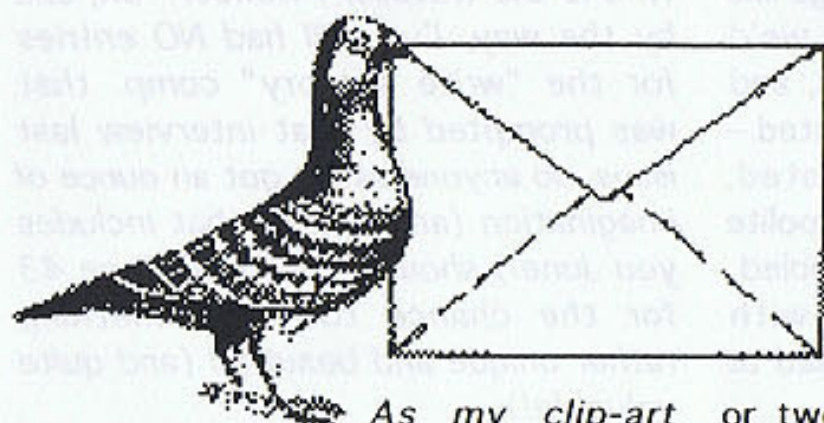
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RATINGS:

	PACKAGING	6
	STORYLINE	8
	OPENING PLAY	7
	PROBLEMS	8
	LOCATION TEXT	10
	PARSER	8
GAME DESIGN		8
DIFFICULTY		INTERMEDIATE
PLAYABILITY		8
PERSONAL RATING		10

READERS WRITES

LETTERS FROM FB'S READERS



As my clip-art file is pretty small at present I'll have to make do with a pigeon carrying a letter to herald the Readers Writes section (FB letters) of the fanzine. Let's kick off with a letter from June Rowe (again) concerning a letter from Steve Clay in last issue...

I felt that, as a play-tester, I must reply to Steve Clay's letter... I know exactly what is meant by hindering the flow of inspiration by stopping to check for spelling/typing errors, because I write things myself, apart from reports on games!

However, since I have a word processor and a printer, it is possible to just write, print a copy, then (most importantly!) save the thing. It can then be left until the following day or week, when a second, more objective look will probably throw up errors.

The trouble is, I think, that when an author is reading over his work, more often than not what is seen is what the author MEANT to write and not what was actually typed in. Quite often, this happens to other people reading it... now, look back at the previous

sentence. Did you read actually, or did you spot my deliberate mistake?

This may have been why, in reviews of two games which I play-tested, two different reviewers have mentioned 'one or two spelling mistakes!' No-one is perfect!

Which brings me to the review by 'Storm' of THE LAST BELIEVER and the kind remark that the game (quote) "...would have definitely benefited had it been play-tested by the likes of Barbara Gibb or June Rowe" (unquote). (Thanks, Storm!)

Here I must say that some of the Guild's games are oldies, although I don't know the release date of the original version of this game. Until quite recently, authors may not have realised the usefulness of having an outside observer, i.e. a play-tester, looking at a game.

So, yes, coming back to your question at the end of Steve's letter (and referring also to Barbara's excellent letter on play-testing) play-testers can be creative.

Barbara and I are both in the habit of making suggestions for improvement and these are quite often adopted by the author.

I am reminded that when I was a

LETTERS FROM FB'S READERS

secretary during my working life, my boss quite often used to say things like "Write to so-and-so and tell him we'd like to see him, but no promises, and add the usual soft soap." Translated - tell the chap we're interested, although we may not buy, but be polite about it. or maybe I'd get a scribbled, almost unreadable note, with atrocious spelling, from which I had to concoct a letter.

Play-testing gives me a distinct feeling of deja-vu, although in a different area. So, as when a secretary, part of a team which produced a sensible, readable letter, now I feel that I could be regarded as part of an author's / publisher's team, which produces an interesting, bug-free, playable game.

While writing, I must say how much I enjoyed the interview with 'The Traveller In Black' - written with such an atmospheric use of words that it made me feel really envious. (Thinks... wish I could write like that!)

Incidentally, if you print this, please thank 'The Traveller' for the Christmas card he sent, via Zenobi. Although I've play-tested his (her?) games, I still don't know The Traveller's identity, so cannot express thanks personally!

• *Consider the Traveller well and truly thanked, June! And thanks for your letter which has cleared up a lot of points. Glad you liked the Traveller interview - I think it's one of the best*

'bits' to have appeared in FB so far. Who is the traveller I wonder? Oh, and by the way, I've still had NO entries for the "write a story" comp. that was prompted by that interview last issue, so anyone who's got an ounce of imagination (and I know that includes you June!) should see FB-10 Page 43 for the chance to win something rather unique and beautiful (and quite valuable!).

Now on to a letter from FB's own resident reviewer (one of 'em at any rate) Storm, who has something to say on the topic of reviewing games...

Dear Tim,

Last issue, Barbara Gibb commented on my general marking of Castle Adventure and Paul Avis on the final total. I will try and briefly explain my reasoning behind the marks.

When Bessie and I started reviewing games in From Beyond, Tim provided us with a detailed breakdown of what justified what score and thus hopefully get our scores similar. Basically 4 = Average, 6 = Good, 8 = Very Good and 10 = Perfect. Bearing this in mind, a lot of my scores fell in the good group. As to the final score of 5 this was not an OVERALL score, like the ones that were in the early issues of FB. It is the new PERSONAL rating that reflects how much I personally enjoyed it. The new marks on PERSONAL rating using Tim's guidelines are: 4 = 'You sort of liked

LETTERS FROM FB'S READERS

it.' - 6 = 'Hey, you quite liked it.' - 8 = 'Now we're talking. You must really like a game to go this mad.' - and 10 = 'Roll out the red carpet and eat a cheese and pickle onion sandwich - this game is the ultimate - in my humble opinion.'

Some games I like, some I don't but either way that doesn't mean to say it is a good or bad game. If anything, it reflects my current taste in adventures, which has been influenced by the number and type of games I've played over the years.

With all the games I'm sent, I try for accuracy using the current scoring system. I think I get it right most of the time but if you disagree with the scores, write in with your ones.

Yours etc...
STORM

• As is often the case when putting together something as complex as FB things often get changed and an explanation of what's happened and why goes right out the window. If anybody missed the subtle change in the ratings system that saw the OVERALL rating become the PERSONAL rating then you now know that it has changed. Storm's explanation of the ratings system in general is about right, though it is printed in a more or less complete way on page 6 of every FB so always read that page to check out any new additions or changes. The guidelines are in place for reviewers (all three of us) so that we know more

or less (within a mark either way usually) what scores to give. You'll see Zenobi games with standard cassette covers getting a certain mark all the time, then going over that 'set' mark when they turn up with a few extra bits of storyline, game notes etc. It's all part of the FB masterplan! Both Storm, Bessie and myself have printed our personal top-ten adventure lists on P.6 so you can see exactly what type of thing we particularly like. We always try to be as honest and complete with our reviews as possible, that means all the ratings (save the personal one) are as accurate as possible, so if your only bone of contention lies with the Personal rating then look at our 'likes' list and disregard that rating if it looks like it's not the sort of thing the reviewer likes. By that time though the review should have spoken for itself. *T i m*

And finally a letter (or should I say plea for help) from Norman D. Haigh...

