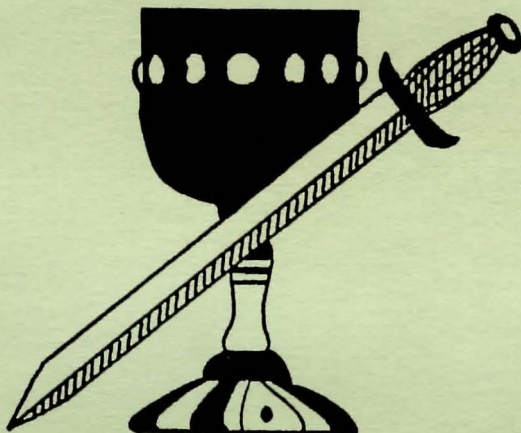


The Adventurers Club Ltd.

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Telephone: 01-794 1261



MEMBER'S DOSSIERS Nos 25 & 26 - OCTOBER 1987/NOVEMBER 1987

REVIEWS:

KINGDOM OF HAMIL

THE CUP

STATIONFALL

KNIGHT ORC

ADVENTURE QUEST

BESTIARY

CASTLE EERIE

BRAWN FREE

THE LURKING HORROR

CASTLE THADE REVISITED

TOP SECRET

ARTICLES BY:

KEITH CAMPBELL

PETER AUSTIN

HUGH WALKER

RICHARD BARTLE

LATEST NEWS ON THE ADVENTURING SCENE

HINTS 'N' TIPS

DISCOUNTED SOFTWARE

AND MUCH MORE!!!

Help-Line Details *****

Members have access to our extensive databank of hints and solutions for most of the popular adventure games. Help can be obtained as follows:

* By Mail.

Please enclose a Stamped Addressed Envelope. Give us the title and version of the game(s), and detail the query(ies) which you have. We shall usually reply to you the same day. Overseas Members using the Mail Help-Line need not enclose a SAE; replies to their queries will be sent together with their next Member's Dossier.

* By Telephone.

We shall endeavour to help you on our phone Help-Line which will be open on 01-794 1261 during the following days and hours:

- Mondays & Thursdays	17:00 to 19:00 (Evening sessions)
- Tuesdays	12:00 to 14:00 (Lunch session)
- Wednesdays & Fridays	16:00 to 17:00 (Afternoon sessions)

Please ALWAYS quote your Membership Number (shown on the label of the envelopes containing your Dossiers) when you contact us.

Royalties!

You may have written your own adventure(s), either by yourself, or with the help of one of the adventure-writing utilities which are now available for a growing variety of micros. The ever-increasing sophistication of these utilities allows the creation of graphics, sound effects, split-screen routines, Save/Load from RAM Memory, etc...

We shall be pleased to receive any adventures which you have created. If, in our opinion, they are good, we shall be delighted to duplicate them, and offer them for sale through our Dossiers with due payment of royalties to you. We have arranged with an independent Software company to market nationally any outstanding adventures which we might receive from our Members.

If you have written any good adventures, please send them to us for evaluation. Obviously, their standards must be very high with the prime ingredients being originality, logical problems and bug-free creation. Please specify for which micro they will run and do enclose a map, a listing (if you can), and a step by step solution of the game. Please also mention the retail price which you would suggest. All entries will be reviewed by our team and individually assessed.

EDITORIAL *****

Dear Fellow Adventurer,

Welcome to MDs Nos 25-26!

In this issue, we welcome Gavin McGarvie who may be better known to you as Sam, the MUD wizard. Gavin joins the permanent ACL Reviewing Team and, as a specialist of Infocom adventures, offers his first review (THE LURKING HORROR) on page 13.

With Christmas just around the corner, we offer a special discount on software titles (page 11), just in time for your Christmas shopping.

We have also started the Infocom Fidelity Club (page 41). ACL Members can already get up to 25% discount on Infocom adventures and, in addition, will receive a FREE Infocom adventure for every 10 that they purchase through the Club. Thanks to a special arrangement with Activision, we now stock all the Infocom titles for the Atari ST, and all other versions can be obtained within 72 hours. How's that for service?!

Columnists:

- * Peter Austin (page 7) reviews the 1987 PCW Show,
- * Keith Campbell (page 17) meets Scott Adams during an evening to remember, although not for the obvious reasons!
- * Hugh Walker (page 23) sets his own standards, and also visits the PCW Show,
- * Richard Bartle (page 27) recounts the birth and death of Essex MUD, the precursor of multi-user adventures.

Reviews:

- "Knight Orc" (page 9), "Brawn Free" (page 10),
- "Kingdom of Hamil" (page 10), "Adventure Quest" (page 12),
- "The Lurking Horror" (page 13), "Castle Thade Revisited" (page 19),
- "Bestiary" (page 20), "The Cup" (page 20), "Stationfall" (page 21),
- "Castle Eerie" (page 21), "Top Secret" (page 22).

Please do not forget to let us have your vote for the ACL President (page 13). The position is quite an influential one, and it is YOU who will elect him - so make sure that you cast your vote for the nominee of your choice.

The next Dossier will include reviews of GNOME RANGER, JACK THE RIPPER, NOT A PENNY MORE - NOT A PENNY LESS, and Infocom's latest adventure(s), among many others. Also, do not miss a fascinating article by Fergus McNeill on "A Night Out Among Adventurers"!

It just remains for us to wish you a very Merry and Peaceful Christmas, combined with a Prosperous and Adventurous New Year!

Members Scrolls

* These pages are devoted to your letters. We aim to provide a lively and entertaining forum for all Members, so write to us about anything as long as it is connected with Adventures! You might want to let us know about your adventuring achievements, or pass on useful tips to other Members. You might have some suggestions or comments about the Club itself, or you might have discovered some elegant or unforeseen solutions to adventuring problems. In each Dossier, we may select a "Star Letter" which will be awarded a £10.00 ACL Voucher, so we wait to hear from you!

Dear ACL,
Although all the reviews of KNIGHT ORC are full of praise for this new Level 9 game, I must say that I don't really like it. It is the first Level 9 adventure that I don't like. I must say that it has some really nice new features in it, like the possibility to RUN TO (places), etc... But I think there is too much random killing in it, and I find that the game recognises almost no verbs. It is good that you can "ramsave" it, because otherwise I would have stopped playing it by now. Maybe I am the only one who doesn't like this game, but I think there could have been less people running around - even if I happen to find out what the reason for their presence is, I still think that less people would have been sufficient. I would have liked more logical puzzles: I don't think that it is logical not to be able to reach inside a mouse hole at first because it is too small, but being able to take the Card out of it after you have sent the "Eye" inside (because you know what is inside???)
I do hope Level 9 will bring out more new games, but please let at least some of these games be more like their old ones.

N. Klein Schiphorst-Bouman, Leende.

Dear ACL,
I can't let you get away with the high rating you gave AFTERSHOCK (MDs Nos 21-22). I found it very easy, and solved it in under 5 hours. The puzzles were obvious, and the only challenge was in matching my inputs to the rather limited parser. Frankly, it doesn't rate as a challenging game, and the 15/20 score isn't warranted.
Barry Hoole, Shepparton.

Dear ACL,
I would like to remind you that it is possible to play Infocom adventures (MS-DOS versions) on a BBC Master with 512 upgrade. All you have to do is type '*CON. TUBE', then insert the DOS PLUS disk and press SHIFT-BREAK. The DOS will load and give the normal A> prompt. From there you just enter the filename you want eg. ZORK1, and the adventure will run.

Julian Gregory, Broadstone.

Dear ACL,
The solution to THE PAWN (MDs Nos 23-24) does not tell you that as well as having the pointy hat and cloak from Kronos, you also need his
.../...

wand to fool the dragon, although this should not present too much of a problem to experienced adventurers.

Nigel Morse, Doncaster.

Dear ACL,
I am prompted to write with regard to the "Rise and Fall" of AdventureSoft. With the releases of REBEL PLANET and then KAYLETH, I thought to myself here at last is a purveyor of good quality software - no more would the poor cassette-bound adventurer have to live under the shadows of the Infocoms of the adventure industry. But how short lived was my ecstasy to be. Recent offerings from AdventureSoft have had poor story-lines, MASTERS OF THE UNIVERSE was pathetic. Although I admit that it might have been commercially viable, that is no excuse for an adventure with little continuity. Even more unacceptable is the poor technical quality of recent releases. Cases to quote here are TEMPLE OF TERROR and SAVAGE ISLAND 1/2. Problems are not confined to one make of computer and are too numerous to mention. Finally, what I find most disturbing is that I receive telephone calls from confused adventurers who, when they have complained to AdventureSoft of faults, get a reply that indicates that their complaint is unique and that no others have been made to AdventureSoft. I recently received a telephone call from a woman who had made a complaint about the Commodore version of TEMPLE OF TERROR, an adventure with a track-record of proven unreliability. This complainee was told that they (AdventureSoft) were unaware of the problem.

In the past I have always bought AdventureSoft releases on the strength of the label, but no more. Is AdventureSoft an on-going commercial concern, or are they trying to commit suicide!

Dave Barker, London.

Dear ACL,
I've heard a rumour... Level 9 have abolished 'Lenslok'. "Great", I hear you say. Unfortunately, like so many other rumours, this one isn't strictly true either. "Damn!", I hear you shout. Instead, Level 9 are now writing their entire adventure texts in 'code'. I am referring to the eagerly awaited KNIGHT ORC. You know the one... digitised graphics, 70 fully-interactive characters, brand-new all-singing, all-dancing parser etc, PLUS an almost totally unreadable text on the Atari ST version (unless of course one sits hunched over the keyboard, one eye tightly shut and the other held six inches away from the television). Perhaps I should purchase a monitor? Well, having paid £20 for the game I resent a monitor being a 'hidden extra'. Maybe I'm just being petty but almost all of the adventurers that I know do NOT own a monitor.
May I therefore humbly suggest that Level 9 add a health warning to future versions viz: "WARNING: Playing KNIGHT ORC without a monitor may seriously damage your eyesight."
Come on Level 9, we know you can do much better!
P.S: Here is my (somewhat tardy) suggestion for your "Name a sequel to KNIGHT ORC" competition: "KNIGHT ORC - the LEGIBLE version".
Paul Tillman, Chessington.

TALENT REWARDED!