• Dear Tim, I desperately need help... The adventure "Loads Of Midnight" by CRL has resisted all efforts to transfer to disc. I've tried Disciple, Disciple with Unidos ROM, Speccy emulators on the SAM Coupe and Messenger - all to no avail. Can anyone give me some HELP?

Write to:

Norman D. Haigh.
103 Longfield Avenue,
Golcar, Nr. Huddersfield
W. Yorks. HD7 4AZ

REVIEW SIX

THE VIOLATOR OF VOODOO

Reviewed By: Tim

• *Gird your loins and prepare to have your sanity shaken as the forces of good and evil are about to meet once more as 'The Traveller In Black' (first seen in 'Phoenix') is once again summoned from limbo to fight in the great temporal struggle - this time on the island of Santa Barbaro in the Caribbean and once more his enemy is the hell-spawned Abomination and its hoard of horrors...*

STORYLINE:

It's the beginning of the twentieth century. The inhabitants of the island of Santa Barbaro in the Caribbean practise the weird rituals that form the even weirder religion of Voodoo! The entity known only as the Abomination has decided that this island and its people will provide a nice feeding ground for its evil minions, so once again it has appeared and is devouring souls at an incredible rate. Since you last banished the Abomination it, and its devilish cohorts, have learned much... Now you must adopt new strategies in order to destroy it totally. Kane, a fellow time crusader and pal, has been sent along to help you on your mission so at least you are not totally alone this time.

PACKAGING:

Tricky one this. I received the usual Zenobi A4 sheet with storyline and notes printed on it. I also then

received (separately) some rather nice notes from The Traveller himself which explain some Voodoo terms, names and objects. Whether they form part of Zenobi's final packaging I don't know so I'll assume, as I didn't receive official Zenobi versions, that they don't!

THE ADVENTURE:

The game begins on the beach. A bit of a search will throw up several hidden objects as well as a brief encounter with a thingy with many legs. It appears on the scene yet scurries off rather rapidly when you approach it, clutching a body in one of its many limbs.

There's plenty to see and do early on, but little in the way of enemies to tackle. You'll hear the chants of the entranced islanders as you explore and will eventually find your way to the Mambo. Now don't be afraid, the Mambo is definitely on your side. In fact she's the one who'll give you most of the info you need in order to destroy the abomination. Her name is Miracia and she's a priestess (Mambo means priestess). Find Miracia, do her bidding and you'll soon start reeling off the points. One early good point in the games favour is that you are told in plain English what you need to do. When you find objects and combine them in accordance to what Miracia has said then you will be rewarded with further tasks to attempt. Things, as I said, start off quite simply. A

THE VIOLATOR OF VOODOO

wander around will throw up many objects, but the key to the way they must be used lies with the Mambo. Actually I got the distinct feeling that I was her puppet and was simply there to do her bidding rather than save the islanders using my own super human paranormal powers.

Most items you come across are, I'm sure, the type of objects that you would find on an island inhabited by practitioners of Voodoo. This is worth bearing in mind as the game has been thoroughly researched so that the details that need be correct are correct. Needless to say the obligatory wax doll makes an appearance at one stage in the proceedings. the doll had some thorns sticking in it which resisted my attempts to 'REMOVE THORNS'. Why mention that? Well, up till that point I found that the games vocabulary was, on the whole, superbly thought out so that most commands could be worded in several different ways without worrying about having to use exactly the right words. However, 'REMOVE THORNS' failed to do just that. The alternative was to 'PULL THORNS' which elicited the response: "You remove the thorns". Hang on, I just tried to remove them and was told I couldn't. I'd reserve the command 'REMOVE' for taking off items of clothing etc. if I were you!

After a good bit of searching for, finding, and using objects, you will have seen most of the locations on the island (it's quite a big place - 80 or

more locations I'd say) and the Mambo will have introduced you to most of her Voodoo pals. A score of 50% or more will probably be reached before you can say OUM'PHOR (which means temple) and I started to suspect that because the game is very much a 'get object', 'manipulate object', 'score points' type of thing that I would be finished before too long. WRONG! Successful object manipulation does score heavily, but things start getting tough after 50% because up until then things have been nothing more than preparation for the harder end-game. It's during this harder end-game that you get to meet Kane. Kane promises much, but delivers little in way of assistance. Actually that's not 100% true as he has something far more important to do while you struggle on in the game. The most interesting thing about Kane is that (a) you have to rescue him and (b) you have to do something rather unexpected to him. (oo-er!) I'd certainly like to see Kane of the cloudlands come into his own in 'The Travellers' next tale.

The game picks up pace after Kane makes a brief appearance and although it appears that you can play right the way through at a leisurely pace you are certainly given the impression that things are hotting up and are approaching a climax. I didn't spot any sudden deaths or dead ends that leave you wondering where to go next. I was slightly bemused by the islanders dwellings as they all seem to be serviced by the same message telling you what they contain. You'll see

THE VIOLATOR OF VOODOO

beds, chairs and tables in all the huts - but nothing useful. Here's a handy tip though: examine, search and look under all the household furnishings in all the dwellings!

When you eventually come to the latter stages you'll have realised that eventual completion (or even progress) hinges on your ability to do the Mambo's bidding. Her instructions (and those of her Voodoo buddies) are plain, concise and clear but the challenge comes in actually carrying them out. You'll definitely need to make a map as certain items you have to find need to be used in specific ways at specific locations. When you come to doing the last few things in the game you'll be rather surprised at what happens so I'll say no more - except that it's another great 'serious' game from 'The Traveller' that will educate you whilst you play, yet will also entertain you with the things you are expected to do to help the islanders battle the Abomination.

GOOD POINTS:

It's great being able to roam around the island, meet the inhabitants, make a map and enjoy yourself learning about various aspects of Voodoo without having too many pressures heaped upon you. I'm sure I saw pretty much all of the island and didn't find a maze (hooray) or any S.D.S. (Sudden Death Syndrome) bits. Ram Save and Ram Load are present and I found that the vocabulary used during the game to overcome problems and generally do things was well thought out and

allowed for a good degree of flexibility when it came to communicating with characters and manipulating objects.

BAD POINTS:

Perhaps there are a few times when the 'learning about Voodoo' aspect rather takes over from the 'solving the problems' side of things but that's about all that springs to mind.

CONCLUSIONS:

If you like your games text-only, full of interesting facts, large enough to make mapping a challenge and with plenty of unusual problems to overcome then what are you waiting for? Get your cheque books out and get it ordered!

• VIOLATOR OF VOODOO •

Zenobi Software

26 Spotland Tops


Cutgate, Rochdale

Lancashire OL12 7NX

PRICE: £2.49 (TAPE)

£3.49 (+3 DISK)

RATINGS:

	PACKAGING	6
	STORYLINE	9
	OPENING PLAY	8
	PROBLEMS	8
	LOCATION TEXT	8
	PARSER	8
GAME DESIGN		8
DIFFICULTY LEVEL		INTERMEDIATE
PLAYABILITY		8
PERSONAL RATING		8

Zenobi Software

ADVENTURES

The last few months had been a shade hectic at work, what with the recent 'take-over' and all the various 'comings' and 'goings' associated with it. However you had ploughed on regardless and thankfully all now seemed to be running quite smoothly, albeit slightly different from what you had come to know in the past. Old Brown, your immediate superior, had been very pleased with the manner you had handled the transition and in recognition of all your efforts had suggested that you take a few weeks well-earned break. Thankful of this opportunity to re-charge your 'batteries', you had scoured the shelves of the local Holiday-Agents in search of a place to take the break but nothing had appealed to you. Then you remembered a tatty old book that late aunt Agatha had given you, full of interesting tales of unsolved mysteries and strange occurrences.

Many an hour had been spent poring over the old book, but your interest was always drawn to the tale of CALUTHA, an ancient mystic. It seemed that he had roamed his homeland for many a year, gathering artifacts and treasures as he went, only to deposit them all in a place known as 'THE CAVES OF LIGHTS'. Many knew of the location of these caves, in fact many had entered them in search of the hidden wealth but so far nobody had ever managed to progress any further than the legendary 'Golden Antechamber'.

So it was that you found yourself in this quaint picturesque land, full of rolling hills, small villages and vast lakes. You had decided to spend your break hiking through this land in search of Calutha's wealth, but would you be brave enough to ignore the curse that it is said he put upon those valuable artifacts when he first hid them in the caves.

By nature you are a very curious person, you find it hard to resist looking at everything. Sometimes it is very true that curiosity can kill will you be the unlucky one ??????



THE CURSE OF CALUTHA

NOTES: This game is in TWO parts, so make sure that you make a note of the 'password' you are given when you complete PART ONE as this will be needed in order to play PART TWO.

Spectrum 48K/128K+2

It was the first half of the 21st Century, resources were scarce and the Third-World nations held the, entirely justifiable, view that they ought to have the lion's share of them. As usual, they did not. The 'United European Republic' and the 'U.S.A.' were tight and needed to be with the 'Sino-Arabian Alliance' pulling in almost all of the nuclear Middle-East states.

Paranoia reigned, fuelled by the appointment of the neo-Maoist fundamentalist ministers to the Chinese government. Their defence policy seemed rooted in the conviction that if the last man alive on planet Earth was Chinese then the nuclear war would have been worth it and a glorious victory for the 'People's Republic'. Tension mounted when the United Nations Peace Division suffered a series of humiliating defeats at the hands of the 'Republican Army of New Mesopotamia'. A hard line approach was taken by the new President of the 'U.S.A.'

As if there had not been enough to worry about, the increased activity of UFOs had reached a level where official sources had finally been forced to acknowledge the likelihood of their alien origin. However, people had more pressing things to worry about.

APRIL SEVENTH

You were employed by the Ministry of Internal Security as a civilian programmer for the Northern District Civil Police. You kept quiet about it. The pay was as bad as in any other public sector job but the perks were good: a guaranteed hot meal once a day and, towards the end, weeks at a time away from the city on exercise in the 'Municipal Shelter' where you actually had YOUR OWN ROOM. Secretly you thought that the people you worked with were 'no-neck' fascists. Only one kindred spirit attracted you, a robotics technician by the name of Rachel Simons, who made your stay in the shelter less isolated. In fact you spent the entire "Twelve Hour War" huddled in your room, with her, waiting for the world to end. It did end, in a way, and your long stay underground began

As time passed your sense of purpose dissipated, the guilt grew and the hours stretched. There was only so much work to do, only so many hours to sleep away and still there was time left to sit and think. Rachel used to help soothe away the anger but since she had become the partner of Jon Ritchie and borne his child she had little time to succour her friends. It had been a bad week and the prospect of a 48 hour statutory rest period filled you with dread. You visited the pharmacy and then once in the comfort of your room, jammed the locking mechanism of your door and swallowed the contents of the large phial of Somnux. As the world began to recede, the last thing that registered before the warm blackness came was a distant mechanical voice declaring it to be ... "18.00 hours, Thursday, April 5th"

NOTES To swap between the two sets of character fonts, use SET1 and SET2. Use RAMSAVE and RAMLOAD to save/load a position to memory (RAM) and use SAVE and LOAD to save/load a game position to tape. **HINT :-** To pass through an open door, simply GO THROUGH DOOR but remember to open it first. To do this it will be necessary to use the correct pass, so be specific and SHOW RED PASS or whatever colour pass it is you have. This also applies to the use of any coloured buttons you may have to press ... PRESS BLUE BUTTON to operate it.

Zenobi Software

ADVENTURES

REVIEW SEVEN


T'WAS A TIME OF DREAD

Reviewed By: Storm

• Great. Another game from Clive Wilson to get my teeth into. Time to put away the paperback...

STORYLINE:

'T'was a time of dread! Three thousand years have passed since the time of the Darkest Road and the evils of the Unborn one. Years in which Legion has spawned upon the the ravaged land. Now the end is nigh! The land will perish unless you take the darkest road again and free us all.



As the giant bird Sebac sets you down on the plain of the Uninvited, the mysterious strangers words ring in your head. 'The Silent Song' is all but lost. However it has mutated within you. You have but to find it.'

PACKAGING:

Typical Zenobi packaging... Sensible blue cover. Spheres on a grid. A warrior standing by the name we've come to know and love.

THE ADVENTURE:

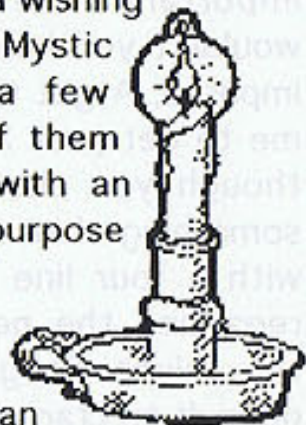
Okay, this is the third and final part of the Darkest Road trilogy and before fans of Clive start putting 2 and 2 together and getting 824, don't panic. There is, all things working out

alright, 'The Tears Of The Moon' to look forward to, and I'm assured that there are others to come.

Anyway, once loaded you are presented with a screen layout that is instantly recognisable as a Clive Wilson game. (see the other CW reviews to see what this is, Ed.) At the first location we learn:- O woe is this land, ravaged and torn by the millennia of evil and madness. This plain stretches south towards the forgotten hills and east into the saddest lands. It is devoid of life, even the most stubborn of weeds refuse to grow here. Truly a desolate and anguished place. An excellent candidate for an EEC regional development grant if ever I saw one.