Have you completed an entire adventure game? After the frustration and enjoyment of doing so, why not get some reward for your efforts? Send us a complete step-by-step solution (including map) of ANY adventure game which you have completed. Upon receipt and assessment, we shall give you an Adventure Credit ranging from 1 to 10 (with a coefficient factor from 1 to 3). Credits will be given on EVERY complete adventure game received, and will be awarded on the following basis:

- The COMPLETE solution of the game must not have been published in previous Member's Dossiers.
- Clarity of the map.
- Elegant solutions (shortest possible routes, simple but effective use of input command, etc...).
- Difficulty of the game.

Every month, we shall keep a running total of all Credits given to Members, and the Top 5 will be published. Every 6 months, prizes will be allocated as follows:

* 1st prize: £50.00

* 2nd prize: £25.00

* 3rd prize: £15.00

* 4th prize: £10.00

* 5th prize: £ 5.00

It will not matter whether or not we already have the solution of the games in our offices (the odds are that we will!). The more games you send in, the more chances you have!

The fourth competition is now over, and we are pleased to announce the winners:

1st Prize: Mr A. Mac-Gregor, Basingstoke.....911 Credits
 2nd Prize: Mr C. Jones, Portsmouth.....724 Credits
 3rd Prize: Mrs J. Pancott, Weymouth.....402 Credits
 4th Prize: Mr K.P. Morgan, Droitwich.....336 Credits
 5th Prize: Mr J. Pugh, Coventry.....321 Credits

The fifth competition is now underway, and the next 5 contestants move up 5 places:

Position as at 10.10.87

1st Prize: Mr J. Barnsley, Stafford.....224 Credits
 2nd Prize: Mrs L. Abercrombie, Doncaster.....146 Credits
 3rd Prize: Mrs J. Rowe, Launceston.....131 Credits
 4th Prize: Mrs V. Lawless, Manchester.....110 Credits
 5th Prize: Mr P. Tsourinakis, Piraeus.....106 Credits

This competition closes on 15.04.88. (Entries received after this date will qualify for our next competition).

* IMPORTANT: The top 5 winners will be announced in MDs Nos 31-32. Prizes will be awarded to them, and their score will revert to zero. Those Members who did not qualify for the prizes (i.e. placed from 6th downwards) WILL KEEP THEIR RUNNING TOTAL INTACT for the following competition.

* PETE AUSTIN'S PAGE.

I'm writing this on the day after the storm. You would hardly recognise Bracknell; in one night, forests which have been growing since the town was founded have been uprooted, so that now there's hardly a single estate agent's sign left in one piece.

Many trees have fallen, too, but you need written permission to plant replacements. So, while waiting, I'll review the PCW show.

* The 1987 PCW show was another success: just a tad bigger, glossier and better attended than its predecessors. Arcade conversions seemed to be the main type of game, but - and maybe I'm just getting cynical - I couldn't help noticing how many firms were showing posters and original arcade machines, while keeping the versions they intend to sell safely out of sight.

Sixteen-bit is "in", with even Amigas down to realistic prices at last, though there's still too much rip-off software around. One warning sign is digitised music.. What can happen, you see, is that a programmer is paid to convert an 8-bit game for the ST or Amiga, and the converted program - while bigger than the original - still looks pretty lonely on a 400K disk. Fortunately, a digitised theme tune is cheap to produce and uses huge amounts of memory, padding out the code to a respectable size.

There were a few new adventures. We launched G.R. Rainbird had previews of Time & Magic and Jinxter (though they were rather unwilling to label them as previews), St Brides were releasing Jack the Ripper (nice people, shame about the topic), Fergus had a preview of his post-holocaust game, and Virgin briefly previewed Micro-MUD. I played the latter and can honestly say that my opinion of it exactly mirrors my opinion of MUD.

My main impression from the show, was how international the software business is getting. Whereas, in previous years, you got middle-men coming from the States etc and promising to try to find a publisher there (between you and me, I reckon most were really only dropping in at PCW so they could claim the cost of a holiday in the UK as a business expense), this year genuine publishers were over in force. And, of course, it works the other way too - with more software imports than ever before. In theory, this trend towards a "world market" should lead to better products, with more spent on their development.

* Knight Orc. On a different subject, if you are having trouble getting help from Rainbird and would like a free cluesheet, send a stamped, self-addressed envelope to Knight Orc Clues, Level 9, PO Box 39, Weston-super-Mare, Avon BS24 9UR.

* To avoid offending anyone who doesn't think I should mention L9 products, the following advert is in code. Replace each letter with the one after it in the alphabet. Zkk udqrhnmr ne Fmld Qzmfq zqd hm rsnbj, dwbdos onrhakx Zookd HH zmc Lzb. Now, what would your reaction be if Level 9 cluesheets were encoded in this way, to avoid the danger of accidentally reading adjacent answers?

PETER AUSTIN. ACL HONORARY PRESIDENT.

"THE UGLY BUG BALL"

Please do contact us with details of ANY bug(s) which you have encountered whilst playing adventures. These can be serious Bugs, funny Bugs, nasty Bugs, but they must be Bugs! Please supply the name of the adventure(s) and the computer version(s) on which they appear. We shall publish details of the more interesting and relevant bugs, together with the senders' name. Happy hunting!

* SECRET OF ST BRIDES - Commodore version. (1) Open the trunk in the Trunk room and you will find a Cat Basket. Take it somewhere else and leave it, return and open the Trunk and Voila! Another Cat Basket. (2) If you examine the Bucket to find the Hurricane Lamp, drop the Bicycle Lamp, get the Hurricane Lamp and light it: You will see a 'Lit Lamp' but will be unable to take it from this location - making the remaining part of the game totally unplayable. The correct input at this location seems to be just EXAMINE BUCKET and LIGHT LAMP (KEN MORGAN from Droitwich).

* BORROWED TIME - Commodore disk version. The instructions with this game state that you can Save or Quicksave positions to the game disk. Unfortunately there is no notch in the correct side of the disk to enable you to do this (KEN MORGAN from Droitwich).

* HITCHHIKERS GUIDE TO THE GALAXY - Amstrad PCW version (CP/M). If you have trouble with the cursor appearing above the room description (and overwriting it) on booting up, revert to CP/M, type DIR for directory of files and load Set24x80 file. Type HITCHHIK on prompt and the cursor will appear under the room description. This must be done each time the disk is booted up (DOMINIC RUMSEY from Lower Willingdon).

* HEAVY ON THE MAGICK / TIR NA NOG - Spectrum versions. My copy of T.N.N had a vital bug in the Ogham scroll clue, which prevented me from completing the game - my Spectrum version of H.O.T.M had a similar flaw. If the player gets identical clues from AI and the Phoenix, then his/her version has the same bug. AI should say "The way to paradise is long", after which all will be revealed! (BARRY HOOLE from Shepparton).

* MORDON'S QUEST - Amstrad CPC version. When you enter the Catacombs maze, try entering DROP KEY. You don't have a Key, but the game accepts the command. On reaching the Minotaur's Lair, what do you see - a rusty Key! This key will open the Gate, so there is no need to bribe the Cretan Guard (SANDRA WOOSNAM from Bournemouth).

New Release: KNIGHT ORC.

Available from Level 9 Computing for a variety of micros (see page 39 for details of prices and availabilities).

* Review from Nigel Morse: The latest game from the Level 9 stable tries to break the mould of traditional adventures, not least by casting the player as an orc, one of the low life of Middle Earth. The game is in three parts, the first being an introduction to the game, which would be good for a novice player, involving you in a mini quest to find various items to make magically a rope to cross (literally) into the second part of the game. From here on, things start to get a lot more difficult as, amongst other things, you have to recruit other characters and learn magic spells in order to finish the adventure.

High level commands, characters who really interact with you, and digitised pictures are just a few of the goodies on offer. The parser supports such commands as WAIT FOR THE KNIGHT AND ATTACK HIM, as well as the ability to FIND an object and GO TO a location. A couple of times, though, I managed to catch the parser out on relatively simple things, the most memorable one being on trying to open a shed door: I typed "Open shed door", to be greeted with the following responses - "You can't open the garden" and "The door swings open"!

The GO TO command is one of the most often used to travel within the game. Level 9 claim that map-making is unnecessary, in that the important locations can easily be memorised and you merely GO TO the relevant location instead of the usual go North, East, etc. Whilst this is true, and I praise Level 9 for attempting it, I found that the game had very little atmosphere and that you did not get the feeling that you were actually exploring the land.

The characters in the game are quite impressive, each leading their own lives regardless of what you are doing. Once you have the knowledge, you can order them (or try to!) to do your bidding.

The pictures in the game are good (Atari ST version), although not quite up to the standard of, say, THE PAWN and in any case I am of the opinion that pictures add little if anything to adventures.

To sum up, if you want plenty of tough problems and other characters doing their thing, then the game is a must. BUT if you like plenty of atmosphere, try before you buy.

ATMOSPHERE: 12/20 - VOCABULARY: 14/20 - GRAPHICS: 15/20
PSR: 15/20.

TOP OF THE GAMES

(The best selling adventures - September/October 1987)

- No 1 (-) GNOME RANGER (Level 9 Computing)
- No 2 (3) SHADOWS OF MORDOR (Melbourne House)
- No 3 (-) FOOTBALL FRENZY (Alternative Software)
- No 4 (-) PAW (Gilsoft International)
- No 5 (-) WIZBIZ (Alternative Software)

This Chart is compiled exclusively for ACL by Lazer Distribution, Unit 1, Cofton Road, Marsh Barton, Exeter, EX2 8QW.

BRAWN FREE from Nemesis Software.

Available for the Amstrad CPCs (£4.50), and on a compilation disk (with three other adventures) for the Amstrad CPCs (£13.95) and for the Amstrad PCs (£15.95).

The Jester's Review: It is sad to see an adventure which has a copyright date of 1985 exhibiting all the style and sophistication of a 1982 program. This allegedly humorous adventure is decidedly unamusing and would not rate even as a type-in listing in a computer magazine.

After you've loaded the game (with the volume right down to avoid the totally awesome music) the screen is divided into a number of windows with various sizes, colours and shapes. These relate to the description of your current surroundings, objects in reach, the last direction you moved in, and so on...

The game has only one really good feature and that is the almost totally inadequate error-trapping. At the start of the game, the program asks for your name. If this is a bit long, it will cause messages to scroll out of the window before you can read them. However, by far the most interesting way to play is to try and change the screen colours, mode, and window positions. With a few keypresses, some pretty radical results can be achieved!

Don't buy this game if you're looking for a reasonable adventure!

PSR: 4/20.

* **GETTING STARTED:** Can't get any good effects? Firstly, PRESS ALL KEYS on the numerical keypad, then PRESS SHIFT KEY with CONTROL KEY and repeat the procedure. Finally PUSH AS MANY KEYS as possible.