So what to do first? 'I' informs me that I am carrying a sharp dagger while 'HELP' let's me know that I'm on my own. A little look round and I get gobbled up by a roaming Gashbeast. my fault. The location description prior to it warned me not to try it. So off I go again. I find a wishing well and beyond the Mystic Peaks, I examine a few things, push one of them and get rewarded with an object that has a purpose later on.

In the Telgarath Wood, you examine an object and learn 'It's made of wood, woodn't you gnaw.' There are some



T' WAS A TIME OF DREAD

other responses on the humorous side

easy but then I completed Paul Cardin's crossword from FB 10. (So

that I liked. Watch out for one of the sudden deaths. (Nice one Clive).

Beyond the wood is the Old Gorn hamlet and more useful items to help you on your way. Elsewhere, at one location you are informed you will need equipment to progress further. Clive sometimes tells porky pies.

Death though is just round the corner. Beyond the Forgotten Hills is the aptly named Devil's swamp. Then there are the Shadowlands and the pathway to the sea. There is one death that you think is a typical one but it isn't and although it may seem illogical, you will need this death. If you are like me, you should achieve 28% (at least) on your first session. It was then that I came to a dead end, if you excuse the pun.

Next day I tried again and found the all important item that I'd missed, wouldn't you know it, that broke the impasse. A got me to B that enabled me to get past X etc. Prior to this though you should have found something that will provide you with a four line cryptic clue regarding the new form of the Silent Song. Not too difficult to crack but vital to the success of your attempts. Well I thought it was

did a lot of people - Ed!) And on I went adventuring. Clive's games always keep you interested in the task at hand until you eventually come to the end - there are very few dead spots, thus you remain happy whilst adventuring away! What could be better?

GOOD POINTS:

A very atmospheric game that starts easy and gets trickier later on. There are lots of little hints and pointers to assist while playing which is no bad thing. Another good point is that there are NO inputs requiring my pet hate VERB - NOUN - PROPOSITION - NOUN. (Ta Clive). Finally all the good aspects of the PAW have been put to good use in the game so things run as smoothly as possible.

BAD POINTS:

Nothing major. There is though a need to do something with a square objects quite a few times before the desired effect was achieved.

CONCLUSION:

Another enjoyable game from Clive available from Zenobi. Possibly easier than the other two games that make up this trilogy. It definitely has better location descriptions and messages. It's much friendlier too as most things can be solved by



T'WAS A TIME OF DREAD

the use of the obvious VERB NOUN combination that will spring to mind. On the whole it's as good if not better than the other two games in the series. By the way, am I right in thinking Clive has done 15 games to date? Roll on number 16, I say. Nice one Clive.

• If you like problems then a CW game will be right up your street as they are full of 'em. However, as Storm has pointed out in past reviews of Clive's games that he's attempted, you do have to be a bit weary of the odd sudden death, though Clive seems to have made a concerted effort in this game to do away with S.D.S (sudden death syndrome) - death-traps are now, at least, signposted!

Tim

• T'WAS A TIME OF DREAD •

Zenobi Software


26 Spotland Tops

Cutgate, Rochdale

Lancashire OL12 7NX

PRICE: £2.49 (tape) £3.49 (+3 DISC)

RATINGS:

	PACKAGING	6
	STORYLINE	6
	OPENING PLAY	7
	PROBLEMS	7
	LOCATION TEXT	8
	PARSER	8
	GAME DESIGN	7
	DIFFICULTY LEVEL	INTERMEDIATE
	PLAYABILITY	7
	PERSONAL RATING	8

A D V E R T I S E M E N T

NEW ADDITIONS TO THE FB•PD ADVENTURE LIBRARY

The following Speccy games have been donated to the FBPD library by their author, David Newton:

**HOUSE OF ORION
RAID ON LETHOS &
THE DUNGEON**

**Each title costs just 99p - available from:
T.Kemp. 36 Globe Place, Norwich, Norfolk NR2 2SQ**

REVIEW EIGHT

THE ANTILIS MISSION

Reviewed By: Tim

• "My next game's going to be something simple. Text only, lots of problems - a kinda traditional effort, it'll be done in a flash!" Those were the words that Compass boss Jon Lemmon had spoken after releasing his last game, *Blood Of Bogmole*, which was a complex affair to say the least. 9 months later 'The Anttilis Mission' arrives and nothing, save the promise of the game being text only, is as promised. It's complex, it's anything but traditional, it's got a new Visual Information Panel system, it's... well, read on to find out more!

STORYLINE:

You play the part of Capt. Alan Henson (ex-Liverpool skipper?) and your mission is to fix a sunken sub. Okay, it's not as straightforward as that. What you've actually got to do is pilot a mini-sub 'The Anttilis' down through the murky depths of the atlantic to reach and repair the experimental sub - the ZX3. There are 40 nuclear missiles on board and the crew have started arming them. Why would they do such a thing? Well, being experimental the ZX3 was manned, if that's the right

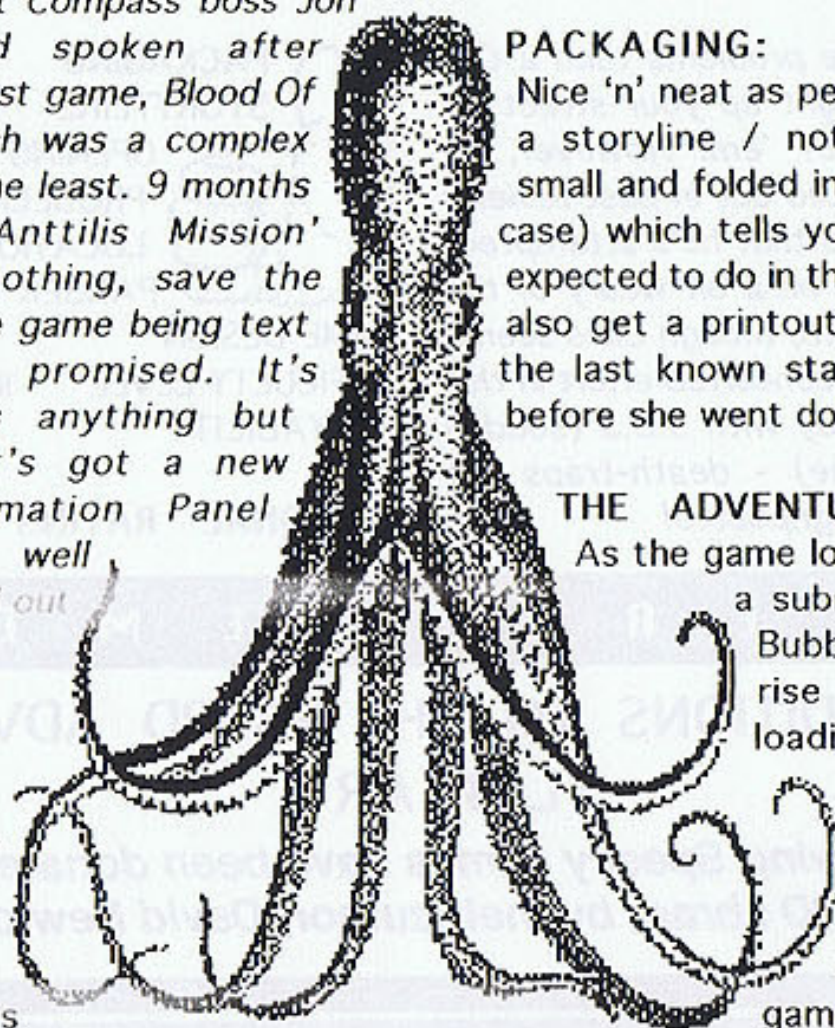
word, by a crew of Androids! Whatever made the ZX3 malfunction has also sent the Androids a bit strange too. If you fail to stop them arming the missiles then KABOOM! That'll be the end of the world.

PACKAGING:

Nice 'n' neat as per usual. You get a storyline / note sheet (very small and folded into the cassette case) which tells you what you are expected to do in the game, and you also get a printout of a report on the last known status of the ZX3 before she went down.

THE ADVENTURE:

As the game loads a picture of a submarine appears. Bubbles (animated) rise from it. Upon loading the screen clears to show the usual Compass Software info screen giving game name, author (always J. Lemmon) and the proclamation that this game features VIP's. (More of them in a mo.) A swift press of 'anykey' takes you into the game proper. You find yourself on-board HMS ENDEAVOUR standing next to your mini-craft - 'The Anttilis'. Crewmen are preparing it for the 14 mile (straight down) voyage. A crewman rushes up to you to pass on some vital info and then it's a case of



THE ANTILIS MISSION

boarding the craft and learning how it works.

As per usual with a Compass adventure, most of the information you'll need is right in front of you when you examine the various control panels that are dotted around the place. The trip to the bottom of the sea (or should that be voyage?) is a reasonably quick one and time simply flies by as there are several things you have to do to make the trip a successful one. By the time you reach the stricken ZX3 you'll have discovered that your mission is basically threefold: 1: Neutralise the malfunctioning Androids. 2: Disarm the nuclear missiles. 3: Locate the main computer and get it working again. (You've definitely been watching too much 'voyage to the bottom of the sea', Jon!)

Fortunately Jon has seen fit to make the beginning quarter of the game quite easy. This makes a change as he usually has you tied in knots before you leave the first location! A bit of searching around will throw up a handy scanner. This scanner is the key to the VIP system. Visual Information Panels are what their name suggests and there are several flavours to choose from. Typing: IRL sees a VIP appear from the top of the screen in 'pull-down menu' (a-la 16bit computer) fashion. This shows you your Internal Radiation Level. Similar VIP's appear when you type: SPL - Scanner Power Level and SEC which tells you the present SECTOR number.

All they really do is show you a graphical (thermometer type) display of both you and your equipments status at any time. They are pretty to look at though. With all that radiation floating (?) about on the ZX3 you'd be wise to keep an especially beady eye on the IRL panel and you can decontaminate yourself, should you find yourself 'radiated' by using one of the several decontamination booths scattered around the submarine. To help you out even further (Help you out? This doesn't sound like a Compass game!) there are a number of Computer Commands that you can invoke which tap into a mega computer - COM 3000. These commands give computer help, activate the automatic doors on the sub, reprogram mad androids and eventually disarm missiles too. Mostly you are informed when, or at least how to use the Computer Commands.

Exploration of the ZX3 (once you dock with it at the bottom of the sea) is dangerous. Radiation, Malfunctioning Androids and all manner of other 'nasties' await the adventurous Capt. Henson. It seemed to me that with every problem I solved another even tougher one would be unleashed. Most of the game centres around the Android crew with secondary tasks popping up every once in a while. The first Android I encountered was number 5. He's a tricky little devil who is stuffed full of radiation and could pose a problem unless you get a grip of the situation and realise the solution rather quickly.

THE ANTILIS MISSION

Once that Android is dealt with there will be others posing tougher challenges. There is a lack of traditional problem solving, but what there is is reasonably unusual, though at the same time not so unusual as to be unsolvable. An elasticated rope, a stubborn droid and something else forms the basis of one of the better problems in the game. I found, as did STORM and BESSIE when they had a play of the game, that it's very easy to get into, but after a time you have to develop certain strategies which you have to work out carefully in order to deal with droids, disarm missiles and decontaminate yourself. It's fun when you know what you are doing. (compulsive is the word.)

About 50-60% through the game there are some very strange happenings which all make sense as you progress. A rather weird 'alien-looking' device has been installed in one of the torpedo tubes, and a perspex case contains something totally weird... It's about this time that the game starts to 'flow'. Up until now I felt a bit bemused by some of the things that had been going on around me, but things become clearer and more interesting the further you progress. It's got a sort of compulsive 'must have another go' feeling which, unless you can control yourself, will probably see you sit at the keyboard and not move till you've done the game.

I have to say that I had to cheat (help-sheet, cheers Jon) to finish it, but I'm 50

glad I did. Here's a tip for when you reach the end game (you'll know it when you come to it): As you are 14 miles down it takes a l-o-n-g while to surface in the 'Anttilis'. Liberal use of L (for look) and checking the depth gauge is advised and things will eventually come good.

GOOD POINTS:

Lot's of unusual things happen throughout the course of the game which keep you on your toes from start to finish. The Android based problems are well done and the game also features a ton of ocular and aural treats in the form of screen and sound effects. The strategy aspect of the game takes a bit of sorting out, but once you know where things are (do make a map) then things run smoothly.

BAD POINTS:

Can you really complain about anything in a game that has a good storyline, is full of unusual treats and costs just £1.99 - yes! There is a bit of a lack of 'ranged' problems. What problems you have to overcome tend to be 'linked' to other problems. That leads you to feel you've actually had to do very little problem solving throughout. In reality you have to do a hell of a lot of 'things' in general, but you certainly don't feel like you've done anything meaty. This is possibly caused by a slight imbalance between the strategy aspect and the problem solving side methinks.

CONCLUSIONS:

Despite that last little moan there

THE ANTILIS MISSION

have been few other adventures that have kept me as excited whilst adventuring as this one did. It's a case of the excitement building as the end nears. With all the different things you have to do throughout the game to keep yourself alive and eventually 'make-safe' the ZX3 you should enjoy yourself while playing the part of Capt. Alan Henson - all round hero.

• THE ANTILIS MISSION •

Compass Software

111 Mill Road,

Cobholm, Gt.Yarmouth

Norfolk NR31 0BB

PRICE: £1.99 (48k tape)

RATINGS:



PACKAGING

7

STORYLINE

9

OPENING PLAY

8

PROBLEMS

7

LOCATION TEXT

6

PARSER

9

GAME DESIGN

10

DIFFICULTY LEVEL

INTERMEDIATE

PLAYABILITY

10

PERSONAL RATING

8

COMPASS COMPETITION

Fancy getting your hands on a copy of 'The Anttilis Mission'? Well, we've got 5 copies of it to give away courtesy of Compass Software.