KINGDOM OF HAMIL.

Available on disk from Topologika for the IBM PC (£17.50), the Amstrad PCs (£14.95), and the Amstrad CPCs (£9.95). Also available from Acornsoft for the BBC B (Tape: £9.95 - Disk: £11.50).

The Scribe's Review: To claim your birthright as the future King you must prove your identity and gather all the treasures hidden or protected by a whole variety of nasties! Not a very original idea but then this is one of Acornsoft's first offerings from five years ago.

With a simple verb/noun input and limited vocabulary you might not expect much from this adventure - but don't be put off. The descriptions and messages are quite lengthy and the many puzzles are varied and cleverly constructed. A good exercise in problem-solving by logical thinking, this game should form part of any dedicated adventurer's collection. Oh, and in the Lost World section, mind you don't get caught by the pterodactyls!

PSR: 11/20.

* **GETTING STARTED:** Can't get out of the Chapel? (30-225 and 41-160). Can't decipher the message in the crypt? (It says 2-199-14-114).

* **RIGEL'S REVENGE:** Stuck naked in a Net? This is a 208-110. You 182-124, and you will have to 36-11.

* **GNOME RANGER:** Having problems with the Hedge in part 2? (First, make the 151-93, then 59 it on 231).

* **THE BIG SLEAZE:** Cannot open the Door inside the Pawn Shop? (Use the 158).

* **BUREAUCRACY:** To stop the awful music in the airport, you must 40 the 191, then 47-19-267 to 142 (not 39 them!).

* **THE GUILD OF THIEVES:** To enter the Vault, you need the 247-133, and the 73-233 (taught to 38-197). In the Manager's Office, 57-133, then 29 the 212.

* **SHADOWS OF MORDOR:** In order to make the Raft, you must 55 the four 115 in a special 165 in the Marsh.

THE UNWRITTEN LAWS OF ADVENTURING

With your help, The Keeper of the Scroll is currently writing the "Unwritten Laws of Adventuring" on the Scroll of Power which he keeps in a dank cave deep inside the ACL Dungeon. Already five Laws have been permanently inscribed on the Scroll, for posterity.

* **Law No 5:** "Whenever you omit saving your position, your next move is your last".

(Prize of £10.00 awarded to Aage Christoffersen).

Please let us have additional Laws, so that the Scroll may henceforth guide the unwary adventurer. Wit and humour must be the prime ingredient, and an ACL Voucher of £10.00 will be awarded to each Member whose Law is quilled onto the Scroll.

SOFTWARE CHRISTMAS CRACKER FROM ACL!

(=)(=)(=)(=)(=)(=)(=)(=)(=)(=)

Here is a Christmas treat if you order software from us: We shall send you a £1.00 ACL Credit Voucher for EVERY £20.00 worth of software that you order from us. To qualify, we must receive your order by 31.12.87 at the latest. That is all! And with 9 pages of software in this issue, there are over 600 titles/versions to choose from!

Please note that, owing to the Christmas and New Year holidays, our offices will be closed from 21.12.87 to 1.01.88 (both dates inclusive). NB: Software orders will still be processed during that period.

ADVENTURE QUEST

Available on its own from Level 9 Computing, or as part of the JEWELS OF DARKNESS trilogy from Rainbird Software (see page 39 for details of prices and availability).

* **The Keeper of the Scroll's Review:** The orc armies of the Demon Lord, Agaliarept, have invaded Middle Earth, and panic is sweeping the Land. The Wizards High Council have selected a number of apprentice magicians to try and defeat the Demon Lord. Your mission?: To find the four Stones-of-the-Elements to gain access to the Dark Tower, then use the Medallion-of-Life against Agaliarept (no success guaranteed, of course...).

Writing a sequel to COLOSSAL ADVENTURE had to be considered a gamble, but I am pleased to say that Level 9 have done an extremely good job of it. The adventure is truly huge, and the player does feel the vastness and oppressiveness of the lands s/he explores. This sense of loneliness is relieved by the very many puzzles which test the adventurer's abilities for logic and lateral thinking. A classic adventure, and a must in every adventurer's collection.

ATMOSPHERE: 14/20 - VOCABULARY: 13/20 - GRAPHICS: (switched off)
PSR: 16/20.

A complete solution to ADVENTURE QUEST will begin to be serialised in MDs Nos 27-28.

KAYLETH (Part 1)

Available from US Gold/AdventureSoft for the Commodore 64 (£9.99), the Spectrum 48 (£8.99), and the BBC/Electron (£7.99). Disk versions are available for the Commodore 64 and BBC (£14.95 each).

Please refer to MD No 16 (page 5) for a review of KAYLETH.

KAYLETH was awarded the 1986 ACL Silver Chalice Award.

* The command EXAMINE (object) will often provide some very useful hints.

You start the adventure on a Conveyor Belt, which is heading towards some lethal electrified claws! The obvious command is 30-17, but you are then told why you cannot do that. 32-231 provides a useful clue (Hint: You are not a 741 Solution: 60-231). The next step is to deal with the Destroyer Droid. There is a control which switches off the alarm. To find it, go UP, then 39-136. Go back down, then EXAMINE CONVEYORS. OK, EXAMINE 259, then! Collect the 252, then 32 it for an important clue. Head North into the Parts Supply Annex, and pick up the 131. You cannot do anything with the click Shelves, so go East instead. In the Warehouse, EXAMINE ANDROIDS, and notice how each has a miniature slot in its head (32-221 for a clue). East to the Android Conditioning Unit, and 32 the 81 and the 117.

To be Continued in MDs Nos 27-28.

THE LURKING HORROR from Infocom/Activision.

Available on disk only for a variety of micros (please refer to page 41 for details of prices and availabilities).

* **Sam's Review:** It's three in the morning and you are a student desperately trying to finish a term paper due tomorrow. Trapped inside the eerie complex of campus buildings by a raging blizzard, work on your assignment is soon forgotten as you find yourself drawn inexorably into the dark nether regions beneath the college...

THE LURKING HORROR is ZORK co-author Dave Lebling's eighth Infocom adventure. Billed as 'Interactive Horror', the game quickly establishes a suitably spooky atmosphere with Infocom's typical verbosity of room and event descriptions. There are some clever puzzles but unfortunately a lot of them are over simplified by having the object needed to solve them in, or very near to, the location of the puzzle. The plot is a little vague and I found the ending unsatisfactory. This is somewhat compensated for by some great encounters with the various unsavoury characters in the game, one of the best being a crazed professor of alchemy. Very unusually for Infocom, THE LURKING HORROR seems a little rough around the edges with a few typos and bugs. For example, try asking the hacker about the master key while you are holding it.

All in all then a fairly average game which is less than one would expect from the keyboard of Dave Lebling.

ATMOSPHERE: 17/20 - VOCABULARY: 13/20 - GRAPHICS: N/A
PSR: 14/20.

* **GETTING STARTED:** 54-10 the 181, and 70 the 135-255.

1986/1987 MASTER ADVENTURER TROPHY COMPETITION
=====

The winner(s) of the 1986/1987 MATC will be announced in MDs Nos 27-28.

ELECTION OF THE ACL PRESIDENT

Members are presently invited to cast their votes in the election for the post of Club President (the office is a yearly one, and this election is to fill the position for 1988). Three candidates were nominated by Club Members, and they are (in alphabetical order):

- AUSTIN, Peter
- CAMPBELL, Keith
- GERRARD, Mike

Each Member may cast ONE vote for the candidate of his/her choice. All votes much reach us by 18.12.87 at the latest. The results of the election will be announced in MDs Nos 27-28. Please do send us your vote, since the post of ACL President is an important one.

BUY. SELL. SWAP. *****

We provide a facility for Members to Buy, Sell or Swap computer related products. Please write to us with details of the Hardware or Software items (originals only) which you wish to trade. Details will appear for one month only, so please let us know if you want them to be re-included in subsequent Dossiers. This service is FREE to all Members. (Please note that we are not responsible nor liable for any consequence arising from this service).

* Dr R.A. Sparks, Cardiff Royal Infirmary, Newport Road, Cardiff, CF2 1SZ, would like to buy for the SPECTRUM 48K: DANGER MOUSE IN THE BLACK FOREST CHATEAU, MCKENSIE, WAYDOR, PETER PAN, THE JOURNEY (TEMPTATION), THE SANDMAN COMETH, CONFIDENTIAL, ARENDARVON CASTLE, THE ANTAGONISTS, THE PEN & THE DARK and LANDFALL ON ROLLUS. All these titles must be originals with original packaging. Please write giving price(s) required.

* Mrs V.A. Bidwell, 144 Main Street, Witchford, Ely, Cambs, CB6 2HP, would like to sell: THE PAWN and THE HITCH-HIKERS GUIDE TO THE GALAXY (£15.00 each). Alternatively, would like to swap on a 'one-to-one basis' for any of the following adventures: SILICON DREAMS, KNIGHT ORC, WISHBRINGER, MOONMIST, THE LURKING HORROR, HOLLYWOOD HIJINX, SUSPENDED, SUSPECT, SORCERER, PLANETFALL, LEATHER GODDESSES OF PHOBOS, STATIONFALL, or INFIDEL (all titles - original with full documentation - for the ATARI ST). All letters will be answered, but please include a s.a.e.

* Mr G.B. Pugh, 4 Longreach Close, Michaelston-Super-Ely, Cardiff, CF5 4TG, would like to sell: WARLORD, MINES OF SATURN/RETURN TO EARTH and MAD MARTHA (all at £1.00 each), ADVENTURELAND (£2.00), as well as THE HOBBIT, BLACK CRYSTAL, EMERALD ISLE, and RED MOON (all at £3.00 each). All titles for the SPECTRUM 48K.

* Mr D.P. Rumsey, 167 Eastbourne Road, Lower Willingdon, Nr Eastbourne, Sussex, BN20 9NB, tel: 03212-2737, would like to sell: THE PAWN, PLANETFALL, and HEROES OF KARN (all titles mint and originals for the AMSTRAD PCW8512 - CP/M versions. Prices negotiable).

* Neil Shipman, 1 Heath Gardens, Coalpit Heath, Bristol, BS17 2TQ, tel: 0454-773169, would like to sell: ADVENTURELAND, PIRATE ADVENTURE, SECRET MISSION, VODOO CASTLE, THE COUNT, MYSTERY FUNHOUSE, PYRAMID OF DOOM, GHOST TOWN, GOLDEN VOYAGE and ROBIN OF SHERWOOD (all titles at £2.00 each for the BBC B).