All you have to do is answer these simple questions:

1: What was the title of Compass Software's First Adventure?

2: How many games, including this latest one, has Compass produced?

3: Only 1 other person (apart from Jon Lemmon) is credited as a co-author of Compass Software games... who is he?

Answers on a postcard or sealed down envelope to be sent to:

FROM BEYOND (ANTTILIS COMP)

36 GLOBE PLACE, NORWICH

NORFOLK NR2 2SQ.

Answers to reach us by MAY 1st '92



Compass News: Jon Lemmon is working on a couple of new titles at the moment: The first in line for a spring (?) release is a follow-up to 'Blood Of Bogmole' and is called 'Zogan's Revenge'. The second is a top-secret game called 'Dreamtime'. Also planned for mid-late '92 are: 'The Black Egg', 'Forbidden Planet' and 'Night Walker'. That's a tough schedule!

LOOSE ENDS

WHERE THE MISC. STUFF RESIDES!

If you are new to FB then this is the page where odds and ends hang out and all manner of little 'bits' get a look in, like - LAST ISSUES X-WORD WINNER and SOLUTION:

A	T	A	R	I		M	E		C	O	D	E	R
D		M	A	R		A	L	S	O		R		O
V		S	P	E	C	T	R	U	M		O		M
E		T			U		I		M	A	P	S	
N	A	R	C	O	T	I	C		O		P		S
T		A	D	V					A	D	R	I	F
U	N	D	R	E	S	S			L	O		N	A
R				O	R	I	C		D	R	A	G	O
E	K	I	M		C	L	A	R	E		H		D
P				V		E			I		G	I	L
R	E	D	H	E	R	R	I	N	G		N		R
O		A		R		A	B		A		T		D
B	E	Y	O	N	D		M	A	Z	E	S		S
E		S		E	R	E			A				

...and the winner is: IAN BROWN who lives in Leicester - ironic really as it was Ian who supplied some of the earlier FB crosswords. Ian wants me to get Paul Cardin to do another Crossword, only this time make it harder! Are you mad? Well Paul, do you fancy sending in another one?

- If you didn't buy Compass Software's 'BLOOD OF BOGMOLE' then you may be interested to know that it is featured on the APRIL issue (no.76) YOUR SINCLAIR covertape. So nip off down to your local W.H. Smiths and buy it. If you haven't had YS for a while it now costs £2.20. Inside that

very issue you'll find a gorgeous full colour feature on some idiots 'definitive' top 15 adventures of all time. There's also the regular adventure column containing a heap of

GI GAMES money-off coupons and the cover tape also features a freespace / 3D construction kit game and a demo level of Gremlin's 'Space Crusade' which looks to be a decent strategy cum adventure affair. It's the best issue and best covertape for some time. Lookout for the GACPACK which will complement GAC (given away a few issues ago now) on a forthcoming covertape.

- Right, that's the YS plug over for this issue. What else is there to tell you about? Er,

I'm sure there's something I've got to mention? Oh yes, it's just come to me... All the adventures reviewed in this issue loaded and run (and were reviewed) on the SAM Coupe. If you are thinking of upgrading your computer then why not consider the Coupe. It's getting more and more popular all the time you know. Write, enclosing an SAE requesting info to:

SAM COMPUTERS LTD

LAKESIDE, PHOENIX WAY,
SWANSEA ENTERPRISE PARK,
SWANSEA. SA7 9EH

Zenobi Software

ADVENTURES

Throughout the country there can be found numerous dusty books, each with its own version of the 'ARTHURIAN LEGEND' proudly displayed in its many pages. People have been enthralled by the various tales of chivalry and derring-do contained within these tomes for many long years and doubtless will continue to be so for many more to come. Each 'version' tells basically the same story, albeit with a few embellishments of its own, and this game is no exception. However such is the way of 'legends' and the heroic deeds contained therein each 'teller' has always seen fit to colour the tale with their own particular command of the language, adding clarity to some actions whilst clouding others in the gray mists of uncertainty leaving the reader to draw their own conclusions and form their own attachments to the various characters involved. DENNIS F.FRANCOMBE is no exception, this game is his version of one of the many tales of those times and one full of romance, intrigue and daring deeds

FISHER KING



It was the time of the 'Pentecost' and Arthur summoned all and sundry to a great feast at Caerleon.

Lords and Knights came from all parts of the land, each with their own retinue and each bearing sworn allegiance to the king and all he stood for.

As the feasting continued there was a series of knocks, somewhat urgent, on the main doors and when they were flung open, in flounced the 'Loathly Damsel'. Though far from fair in her looks, the lady was of commanding bearing and when she entreated the king to provide her with a knight to assist her in her quest for the Castle Anfortas, the king found himself only to willing to be of service. However none would rise to the occasion and it now falls upon Perceval, a lowly scullion, to take on the task.

Will you, in the guise of Perceval, take the king's command and offer the 'Loathly Damsel' the assistance she requires. If you do, you will be dubbed SIR PERCEVAL and provided with all the 'trappings' that go with the appointment you will be sent on your way with some rusty armour, a battered old nag and the 'Loathly Damsel' in attendance.

NOTES

The use of the command HELP will provide you with FIVE random clues and some general advice .. use it all wisely. Some other useful words are ... STRIKE, GREET, WAKE, WEDGE, DISMOUNT, FOLLOW and ATTACK. Use RAMSAVE and RAMLOAD to save/load a position to memory, but always use the standard SAVE and LOAD to store a more permanent position to TAPE.

The game is in two parts, so when you complete PART ONE you will need to save your data to tape and then to load this data into PART TWO in order to continue the quest

Spectrum 48K/128K+2

Zenobi Software

ADVENTURES

ARNOLD THE ADVENTURER

ARNOLD THE ADVENTURER II

... Since Arnold had managed to destroy the evil Schwartz, things had been rosy for the townsfolk of Hamsterdam, and Arnold had become a national hero. But the fame soon wore off and Arnold found himself plunged back into the boring everyday world of Arnold Tanglewood. Fame can be but a brief flicker of flame and so it was with poor old Arnold.

Many months passed, and then the skies grew dark and an evil atmosphere pervaded the land once again. Winthorpe the wizard thought he knew the source of the evil but he disappeared before he had a chance to tell anyone of his findings. Arnold had no idea what the source was but was sure that something would turn up in the end ... such was the thinking of one who was no longer a national hero. But things got worse and the evil atmosphere began to permeate every nook and cranny of the land surely the evil Schwartz could not have returned once again? This question was on the lips of all who dwelt in the land and only ONE man was capable of finding the answer.

Arnold knew it was time to dust down his trusty cape

NOTES Use MODE 1 and MODE 2 to set the presentation of screen layout to suit your own preferences. MODE 2 will protect the location description at all times whilst MODE 1 will allow it to scroll off the screen whenever additional text is printed.

Use RAMSAVE and RAMLOAD to store a position in MEMORY but always use the standard SAVE and LOAD to save a more permanent record to TAPE or DISK.

Some useful words could be TICKLE, OIL, STAB and PRISE. Also remember it helps to look UNDER things as well as look at them.



FREE

On the other side of the tape/disk you will find a copy of the original tale of the now famous 'ARNOLD THE ADVENTURER'. In this you will need to assist Arnold (not that a super hero such as he will really need any assistance) to retrieve the fabled 'Crystal of Conrad' which has been purloined by the evil Schwartz and to retrieve it before Schwartz can use it to dispose of Arnold's old pal Winthorpe the Wizard. A simple task for a 'super-hero' but are YOU capable of doing it?

Spectrum 48K/128K+2




ADVENTURES

REVIEW NINE

ARNOLD THE ADVENTURER II

Reviewed By: Bessie Bughunter

• Arnold 1 was originally one of the games on "Balrogs Box Of Delights", (available from Zenobi) and was generally well received. For those of you who were not discerning enough to purchase it, then you are in for a treat, as it is now



Gone Adventuring
(Yet again)
Back Soon!
(Hopefully!!)

Arnold.

on the reverse
side of Arnold II, two games for the
price of one cant be bad... can it?

STORYLINE:

A quick look back might be in order here, just to refresh memories or set the scene for those of you who don't know a thing about Arnie. Winthrope the Wizard (Arnie's pal) had lost his source of magic, a powerful crystal. It had been stolen by the evil sorcerer SCHWARTZE who had intended to use it in a bid to convert the land and its people to his evil ways. Arnold set forth immediately to retrieve the crystal and return it to Winthrope, thus preventing Schwartz from fulfilling his vilest dreams.

Schwartz has now re-emerged and has hidden himself away somewhere, and Winthrope is being held captive. In this sequel, you must rescue your friend and get rid of the evil sorcerer once and for all. With the help of Tharg the Wolf (whom you must locate) you set off from your little hut armed with the knowledge that everyone is depending on you...

PACKAGING:

If I say the usual you'll know what I mean, won't you? (Blue card cover etc.)

THE ADVENTURE:

The first thing you will notice on mapping this game is that it is almost identical to its predecessor, so if you are in any doubt as to where to start your map, a quick look at Arnold I will help you decide. You don't need to have played A-I in order to enjoy this sequel, as it is assumed that you have anyway, so you can proceed regardless. Starting off in your little home (and I shall ignore "The prat with the cape is back" printed on the opening screen - ugh) you find that your hut has been greatly improved, it now boasts of a few luxuries. Examining everything you see brings the laid back responses that we have come to expect from our Del-boy (oops - Delbert I mean) but a careful examination is required if you hope to find something useful. You are free to roam around within reason, there's no S.D.S to worry about - at first.

ARNOLD THE ADVENTURER II

The problems you need to tackle become self-evident, nothing devious, a farmer needs to have his cart fixed before he'll let you enter the barn, a little boy wants something more interesting than beans to play with, an old woman wants a spoon. (? - Ed) These initial problems have to be solved before you get yourself across the lake, for I warn you that should you feel confident enough to get across the lake before you have done much else - across the lake you will stay, there is no way back because your boat has irritatingly floated away. You can set about compiling your list of eight records if you like as your mission will fail here and now unless you have acquired all you need in the first stages of the game.

What do you need? Well, the good news is that once across the lake, you will meet an adventurer, who is magnanimous enough to give you lots of hints, but not magnanimous enough to let you pass unless you give him a present. He actually tells you what he wants - no problem there - but have you got it? The bad news is that all the hints, however useful, are rather in the way of being wise after the event, especially if you've overlooked something. However there is a RAMSAVE option (accompanied with a pleasant little bleep) so why not use it before you cross the lake, saves a lot of hassle!

Having appeased this adventurer, he will let you carry on and you find yourself in a forest, the only visible direction is to return from whence

you came - unless you find another way of course! Not difficult though, so very soon you'll be able to continue your journey, heading towards a cave in the mountains. You will need to use a bit of logic in order to negotiate some ledges, but if you look before you leap, in no time at all you will be confronted by a door. Opening this requires caution, the dreaded S.D.S (Sudden Death Syndrome of course!) is about to be heaped on you if you just barge in, so think before you act. I like to warn people about sudden deaths, hopefully authors will be less keen on incorporating them in their games if I keep spilling the beans - there is another one if you go to the top of the mountain (don't say you heard it from me!) Anyway, once through the door you still have plenty to do. There is a guard to deal with, Winthrope to find and rescue, secret tunnels to locate, a mansion to explore and finally, Schwartze to dispose of before peace can be restored to the land and evil vanquished forever - or is it?

The final screen hints that there will be an Arnold III in the not too distant future, I hope so, it's all good fun.

GOOD POINTS:

Nice and easy style, plenty to do and easy to get into, great one for beginners.

BAD POINTS:

I think the lake problem is a wee bit unfair, you are not, as far as I could see, given a chance to re-trace your steps and as some of the objects are

ARNOLD THE ADVENTURER II

very well hidden the chances of the player getting everything together in the initial stages are fairly remote.

CONCLUSIONS:

If you enjoyed Arnold I then you'll enjoy this. It's an excellent one for fledglings, but for the experienced player I'd say it was just okayish, nothing basically wrong with it, everything works fine, plenty of problems but it just doesn't quite bring a tingle to the toes, nice try Delbert - may the force be with you!!!

I agree with Bessie's point about Arnold II being ideal for beginners. However it's also the kind of game that the more experienced amongst you can play to 'keep your hand in' whilst waiting for something more challenging to arrive!

Tim


• ARNOLD THE ADVENTURER II •

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Cutgate, Rochdale
Lancashire OL12 7NX

PRICE: £2.45

(Includes a FREE copy of Arnold The Adventurer I on the 'B' side)

RATINGS:

	PACKAGING	6
	STORYLINE	6
	OPENING PLAY	8
	PROBLEMS	6
	LOCATION TEXT	7
	PARSER	6
	GAME DESIGN	8
	DIFFICULTY LEVEL	BEGINNER/INT.
	PLAYABILITY	6
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DEAR DIARY

THE CHRONICLES OF DTH SOFTWARE

• *Here's Scott Denyer of Delbert The Hamster software to tell us what's been going on... yes, it's another instalment of Dear Diary...*

25th December:

Christmas Day, in case you had forgotten! I didn't do much programming over the holiday because, on Christmas eve when I was getting a neighbours Child's new bike which had been hidden in our garage, I smashed my toe, and spent the next week in agony. To add to that, I fell ill with a bug (a bit like my games, some would say!) and that sidelined me as well. Ho 'flippin' ho!

2nd January:

Crash arrives in the shops with a fandabbydozi 'Microfair Madness' review. Wahaay! Yippee! etc., etc. I send Ian Osborne his fiver! A money-off coupon also appears. I hope I get loads of orders.

5th January:

I optimistically record 10 copies of 'Brian and the dishonest politician' in case coupons come flooding in! I also send copies to all the various magazines.