* Nigel Morse, 11 Greenleaf Avenue, Wheatley Hills, Doncaster, DN2 5RG, would like to sell: SPELLBREAKER and MOONMIST (£20.00 each), as well as THE PAWN (£15.00). All titles for the ATARI ST.

* John Manuel, 18 Oakmont Drive, Cowplain, Portsmouth, PO8 8TH, tel: 0705-253667, would like to sell: ZORK 3 (£10.00), ENCHANTER & DEADLINE (£12.50 each), and THE LURKING HORROR & STATIONFALL (£5.00 each). All titles for the ATARI 800 XL.

Available from Level 9 Computing for the Amstrad CPCs, Atari XL/XE 64K (tape and disk), Commodore 64 (tape and disk), MSX, and Spectrum 48/128 (all at £9.95 each). Also available on disk for the Amiga, IBM PC, Atari ST, and Amstrad CPCs/PCWs (all at £14.95 each).

GNOME RANGER will be reviewed in MDs Nos 27-28.

You start beside a little stone-built shop, and the first command is to 32-240. Reading the 211 provides specific instructions as to what to do next, so 43-10-240, then 63. 34-245 inside. There are a variety of objects inside the shop, and Cap tells you how to trade for them. Although you may get them all eventually (and experiment with them), only one is really necessary (the 202). Use the 32-20 command to learn about all the objects, and to discover some important locations: the 76-149, the 234, the 97, the 164, and the 140. Since Cap offers you a "free" object, agree to his terms (30-122), get the 202, then go outside (should you trust Cap with the errand? (194). Therefore, 52-122, and 45-180).

This first part of the game consists of about 50 locations, and it is time for you to explore. The road runs North/South, and is blocked by the 76-149 (this is the last place to visit since, once inside, there is no way out). To the extreme West in the centre is the 164, whilst the 234 lies to the extreme SouthEast. The 140 is to the extreme NorthEast, and the 97 is to the Centre East. Familiarise yourself with these locations. Walk along the Road, first. As you reach them, examine the 207 (the 72 can be traded, and make a mental note of the 106), and the 257 (the 87 can be traded, but provides a clue about a creature which you will have to find). West from the 76-149 is a Rock. 32 it to reveal a 214 underneath. The Rock is quite heavy to lift but, by dropping everything, you can LIFT ROCK, then take the 214. Go to the Pinnacle, where you will find the entrance to a 189. In it, a 99 has a 261 which you must 30.

Go to the 140, then WAIT. Soon, you will glimpse a shadow nearby in the trees... Could this be the little girl that the map mentioned? Be patient (63), until a 250 cautiously appears... What should you do? (50-261-12-250). The 250 is still afraid? (66 to her). Congratulations! You have now "recruited" your first friend. Incidentally, listen VERY carefully to what the 250 tells you (about 178). Follow the 250, and ask her to GO TO/RUN TO the Marsh. You will become stuck in the mist in the middle of the marsh if you carry any item but, by following someone, you will overcome this problem (incidentally, you will only be able to order other creatures if you have recruited them first). In the centre of the Marsh are two objects (134 and 173 - both can be traded with Cap). Your next task is to deal with the Rainbow. Everyone knows that there must be a Crock of Gold at the end of a Rainbow! Go beside the Stream, where the Rainbow is to the East. Now, go East... Have you noticed what happens? Ingrid cannot get past the Rainbow, and breaks its fabric. Indeed, if you now try to 69 (with the 202), you will not uncover anything of interest. What to do? (Hint: 88 cannot do it. Solution: but the 250 can!). At the Stream, 50 the 202 to the 250, ask 8 to go 79, then to 69 (all in one

.../...

command). Wait four or five times, then go East to see what happened. Aha! Get the 200 for the time being, but should you accede to the Leprechaun's request? (223). 50-15 the 200, and you have recruited your second friend (score: 100/300) - do not forget how to call him for assistance, and remember what he tells you about the Witch's 118. During your explorations, you must have seen an Eagle, and you now need to deal with it. FIND EAGLE, then talk to it until it picks you up and drops you in its nest. Are you now being pestered by the chicks? (Hint: Don't be 107. Solution: 53-169). You have recruited your third friend (score: 140/300). Proceed to the outside of the Witch's Cottage, and examine the Gate. An object of interest is the Kennel, and its door being closed with a Peg. You may now wish to SAVE your position, and go inside the Cottage to get an idea of things to come. You will soon discover that the Witch will eventually turn you to stone if you stay there too long. The Dog in the Kennel, though, is quite harmless, and from its incessant barking, it must be unhappy being locked up. In fact, this Dog is the key solution to recruiting the Pack of Dogs which you have met during your travels. So the question is, how can you free the Dog from the OUTSIDE? (Hint: 217! Solution: Instruct the 102 to 30 the 254 off the 240, but make sure that you are standing outside the Cottage). When the Dog appears, 61 it. You now have recruited your fourth ally (229) (score: 180/300). At this stage of the adventure, a very elusive creature will appear. You can only discover its existence by meeting it accidentally. If you have not met it yet, do not read any further, and make sure that you know who or what it is. This creature is a 241, and you will not be able to follow it, or to find it. Once you know of its existence, though, you can ask the 229 to 44 it for you. Make sure that you are following the 229, and that the 250 is following you. Now, as the 250 meets the 241, their first encounter will not lead to anything without a "suitable token of horsey affection". This is naturally the 214, so make sure that the 250 is carrying it. All your efforts will now be rewarded, as your talents of matchmaker are fulfilled, and as you recruit your fifth friend with a score of 220/300. Your last task is to defeat the Witch, and you now have all the elements to do so. Go the Cottage, then go In... Ignore the obvious front door, and go NorthEast, then NorthWest instead. The Back Door is locked, but as Ingrid's thoughts indicate, this is the way in... Cannot get in? (Hint: 30-204. Solution: 42 the 241 (using the 201) to 60 the 240 for you). Before going in, 49 your 126 to call the 270. Ask the 270 to follow you. Go South into the Witch's parlor. Timing is now essential, but you should have one move when the Witch enters before she turns you (or your friends) to stone. Since she uses the 118 to do this, make sure that you 42 the 270 to 60 the 118 as soon as the Witch enters the parlor. Congratulations, you have now completed part 1 (score of 300/300).

NB: This solution to part 1 is obviously a direct solution. The enjoyment of this game lies very much in the inter-action between all the characters, and the uses of all the objects that you find. Do not be afraid to experiment - that is where the fun is!

TRUTH IS STRANGER THAN ... AN ADVENTURE!

One of my ambitions as a writer of and about adventures, was to meet the man who first put adventure on a micro - Scott Adams, at one time undisputed king of adventure authors. In February 1984 my wish was granted. Eugene Lacey, then deputy editor of C+VG, had arranged an exclusive interview at the LET Show at Heathrow, to which Scott had flown from Florida, to attend. Quite unexpectedly, after the interview, Mike Woodroffe, then of Adventure International UK, invited us to join them all for a meal. Soon we found ourselves dining with Mike and his wife Pat, and Scott as well.

Scott enjoys a good wine, and I mean GOOD! The bottle of red wine he ordered at the table was carried in a silver casket, and it is arguable whether the casket was the more valuable item! Scott also enjoys his desserts. The fact that fresh lychees were available was almost beyond his belief, but he had to follow them with gateau to accompany his espresso coffee.

Altogether it was a most enjoyable evening. Some six months later the 1984 PCW Show loomed, and this time, C+VG invited Scott, Mike, and Pat to return the compliment.

For the duration of the PCW Show, C+VG had booked me into a hotel - the Novotel, I was told. Arriving on the evening before the start of the show, I went to check in, only to find there was no record of my booking. Meeting Eugene in the bar as arranged, for a pre-show discussion, I explained my difficulties. "Simple, book it afresh," he reassured me. However, there was a snag. Only that one night was free, as the hotel was fully booked for a conference starting the next day. And tomorrow we needed two rooms, for Paul Coppins was due to join me.

I phoned Paul to explain, told him to deposit his luggage at the Novotel when he arrived. We would collect it later, along with my own, when we had sorted out where we would be staying the next night.

Eugene and I thus retired to the bar, confident we had things under control. Much later, after seeing him to the exit escalator, and hoping he would make it home as I watched him sway out of sight, I retired to my room. I was none too pleased, after the previous night's session, to be awakened at about 6:30 by the phone - twice! Each time it was a lady trying to contact a Doctor Keith Campbell, and I had a hard time trying to persuade her that I was not he.

Thinking nothing more of this, I set off with Paul to PCW in a good frame of mind, for tonight we were dining with Scott, and it would be the first time both Paul and Simon Marsh, the third member of the Helpline team, had met the great man. The troubles of the previous night were soon behind us - I had been given the wrong hotel, and should really have been staying at the Kensington Court.

That evening, the four of us, Eugene, Paul, Simon and myself, set off for the Novotel, picked up the left luggage, and cabbied it over to the Kensington Court. Eugene and Simon would use the facilities of our two rooms to change and freshen up before going on to the rather posh Covent Garden restaurant booked for the meal.

But it was the same story here - no booking, and no vacancies! The original booking slip had by now been passed to us, so we produced it. The answer was simple. As the booking commenced the previous day, and had not been taken up, it had been deemed cancelled, and the rooms re-let. There were vacancies for the rest of the week, which we hurriedly booked. Then the two very helpful ladies behind the desk spent half an hour trying to find us alternative accommodation - without success. It seemed the whole of London was fully booked for that night.

Meanwhile, Eugene was agitating to leave. As hosts, we should arrive at the restaurant first, and we'd better get moving. Paul and I could stay at his place, on a couple of put-u-ups in the lounge, if the worst came to the worst!

So it was that tired, sticky, dirty, and wearing the same sweaters and jeans we had been wearing all day at Olympia, we arrived at the restaurant AFTER Scott's party. We could see them clearly through the window, all wearing their best suits and ties. We staggered out of the cab carrying our luggage, brief cases, and files of Helpline notes, looking as if we had just travelled the world! "And whatever you do, don't let Scott get hold of the wine list - we're paying, remember?" hissed Eugene to me as we entered.

Attempting to explain our condition and our arrival would have been far too complicated. Instead we sat down and enjoyed the meal, and discussed an altogether much simpler affair called Sorcerer Of Claymorgue Castle. All the time, we were getting dark looks from the waiter who had been landed with a pile of left luggage, and bunch of riff-raff.

Replete, we left some time around midnight, and the C+VG party caught a train from Waterloo to Richmond. Here Simon would be put in a cab to his home in New Malden, whilst the rest of us would take one to Eugene's, at Twickenham.

Meanwhile, events were developing elsewhere. Simon's mother, anxious that her son was not yet home, rang my wife to see if she had had any word from me. With all the hassle of the day's events, I had not had a chance to phone home. Perhaps I should have made time, for my wife, none too pleased at being woken from her sleep, then proceeded to try to contact me. And guess who she got? You got it - Doctor Keith Campbell, still staying at the Novotel!

Now it was one of those strange coincidences, that I had been dining with an American, and that Dr. Campbell was an American,

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and that my name is Campbell. But, not believing in such quirks of fate, my wife was convinced that she was speaking to me, and I, having had, no doubt, a good few drinks, was fooling around with an American accent, trying to pass myself off as Scott. So convinced was she, that she rang the poor man three times, and INSISTED that he was me!

In my earlier job, I had been used to reacting immediately when the phone rang. Usually it meant that there had been a major failure somewhere in the electricity supply, and I was being called to attend. So as I jumped up off the toilet seat at Eugene's, onto which I had so recently, and so gratefully descended, I tried to tell myself it couldn't possibly be for me at one o'clock in the morning. But it was!

"What are you doing at Eugene's? You should be at the Novotel! What are you up to? Where have you been? What has happened to Simon? You'd better phone that poor Doctor Campbell, and apologise! Just wait till you get home!"

Try talking your way out of THAT!

CASTLE THADE REVISITED from Spectrum Adventurer.

Available for the Spectrum 48 (£2.50).

*The Scourge's Review: Guess who the Council of Light have chosen to try to penetrate Castle Thade and therein defeat the evil Lord of Darkness... that's right... er... good luck!

This game is a 2-part adventure, based on an earlier game of the same name.

Part 1 is beautifully described and I had plenty of opportunity to savour the extensive EXAM responses as I wandered around in circles wondering what on earth to do until I realised the significance of one location description's wording... after which the game flowed along nicely with an underlying tongue in cheek atmosphere.

Part 2 is somewhat taciturn in comparison and its obscurity is increased by the presence of objects which had some significance in the earlier version but which now remain solely to confuse - which they did - rather too well!

Although it is not necessary to complete Part 1 in order to play Part 2, I found that the latter needed the mood set by the former to sustain it. I also needed help from Spectrum Adventurer to complete it, and true to their promise, my SAE was returned promptly. I liked that.

Recommended, but don't skip Part 1!

ATMOSPHERE: 14/20 - VOCABULARY: 12/20 - GRAPHICS: N/A
PSR: 13/20.

* GETTING STARTED: 61-237

BESTIARY

Available from Perry Williams, 12 Godesdone Road, Cambridge, CB5 8HR, for the Amstrad CPCs (£1.50 - Mail Order).

* **Oberonides' Review:** "Oh no," you groan - "not another GACed game!" Well, let's face it, most are pretty mediocre. But this home-made, fairytale adventure is a long-awaited exception to the rule. You are the under-rated offspring of the king of the land, which is suffering a terrible blight. You set out to try and find the answer to it, but since you spend your time reading stories of magic animals, your chances are not rated highly.

The game is a very pleasing one. All the puzzles have logical solutions, and the descriptions are vivid and of a high standard. The plot unravels nicely, with you having to interact both with humans and animals to solve the game. The graphics are rather poor, and I really wish they had been left out, as the descriptions are more than sufficient. There is, however, the provision to turn them off (using TEXT). The usual GAC weaknesses are there, but the game's quality masks them.

Don't expect a sophisticated program with quick response time and massive vocabulary, but do expect an entertaining, cheap game. One for your collection.

ATMOSPHERE: 17/20 - VOCABULARY: 11/20 - GRAPHICS: 5/20
PSR: 16/20.

* **GETTING STARTED:** In the city, give the 92 some 203 for 227.

THE CUP from River Adventures.

Available for the Spectrum 48 and Commodore 64 at £2.50 together with another adventure.

* **The Scourge's Review:** THE CUP is an unusual game! Returning from the Liars' Club Annual Dinner and Prize Giving, you settle down for the night, only to be rudely woken by the winning raconteur - one Paddy Murphy - with a preposterous tale of wild animals stealing his trophy; the claw marks on his back give some credence to his story so you set off into darkest Cricklewood to investigate and to recover the eponymous Cup.

Soon you pass a native village on your way to elephant country (huh?). Among the incongruous characters you will encounter are the Grim Reaper himself, a Native Chief, a Samurai... and many others. Put your imagination in overdrive and set forth into yet another example of how wonderful the PAW (Spectrum version only) can be in capable hands.

ATMOSPHERE: 17/20 - VOCABULARY: 14/20 - GRAPHICS: N/A
PSR: 16/20.

* **GETTING STARTED:** 40-129, 32-162, 32-238. When the 154 returns, 30-147. You may now get 96 (decode clues).

STATIONFALL from Infocom/Activision.

Available on disk only for a variety of micros (please refer to page 41 for details of prices and availabilities).

* **The Jester's Review:** STATIONFALL is the much-awaited follow up to PLANETFALL (which I have not played). You need not have played PLANETFALL to enjoy this game, though. STATIONFALL hurls you into the bureaucratic nightmare of post-promotion life in the starfleet. Your assignment is to deliver some order forms to a nearby space station, a tedious task at the best of times.

The first problem is to find a suitable robot to accompany you. Fans of the original PLANETFALL will remember Floyd the droid from their previous adventures. Once you have recruited him, the pair of you can bounce off on your way to the space station.

This is THE most atmospheric adventure I have played to date. Whilst maintaining a brilliantly funny tone throughout, it really does manage to convey a picture of space travel, exploration and tedious jobs. Well programmed and beautifully written, the story unfolds very smoothly as you get more and more lost! The game is text-only, and is surrounded by the usual Infocom packaging (which, this week, contains: a host of forms, blueprints, other things, and a trendy sew-on Space-Patch). It's typically polished, and well worth getting.

Overall? The sort of game that makes you glad you're an adventurer!

ATMOSPHERE: 19/20 - VOCABULARY: 17/20 - GRAPHICS: N/A
PSR: 19/20.

* **GETTING STARTED:** Trouble with the welders?: Just 62-2-174 when they approach! Hassles in the spacetruck?: 28-18 and 37 the 121 before 236.

CASTLE EERIE from Tartan Software.

Available for the Spectrum 48 together with SHIPWRECK (£2.95).

* **The Scourge's Review:** Your name is Charlie Jones... extra-special agent! Your assignment is to investigate the mysterious goings on at the supposedly deserted Castle Eerie. Few have gone before... none has returned!

As the plot unfolds, it becomes apparent that you do not have the place to yourself and that the occupants may not have your well-being at heart. Furthermore, they are not totally unobservant and you may not interfere permanently with the fixtures and fittings without someone noticing. I like this and I can recommend Castle Eerie as a reasonable adventure, with only a few reservations; these are:

- 1) I do not like games in which the solution to a hazard is to WAIT until it goes away.
- 2) Although the graphics are neat, one is misleading in that it shows a Safe with a handle when the problem is that you have to fit the handle in order to open it.
- 3) The game has a serious atmosphere deficiency.
- 4) How does oiling a rusty saw make it sharp?

ATMOSPHERE: 5/20 - VOCABULARY: 10/20 - GRAPHICS: 14/20
PSR: 12/20.

HELP WANTED!!!

PLEA TO ALL ADVENTURERS: Please do contact us if you can assist us (even partially) with any problems mentioned on this page. Not only will you ensure that Adventurers may proceed with their games but, one day, you may well have to rely on fellow Adventurers helping you!

In this issue, we should like to thank particularly Aage Christoffersen, Paraskevas Tsourinakakis, Graeme Boxall, Alison Sloman, and Dave Drennen for their most useful contributions.

* Has any Member completed Micropower's ADVENTURE for the BBC? If so, a full solution for the ACL database would be very much appreciated!
 * John Hayward would like to know exactly where to find the Mark of the Snake in EXODUS - ULTIMA 3.
 * John Hunter cannot progress past the Forest in THE CHANGELING, after having left the Tower at the start of the game. Also, in PARADOX, where is the Magician that has to be healed in the Castle, and how does one reach him?
 * K. Pemberton cannot get past the Raven in DEMON FROM THE DARK SIDE.
 * Aage Christoffersen cannot make a Stake in CASTLE OF TERROR.
 * Dennis Watkins is in a Desert in FIRE AND ICE. Will the four coloured Blocks that he is carrying help him there?
 * Charles Robertson would appreciate any help at all in LIFETERM.
 * Mr J.P Mercer is playing OPERATION BERLIN, and cannot find the number necessary to contact C.J. at Heathrow Airport.

 TOP SECRET from Incentive Software.
 Available with THE MOUNTAINS OF KET for the Amstrad CPCs (£7.95).

* The Jabberwock's Review: A modern day adventure, set in the world of journalism and government secrets. As a newspaper reporter, you are contacted by a fugitive scientist who has been working on developing new forms of energy. He has become alarmed by the application of his work into developing new missiles, and asks you to break into the secret base to procure proof so the government's hostile intentions can be exposed.

This is a graphic adventure, which will accept simple multiple commands. The graphics are of an acceptable quality, and quickly drawn, but cannot be switched off. Location descriptions tell you what you need to know, but nothing more. The puzzles seem reasonable enough, but uninspiring, and you can quickly become frustrated by all your efforts being met by a flat "You can't". While I had no real complaints, I found that the adventure was just a bit - well - boring. It lacks the spark of interest, the "hook" that keeps you glued to the keyboard when you know you really SHOULD have gone to bed hours ago. After a certain point in the adventure I became so immersed in lethargy that I just couldn't be bothered to keep trying ... or stop ... or do anything ... (I must look up the meaning of "entropy" in the dictionary...).

ATMOSPHERE: 5/20 - VOCABULARY: 7/20 - GRAPHICS: 9/10
 PSR: 6/20.

* GETTING STARTED: Stuck at the Fence? Get the 269 from the 100 by giving him the 145 and the 91.

* HUGH T. WALKER'S PAGES.

How often does an adventure get pilloried by one reviewer while another greets it with shouts of acclamation? Confusing, isn't it... or, at least, it is until you put it in the perspective that a review is no more (nor less) than one person's subjective opinion, based on a whole or partial knowledge of the game; the latter is a dangerous habit because one never knows what awfulness or what redeeming gem may lie around the corner unless one has played to the (bitter?) end.