14th January:

Both 'AP' and 'FB' arrive, and both include super reviews of 'MM'. So, the 6 months of solid programming and hard work was worth it, eh? Unfortunately the day is soured when Wimbledon lose 1-0 to Bristol City.

16th January:

Gareth rings and we have a good chuckle about the 'MM' reviews! He is quite pleased about them too. Bless him!

23rd January:

I receive a 'complementary' (cough) copy of 'Arnold II' from Zenobi. It's really good, why not buy it? Only £2.49 etc., etc.

30th January:

Having programmed and sent off 'First Past The Post!' and 'The Quest For The Holy Snail', I receive the playtester reports from Barbara '6 games at once!' Gibb. I correct the games in accordance to her reports, which are as thorough as ever.

1st February:

Last issue I mentioned my programming a serious game. From now on it will be referred to as my 'EPIC' (due to its size). Anyway, I started programming some of it today.

2nd February:

As Gareth is to take his A-Levels soon, I realise that I need to recruit another playtester. Larry 'a smile, one bang and a Londoner' (What - Ed?) Horsfield suggests Sharon Harwood. I tentatively write to her, and after a bit of creeping, she agrees to! Fanfare etc. I'd just like to mention how 'nice' adventurers are. If there's any new adventurers out there who are

THE CHRONICLES OF DTH SOFTWARE

tentative about writing or phoning any of us (I can say 'us' now, as I am one of the ranks!) then don't be. We are all helpful and won't bite yer head off. After all, we're all in this together!! You can't help but make loads of friends in this 'hobby'. *(Spoken like a true adventurer - Ed!)*

5th February:

Your Sinclair arrives, and a whole page is devoted to an 'MM' review. Obviously, Tim still likes the game. Obviously, he hasn't met his computer counterpart in it! *(Oh yes he has - gnash, snarl, grinding of teeth etc. - Ed!)*

6th February:

I see an ad in the local paper, and purchase a 2nd hand +3. Well, blow me down! I then phone Larry, Gareth and others and persuade them to send me some +3 stuff. They all comply with my pleas to show once again just how generous adventurers are!

8th February:

After a few 'deals' (well, phone calls) DTHS is now exploding multi-format. Tony 'Guild' Collins is converting all my games, which'll be released on his Guild Label. Wait a minute... you don't wanna hear about that, you're all Speccy users! For all you lot, I've arranged a +D compilation (of my games) to be done, (available from DTH, soon) plus 'MM' is to be converted to the SAM coupe (which I know a few of you have!) *(And what a fantastic machine it is! why not write off to SAMco for more details - Ed!)*

13th February:

I send my +2A off for repair as it doesn't work with my printer. Hopefully, the old warrior will be back soon, sob!

20th February:

Due to the fact that my +2A is off for repair, I can't make a master of the game that I'm sending to Tim for PD distribution. Sorry Tim, you'll have to wait a while. (snigger)

25th February:

The 'Adventure Probe Video' comes. I'm on it twice (thrills!), but see how many people collecting their awards, and the ones being interviewed, are wearing (free) gold DTHS stickers! FREE advertising, I love it! I'm caught on the video unawares, chomping on a marshmallow sandwich. *(I wondered who that drippy looking young chap was - Ed!)*

27 / 28th February:

Well, it's 05:45am, and I've just finished programming part 1 of my 'EPIC', which I've been working on all week, and it is sent off to Sharon H. I was up till 02:00 last night! I go to bed for 4 hours, get up and do my paper round, then I'm going back to bed... for a month. See you then...

• Well, tune in again in two months when Scotty 'Marshmallow' Denyer will have emerged from hibernation, and should have a few more games on the verge of release. See this issues NEWS page for a DTHS 'what's in the pipeline' report! Tim

**** NEW RELEASES ****

The following titles will be available with effect from the 31st JANUARY 1992



THE VIOLATOR OF VODOO

This is the sequel to 'PHOENIX' (voted 'ADVENTURE OF THE YEAR' by readers of 'FROM BEYOND') and takes place in the exotic islands of the Caribbean. Price .. TAPE - £2.49 DISK - £3.49

T'WAS A TIME OF DREAD

This is the final part of Clive Wilson's trilogy concerning the 'Silent Song' and features all the power and excitement of the previous two games. Price .. TAPE - £2.49 DISK - £3.49

THE CURSE OF CALUTHA

Yet another great yarn from the pen of Laurence Creighton and bearing all the hallmarks of previous 'L.C.' titles. Comes in TWO separate parts. Price .. TAPE - £2.49

ARNOLD THE ADVENTURER II

Good news for all you 'Arnold' fans ... the prat with a cape is back!!! To complement this new adventure, a copy of the original 'ARNOLD' is on the other side of the tape. Not only that but it is FREE to all who purchase 'ARNOLD II'. Price .. TAPE - £2.49 DISK - £3.49

RADIOMANIA

A simple little adventure, written by K.R.Burnard, with the help of the 'ADVENTURE BUILDER SYSTEM' from Tartan Software (that will be a tenner please Tom!), this game just goes to show that anybody can write an enjoyable adventure game. Price .. TAPE - £1.99

JACK THE RIPPER

"Licensed" from G.I.GAMES (others please take note!), this classic horror story is now available in its original 'text-only' guise. Price .. DISK - £3.49 (3 parts)

THE DOGBOY

Also licensed from G.I.GAMES, this is a splendid tale of magic, romance and one boy's quest to do the impossible. Written by St.Brides, it is a gem of a game, full of intricate little puzzles and characters so 'cute' you could cry. Price .. DISK - £3.49 (2 parts)

SILVERWOLF

This is the third game written by St Brides and licensed from G.I.GAMES. This one tells of a journey back through time to seek out a long-dead princess's 'alter-ego' and to use this to return the land to its rightful owners. Price .. DISK - £3.49 (2 parts)

COMPILATIONS

'NOT ANOTHER BIG DISK' - This features such classics as TREASURE ISLAND (2 parts), FISHER KING (2 parts), T'WAS A TIME OF DREAD and ARNOLD II. Price .. DISK - £4.99

ALSO AVAILABLE

PHOENIX		Traveller in Black	Price .. TAPE - £1.99 DISK - £2.99
RED ALERT	(2 parts)	Jonathan Scott	Price .. TAPE - £1.99
FISHER KING	(2 parts)	Dennis Francombe	Price .. TAPE - £1.99 DISK - £2.99
APRIL 7th		Geoff Lynas	Price .. TAPE - £1.99
WIZARD'S QUEST		Sean Vennard	Price .. TAPE - £1.99
THE MAGIC ISLE/ALARIC		Palmer P.Eldritch	Price .. TAPE - £1.99 DISK - £2.99
STILL ANOTHER BIG DISK		Various Artistes	Price .. DISK - £4.99
(featuring .. PHOENIX, THE UNBORN ONE, THE MAGIC ISLE and A LEGACY FOR ALARIC .. disk only)			
THE ELLISNORE DIAMOND		Jack Lockerby	Price .. TAPE - £1.99 DISK - £2.99

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