I tend to ignore the packaging and the idea behind the game, concentrating on what appears on screen when I start 'pressing keys'. I assume that the authors believe it is their best effort (how else can they ask for your money?) and "pass judgement" accordingly from the point of view of (and for the benefit of) the player... I'll play-test for anyone but the time for that has passed when I am reviewing!

Whilst the ultimate achievement is a good plot which is well presented, I find that a mundane story which works well is infinitely preferable to a game whose magnificent scenario is beset by bugs or which makes inflexible or inconsistent input demands. For example, "Temple of Terror" could have (and should have) been AdventureSoft's best game yet; it isn't, because of its bugs which not only ruin what little atmosphere there is but also make it unfinishable (Mike Woodroffe is still working on this). Another example of the other sort of sloppy presentation is "Crystal of Chantie"; now I may have been unduly harsh about this, considering its lower price, but it could have (and would have) been the best game yet written on the GAC (Note: Guh Ah Kuh) with just a little more effort... this is one of the few games that I did not bother to finish.

My reviews reflect what a game IS - not what it might have been - in my opinion!

Among the batch of recent reviews the games which gave me the greatest delight are those from River Adventures. Jack Lockerby and Roger Betts are perfectionists whose production methods allow them to indulge themselves in the luxury of constantly updating their games. Their catalogue of Quilled games have not been so much converted to the PAW as completely rewritten. Their mastery of the PAW is total (Jack is 'into' containers) and the new versions bear only a passing resemblance to their Quilled forebears and seem to change from day to day.

One effect of this which I applaud enthusiastically is the way in which they are cracking up the 'Full-solutions market'. ACL members may be aware that I dislike the sort of "N - S - GET - DROP" solutions which have become rife in 'Adventuredom'. I consider them to be game-destructive and I cannot see what pleasure is to be gained from solving an adventure by following such a solution. I am all in favour of a few helpful hints being published but not the whole game reduced to half a page of abbreviated commands.

However, while I dislike these 'Full-solutions', worse has come to my notice. Certain so-called adventurers have adopted the custom of collecting solutions from other players and then not only writing to magazines claiming them as games solved, but of advertising the solutions for sale. Yeuch! I consider these practices to be beneath contempt. This is an aspect of Adventuredom with which I wish to have nothing to do... Surely, one of the joys of adventuring is the contacts one makes by letter or phone, with help being sought and freely given... as well as general chat about the state of Adventuredom or the rabbit or whatever. What do ACL members feel about this?

On to brighter things. At the PCW Show I failed to meet Ms Scrolls which was a shame as I may have been able to test her sense of humour (one eye or two). However, I did discover the whereabouts of the clue to the telephone number in "Mordon's Quest" (could this be a world-exclusive?). Hang on to your hats - it's a goodie. There is a broken robot which says PASS PASS PASS. Now, I thought that this persistence was the clue to PERSEVERE (the password at that point in the game, which is also given by dialling 1611 on the phone); it transpires that the word PASS gives the clue to the number thus: 'P' is the 16th letter of the alphabet, 'A' the first and 'S' the 19th. OK? Put them together and you have 1611919. Four-letter verb/noun input renders this as 'DIAL 1611'... good, huh?

Also at the Show I acquainted Tynesoft with the fact that "Savage Island Part 2" has a fatal bug in its early stage on the Spectrum version. They referred me to AdventureSoft where Mike Woodroffe assured me that he is trying to get Brian Howarth to get his hands on it to mend it (or possibly he is trying to get his hands on Brian Howarth!). Anyway, avoid Savage Island for the time being (or, perhaps, just avoid Savage Island, it's grim!).

I also met Priscilla Langridge (of St. Brides) who informed me that they had managed to finish "Jack the Ripper" without any further assistance from me so it looks as if I'll have to buy it after all... but as I didn't test it, I could review it, couldn't I!

Prominently displayed on the Level 9 stand was a 5-foot picture of Ingrid. Ingrid is a gnome-maiden who is the heroin of "Gnome Ranger", a game which is released under the old Level 9 label at the old, pre-Rainbird prices. Not before time, I say! Beautiful is not the word for Ingrid, 'striking' is closer to the truth. I hope that she is destined to become a cult figure.

Finally, Walker has an ST... so now I really am a snob, huh?

BASIC ADVENTURING (Part 3)

(By Henry Mueller)

Having found out which Verbs are recognised by the programme, you can use the same method to discover which Nouns are accepted.

Let us assume that you have found a Coin, and that the command GET COIN was recognised (i.e. you picked up the Coin). You may now find yourself at the entrance of a Dark Cave. As you type IN (or the appropriate direction) to enter it, you are told "Everything is dark. You cannot see". Type OUT (or the reverse direction which you used to get in) in order to get out of the Cave. Obviously, you must find a source of light. Is there a Lamp or a Torch to be found in the game?

Type GET XXXXX and make a note of the message. Since XXXXX does not exist in the game, the message that you will obtain refers to non-existent items in the adventure. The message could be "I don't understand what you mean", or "I don't understand", or something along these lines.

Now, drop the Coin, and type GET COIN in another location (where you cannot see the Coin). The message that you get is the one that you obtain when trying to refer to objects which exist in the adventure, but which are not available right now. The message could be "I don't see a Coin", or "I can't do that".

All that remains for you to do is to type GET LAMP, GET TORCH, etc... The message which you will obtain gives you some information as to whether the Lamp, Torch, etc... exist in the game. So, if you are stuck because you think that you need a specific object, use this method to determine whether that object does, in fact, exist.

N.B: Unfortunately, this method is not fool-proof, but it works most of the time. Certain programmes may answer with a laconic "I can't", if your input-command is not recognised. Try and recognise whether the adventure that you are playing has been programmed along these lines. On the other hand, certain adventures can give you some unsolicited, helpful details! In Level 9's "Lords of Time", try to type GET HORN and, if you have not discovered it, or are not carrying it, you could get a message saying "I don't see the golden ivory Viking horn". Irritating, but most useful on occasions!

When you start playing a new adventure, never try to solve it the first time. Your first few playing sessions should enable you to get the "feel" of the adventure. You can start mapping at this stage, if you so wish, but do not expect to achieve wonders. Try and find out if the adventure is "open" (where you can immediately explore many locations without hindrance), or whether it is "closed" (where you cannot leave the first location without solving a puzzle). This first impression of an adventure is often the correct one, and understanding the programmer(s) often will assist you in solving the puzzles that s/he has created for you. After all, solving adventures is nothing more than pitting your imagination and wit against those of other fellow adventurers!

To be Continued in MDs Nos 27-28.

Wait in Elrond's Courtyard, and you will dismount automatically. Proceed North into the Hallway, then WAIT. An Elf messenger will soon appear and the Huge Door will open. You can then go West to the Great Hall, and find a large company waiting for you! Greet Elrond, Gimli, Legolas, Boromir, and Gandalf. Listen to what they have to say. Go East twice to the Hall of Fire, where you will find Bilbo and a Meal. Pick up the Meal, then WAIT. Bilbo will ask you to follow him, so do so. In Bilbo's Room, Bilbo will ask you to give him the Ring. If you do so, he will wear it, and will become a Wraith (end of game). Instead, SAY TO BILBO "NO" (you must repeat the command 4 times). Bilbo will then realise that you are not going to yield, and he will give you two useful items: A Shirt of Mithril Mail, and a Short Sword. Both items will be useful during the fights which lie ahead. You are now ready to be on your way, so return to the Courtyard, making sure that all your companions are following you. WAIT in the Courtyard until Elrond loads the Pony with some Supplies. Go West to the Valley, then South to Ruins (this is a one-way direction, so there is no turning back from here onwards!). Travel SouthWest through some very bleak Hills, then SouthEast to reach the foot of Caradhras, the cruel Mountain. The path forks in two directions here: One to the East (through the Mountain pass), and one to the SouthWest (through the Mountain itself, guarded by the Moria Gate). Which direction should you choose? WAIT until Gimli tells you about the safest route, then proceed accordingly. At the bottom of the low round Hill, Strider will suggest that you should eat. Do so, and make sure that everybody follows your example. Go SouthEast to enter a valley at the western edge of a lake. As Gimli now informs you, Moria is just around the corner! Go East twice, through a crumbling pathway, to reach the actual Moria Door. Gandalf now says: "The spell on the gate is an old one. We must find the right password". If you noted the message in shiny letters which appeared etched on the huge doors as soon as you entered this location, then the password should not be a problem. The correct sequence of input commands is: EXAMINE DOOR, then SAY TO DOOR "171". A horrible, tentacled monster now attacks you, so ATTACK 104. Provided you have the Sword and are wearing the Shirt, and provided that you and your companions have eaten sufficiently (to beef up your strength), then you will win the fight easily, and can immediately go EAST (though the gate). Incidentally, at this stage, the Pony will be frightened by the events, and will bolt away. Since the Pony carries three bundles of unpalatable brown cakes which are needed throughout your journey, you MUST make sure that you take the bundles of food in the valley at the western edge of the lake (West from the crumbling pathway). Gandalf is "glowing", and he will provide a permanent source of light in the underground passages. Make sure, then, that you do not lose him. You will now find yourself at the bottom of some wide Stairs, so go Up. East three times leads you to a bare room, through a twisting passageway and an arched passageway. You have now reached a small maze of 7 locations, all described as "bare room". You must follow a set route as, otherwise, you will lose your companions. The directions are: Down, Up, Down, South, and Down.

To be Continued in MDs Nos 27-28.

This time, rather than talk about some existing or future aspect of MUAs, I thought I'd talk about an important one from the past. For those of you who don't know much about the origins of MUAs, this will be something of a history lesson. For those who do, it may bring back some fond memories of a bygone era, now sadly gone. On September 30th, 1987, Essex University MUD passed on.

Essex MUD has always had a reputation of being the "best" MUA, not in the least because it was free to play since 1980! Although other versions of it were available, most notably on CompuNet, nevertheless the atmosphere it generated at the height of its popularity was something special, which even MUD2 has yet to equal.

The game was written in 1979 by Roy Trubshaw, an undergraduate at Essex University. He used the language BCPL, which is the fore-runner of C, and, to those of us who were brought up on it, far superior. The idea was to have a multi-player adventure game with a programmable database. This, Roy achieved. However, having finished his degree he had to move on, and I took over the program. When it came into my hands, only the basic shell was extant. There were maybe 20 rooms, and about 10 commands. Many of the concepts now taken for granted in such games were not present, for example spells, snooping, and even the ability to see in a room where the only light source was carried by another player! In time, these features were added, and the database expanded to become the 400-room standard Essex MUD which came to set the innovative standards for the future.

We had our first external players in 1980, from the USA. In those days, there were no national UK comms networks, only EPSS ("Experimental PSS"), which about 6 universities had. The Americans could get through via a gateway from ARPA, and this they did. We even managed a mention in a 1980 article on Zork in "Byte".

A while later, we started getting UK-based players. The first external wizard was Jez, who in those days was just an enthusiastic schoolkid, but now runs his own computer games company. Word spread across the bulletin boards, and we got more and more players. Machine time was coming out of the University Computing Society budget at the time, and as usage grew it began to deplete our resources rather seriously. Finally, I had to speak to the manager of the Computing Service at the University, and he agreed to provide a free account for external users, provided it was available only when the machine was otherwise pretty idle. This splendid gesture of goodwill from the University opened the doors wide for new players, and MUD's heyday began.

This was the time when Essex MUD really matured. The personality of the game developed, moulded by the wizzes, and the social structure among players evolved that now forms the basis of the "ideal" set-up we aim for in our other MUDs. I suppose the main architect of this was Sue the Witch, who spent hour after hour, night after night, ruling the game with a fair but firm hand.

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Few suspected that "she" was actually a "he", but even when we found out (after a certain amount of detective-work by Jez!) it didn't seem to matter. Those were the days when the game was played for fun, the wizzes could be trusted, and the generation of MUA-writers who produced the next batch of such games won their spurs.

The decline started when the Computing Service was put under pressure by the rest of the University to stop giving out free computer time for people to play games. They figured that games-playing was bad for the University's image, and were incensed that more resources were spent every night playing MUD than some Departments got all year (3,000 units, cost=35p per unit, every night!). The hours of the game had to be cut so that they didn't overlap with times internal players could play, and it was this which started the rot.

What happened was that some people made it to wiz who shouldn't have been allowed to. Since this happened at times when I couldn't play, I could do little about it! Once one bad wiz is given a free hand, others get in too. I managed to delay the problem by zeroing the persona file, but by then I was working on MUD2 and couldn't spend time managing Essex MUD as much as it needed (MUD2, however, has excellent game management as a result!). The atmosphere in Essex MUD changed, and new wizzes appeared who were decent sorts, but who had never experienced the halcyon days of yore, and didn't know how they ought to behave.

The end finally came when I decided to leave the University to work on MUD2 full-time. Although I could have passed control to one of our internal arch-wizzes, the Computing Service could no longer provide free accounts for externals. While I was a member of staff, they justified it on the grounds that it was my "research", and as a favour to me personally. Now I've left, they can no longer keep the game as a freebie for outsiders, and consequently it had to go. I'm surprised they managed to hold out as long as they did.

Although it's sad to see such a long-standing institution disappear, the ideas live on. There must be about a dozen MUAs in the UK now, all based on the original Essex MUD. Some even run on computers in other Universities, for free. However, that Essex MUD would have to go eventually was inevitable. When it finally died, it was 8 years old, and MUA-writing techniques have advanced a lot since then. MUD2 can do things which were way beyond the capabilities of Essex MUD, and some of the other games are experimenting with new concepts like rolling resets and non-permanent wizzes.

Essex MUD, however, was the one which started it all. It has now become a part of history, but lives on as the archetypal MUA, the target for the others to beat. MUAs are firmly established because of it, and are here to stay. This, I hope, will be regarded as its greatest contribution for the future.

* It would seem from your letters that, after having performed a very effective hatchet job on THE PAWN, you have now turned your attention to KNIGHT ORC... Well, I suppose that there was so much said and written about KNIGHT ORC, even before the game was actually released, that Level 9 and Rainbird deserve that this adventure be thoroughly scrutinised. After all, one cannot have it both ways: Seek the limelight and exposure, then try to reach the shadows if the comments and feedback are not favourable!

I have finished parts 1 & 2 of KNIGHT ORC, and there is little doubt that this is one of the toughest adventures that I have ever played. At first, I really hated KNIGHT ORC. I could not read the text on my TV screen (Atari ST version), I could not make any progress and was wandering in circles in boring locations, and the 70-odd characters in the game had only agreed on the one thing: how to kill me quickly, efficiently, and repeatedly.

I only really started enjoying KNIGHT ORC when I finally decided to play it in 3-4 hour consecutive playing sessions, several evenings in a row. I fiddled with the contrast button to obtain a far from perfect, but now legible text, and I made slow progress in the adventure, by sheer persistence and stubbornness.

KNIGHT ORC is not one of my favourite adventures, but I still think that, if you like a major challenge and are prepared to spend a few months on a single adventure, then you may enjoy its toughness and intricacies.

* One adventure which I have enjoyed very much, this month, is GNOME RANGER, the latest offering from Level 9. This adventure is a delight to play, as the three parts are very different from each other, and offer completely different styles of puzzles, both in form and essence.

My main criticism, though, is that it would appear that the release of this game has been rushed. The adventure contains some serious bugs and idiosyncrasies which a thorough playtesting would have ironed out. For example, in part 1, an obvious command is to try and get the swarm of dogs to "sniff" items for you. This is not accepted. In part 2, a thirsty beanstalk will eventually explode but, if you do not water it the "correct" way (using the telelilies), it will remain in the location, thus preventing further progress. Also, in part 2, the description of one vital ingredient to be put into a cauldron to make a potion, does not match its description in the recipe book.

You can of course finish the adventure, but these bugs do not really allow you to use your imagination and lateral thinking to their full potential. If you follow the solutions that Level 9 have designed for you, then everything is fine. If you try to be imaginative, then you will find the game unfriendly.

This is quite a shame, really, but my only consolation is that Level 9 always correct the bugs that are reported to them. I regularly contact Peter Austin with your comments, suggestions, and bug-reports, and I know from experience that Peter does take them seriously and actually does something about them.

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* So, Infocom have released **PLUNDERED HEART**, an adventure "specifically aimed at the female market" (sic). I must admit that I have mixed feelings about the concept. On the one hand, encouraging female adventurers must be praised. 20% of ACL members are female, and I have never understood why male adventurers outnumber females ones to the ratio of 5 to 1.

On the other hand, Infocom's approach strikes me as extremely patronising and chauvinistic. The theme of **PLUNDERED HEARTS** is basically "romance on the high seas", with a dash of coconut-fringed lagoons, and a pinch of tropical sunsets. Infocom unashamedly promote **PLUNDERED HEART** as having a 'Mills and Boons' type story-line, and they are quite proud about it. Most female adventurers that I know carry a full set of armour and assorted longwords/broadwords. They think nothing of killing the odd dragon or two before breakfast, and they are equally at ease on remote, unfriendly alien planets. Why assume that they want to fall in love with dashing, young buccaneers? I think that Infocom run the risk of attracting new female adventurers to the world of adventures, but at the expense of the already established female adventurers.

What do you think of the concept?

* I was recently invited to the launch of **JACK THE RIPPER**, the latest CRL adventure programmed by the Ladies of St. Bride's.

I heard a fascinating account of what is really going on in the St. Bride's school, an 'educational' establishment in a remote village of Ireland. Believe it or not, but life in the St. Bride's school is as in Victorian times! They do live in the past, dress accordingly, have no electricity (except a small generator to power up the old Spectrum), and they even programme their adventures by candlelight!

The rest of the afternoon, though, was a justification of why they chose Jack the Ripper as the theme of their adventure, and why they are quite glad that it obtained a 'X' certificate (not for sale to people of under 18-years of age).

The 'X' certificate is fine by me since, although I do abhor any form of censorship, I think that potential buyers should be warned about the contents of what they buy. The fact that children under 18 will mainly buy this adventure (because they are not allowed to), seems to have escaped CRL's attention but, as they candidly told me, "it becomes the retailers' responsibility - not ours - not to sell the game to minors". All in all, a clever piece of marketing, although CRL nearly played the sorcerer's apprentice with that one, as the British Board of Film Censors refused a certificate to the original game which was considered too strong.

The actual theme is also fine by me. I shall judge the adventure on its merits, and on nothing else (a review will appear in MDs Nos 27-28). So far, I have played part 1 (of 3), and my first impressions are very favourable. The game is extremely well written and atmospheric, and I have enjoyed all the clever puzzles that I have found. I never liked "The Secret of St. Bride's", nor "Bugsey", but the St. Bride's team achieved an impeccable pedigree with "The Very Big Cave Adventure" and "The Snow Queen". It looks as if **JACK THE RIPPER** follows in that tradition.

West, through a doorway, leads to a dark place, so you will have to find a source of light before investigating. Return to the Kitchen, then go East into the Dining-Room. A Gallery overlooks this room, so try to go UP. Not tall enough? Well the solution is to do with the 175. This is controlled by the 192 in the 90, so return there and 54-192. Go back to the Dining Room, and you will notice that the 175 is now lowered. Go UP, and you can 35. In the Gallery, you will find a 125. Since you have the 226, you can check your musical talents by 46-125. A horrible noise indeed, but one which has a use to solve a puzzle later on in the adventure! The next problem is how to leave the Gallery. 35 is a solution, but not a healthy one. Instead, you need the 78, and you have to 65-78, then Down.

Let us explore this level, so go West to the South Tower Entrance, then North to the Armoury. An amusing encounter with a dwarf will result in your obtaining a sharp 216. Examine it for an important clue, and 45-248 for an even more important clue. Go Up the stairs in the West wall, then South from the Barracks.

In the Aviary, you will find some 263, and a few golden 85 protected by fierce eagles. Get 85 gives you the appropriate message (!), so you will have to find a way of getting rid of the eagles (Hint: 51 them. Solution: 46-125). After getting the 85, your hands are quite full, so now is the time to go to the Temple to cleanse your Treasures. In the Temple, drop the 125, the 85, and the 209 for a score of 44/250. Return to the Armoury, then go North to the North Tower Entrance. East from this location takes you to the Blacksmith's. A red hot Bar lies across a smouldering forge. Before you type GET BAR, make sure that you FREEZE your position! (Solution: 31-263). Go SouthEast, then SouthWest and drop the Bar by the Low Building. Eventually, the Bar will cool down, and it will be safe to carry it without the 263. Go back to the South Tower Entrance, then go Up the Stairs. There is nothing of interest in the Servant's Quarters, so carry on upwards. In the Study, you will find a dusty 109 (try to 45 it). Up again to reach a Stairway Junction. North takes you to the Aviary, and East leads onto the Ramparts. Go up instead to enter the Duke's Bedroom. The only object of interest is the 205, and examine it for a VERY, albeit cryptic, important clue.

Well, all the immediately accessible locations have been explored, and you must now find a source of light to investigate the dark places. Return to the outside of the low building, then type IN. A Lamp and a set of Keys are here for the taking. There is also a 167 in this location, and although you cannot 30 it, you can certainly 58 it to reveal a dark hole.

Since your Lamp is empty, it needs a source of fuel, and you have already discovered where to get some (120 of 187). Go back there, and FILL LAMP (with the 153 present in the location). Before exploring the underground passages, though, you should really explore the dark rooms in the Castle itself. There were two locations where a source of light was needed. One was to the West of the Wine Cellar. Go there (make sure to LIGHT LAMP first). In the Picture Gallery, get the 243, then go East. Do not forget to EXTINGUISH LAMP. The 213 of 153 is not bottomless, and it will not last forever.

To be continued in MDs Nos 27-28.

48-94, then 48-185-6-94, then immediately (!) go North! An explosion informs you that you have been successful, so return to the Dusty Room. SAVE your position, and read the Card. As you will soon find out, you should not spend too much time in this location. Not only will the roof of the Dusty Room collapse very soon, but so will the Ledge where you have landed your Balloon! Collect the 196, and go North. You are now ready to climb down, but how can you control the Balloon? Well, since it is the 156 which enabled it to go up, you must control this. The solution is to 37-219 to stop the 156 reaching the Balloon. Once you have safely landed, return to the Carousel Room, collecting the 83 on the way (score: 210/400 - Junior Adventurer).

The next step is to tackle the Bank of Zork, and this is quite a tricky problem. Return to the Dragon Room, then go West twice to the Bank Entrance, passing through the Fresco Room. From the Bank Entrance, an exit to the NorthWest leads to the West Teller Room, and an exit to the NorthEast leads to the East Teller Room (going South from either Teller Room will take you back to the Bank Entrance). From each Teller Room, you may go North into a Viewing Room (going South from either Viewing Room will put you back at the Bank Entrance).

West from the West Teller Room (or East from the East Teller Room) takes you into the Safety Depository. In the Depository, read the piece of paper for some clues of what is to come. The key words on it are "magic technology" and "seems to walk through walls". The large cube in this room is the vault itself, which you will have to try and enter. South from the Depository is the Chairman's Office, in which you will find a 128 (which is a treasure). North from the Depository is a shimmering curtain of light, which is the "key" to this particular puzzle.

If you do not carry anything from the Bank, you may leave through the Eastern or Western exits. If you carry the 128, however, you are prevented from doing so. At this stage, leave the 128 alone, and experiment with the curtain (the command is GO THROUGH CURTAIN). Do you notice a particular pattern? Enter the Depository from the West Teller Room, then go through the Curtain. Now enter the Depository from the East Teller Room, and go through the Curtain. You will notice that you end up in one of the Viewing Rooms - which viewing room depends on the DIRECTION FROM WHICH YOU ENTERED THE DEPOSITORY. So far, you have entered the Depository from the East and the West. Now, enter the Depository from the South (i.e. from the Chairman's Office), then go through the Curtain... You have reached a Small Room, with no apparent exit. There are two ways of leaving this room. The first (and incorrect) way is to wait. A voice will soon inform you that the "curtain door has closed" (this is a clue in itself). Wait a little longer, and a Gnome will appear. Provided you give him a treasure (any treasure), he will set you free. You will be able to complete the adventure, but not with maximum points.

The second (and correct) way to leave this room, is to do so BEFORE you are told that the curtain is closed. Use the command 56 (direction). Since you entered from the South, 56-112 will produce results. The correct way of leaving will therefore be: 33-112-265 (remember the piece of paper from the Depository!).

To be Continued in MDs Nos 26-27.

* Level 9 Computing have released their latest adventure, GNOME RANGER, for a variety of micros (see page 39 for details of prices and availabilities). This 3-part adventure features Ingrid, a bossy young gnome, who leaves her dreary farming village to study gnome economics at college. She soon find herself far away in a bewitched land, and the game chronicles Ingrid's attempts at putting the wilderness to rights as she goes back home.

Level 9 Computing have withdrawn the BBC disk versions of their adventures from their catalogue.

* Atlantis Software have withdrawn EL DORADO and MARIE CELESTE from their catalogue.

* Having now released Infocom's NORD AND BERT COULDN'T MAKE HEAD OR TAIL OF IT (see MDs Nos 23-24 - page 35, for details), Activision have just released Infocom's latest adventure, PLUNDERED HEARTS (see page 41 for details of prices and availabilities). PLUNDERED HEARTS is the first Infocom adventure where the main character is a woman, and where action and romance are combined in an adventure aimed specifically at the female market. Written by Amy Briggs, PLUNDERED HEARTS takes place in the 17th century, in a setting of steamy tropical nights and treacherous characters.

Infocom's next adventure will be BEYOND ZORK (to be released during December 1987), combining interactive fiction with the character-building of role-playing games. A series of bizarre events has plunged the Great Underground Empire into chaos, and civil disorder has spread across the land where rampaging monsters now rule the streets. The player will have to find the fabled Coconut of Quendor, within whose time-impervious shell lies the essence of magic.

INVISICLUES of Infocom's new adventures are now released under a double-pack format. The first release covers BUREAUCRACY and HOLLYWOOD HIJINX, the second release covers STATIONFALL and THE LURKING HORROR (£8.99 each pack).

* Rainbird Software have now released the Atari 800/130 and Amstrad CPCs versions of GUILD OF THIEVES (disk: £19.95 each), as well as the IBM PC version (disk: £24.95).

The Spectrum 48 (tape), MSX (tape), Commodore 64 (tape and disk), and Atari 800/130 (tape and disk) versions of KNIGHT ORC are now available (all at £14.95 each). Versions for the Amstrad CPCs (tape and disk), Amstrad PCWs (disk), Apple II (disk), Macintosh (disk), and IBM (disk) will be released in December 1987.

The release of TIME AND MAGIK (Level 9's trilogy of LORDS OF TIME, RED MOON and PRICE OF MAGIK) will now take place at the beginning of 1988.

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Magnetic Scrolls' new adventure will be JINXTER, to be released early 1988. The player will have to find and link the seven charms of a magical bracelet, needed to defeat the evil Green Witches who are slowly taking control of the carefree land of Aquitania.

Rainbird Software are due to release shortly DARK SCEPTRE (Spectrum 48: £7.95), the much awaited Mike Singleton adventure. The gameplay takes place on the Isles of the Western Sea, where the Lord of the Isles has been lost to the power of the Northmen. Using a number of characters, the player has to find, reclaim, then destroy the evil Dark Sceptre.

The IBM PC version of THE PAWN is now available (disk: £24.95).

* The 2nd National Computer Adventurers' Convention will take place on Saturday 28th November, 1987, at the Sutton Central Library, St Nicholas Way, Sutton, Surrey, starting at 9.30am. The event features three seminars on: A Major Multi-User Adventure (Speaker: Hazeii of Micronet SHADES); Adventure Creator Programs (Speaker: Tim Gilberts of Gilsoft); and What The Future Holds for Adventure Games (Speaker: Peter Kilworth, author of PHILOSOPHER'S QUEST). There will also be an all-day workshop including on-line demonstrations of various MUAs, popular SUAs running on a variety of computers for you to try, and advice available on all aspects of computer adventuring. (Tickets are £2.50, available at the door).

* AdventureSoft's next adventure will be CAPTAIN AMERICA, based around the popular comic-strip American hero (to be released early 1988).

* Arc Software, 272 Mearns Road, Newton Mearns, Glasgow, G77 5LY, will be reducing the price of THE THIRTEENTH TASK (Dragon 32) from £3.00 to £1.99 (including packaging and first-class postage). This special offer is only available between 1.12.87 and 31.01.88.

* Ariolasoft UK Ltd have moved to new premises: 9 Disraeli Road, Putney, London SW15 2DR, tel: 01-785 4285.

* Abstract Concepts' MINDFIGHTER will now be released early 1988 through Activision.

* Delta 4 Software's next adventure will be a spoof about the classic horror movies. It will be released during the first quarter of 1988.

* Domark have just released NOT A PENNY MORE, NOT A PENNY LESS for the Atari ST (disk: £19.95). The adventure is based upon Jeffrey Archer's novel (enclosed in the package), and closely follows its plot. You play the part of a swindled investor, and must eventually obtain your money back using a variety of stratagems. Versions for the Spectrum 48, Amstrad CPCs, Commodore 64, and BBC should be available in December 1987 (prices to be announced).

* Eighth Day Software have released RONNIE GOES TO HOLLYWOOD for the Spectrum 48 (£3.99), the second title in their 'Grafix' series. This is a spoof adventure in which the player assumes the role of U.S. President Ronald Reagan for one week. A 10-page booklet containing background information to the game is included in the package.

Eighth Day Software have withdrawn the Commodore versions of their earlier adventures from their catalogue.

* Incentive Software have released several new adventures:
- NOVA and HAUNTED HOUSE (double pack) for the Amstrad CPCs (£7.95)
- THE ALIEN FROM OUTER SPACE and DRAGON'S TOOTH (double pack) for the BBC B (£7.95)
- ZODIAC and THE SECRET OF LIFE (double pack) for the Commodore 64 (£7.95)
- KARYSSIA for the Spectrum 48 (£7.95)

N.B: All these adventures will be reviewed in future Dossiers.

Incentive Software are currently working on STACK, an adventure creator for the Atari ST. In addition to features normally to be expected on a creator, STACK will enable programmers to include digitised pictures and complex sounds. STACK will be released in the middle of 1988.

* Precision Games have released THE ENERGEM ENIGMA for the Spectrum 48 (£4.99). THE ENERGEM ENIGMA is the follow-up to THE EXTRICATOR, and continues the scenerio of this first adventure.

* Tartan Software have released a double-pack which includes two new adventures, CROWN OF RAMHOTEP and THE PROSPECTOR (Spectrum 48 - £2.95).

* Spectrum Adventurer have released CASTLE THADE REVISITED for the Spectrum 48 (£2.50).

* Robico, 3 Fairland Close, Llantrisant, Mid Glamorgan, CF7 8QH, tel: 0443-227354, have released THE HUNT - THE SEARCH FOR SAUNA for the BBC B and BBC B+ (tape: £9.95 - disk: £12.95).

* Terry Taylor, 20 Lee Road, Bacup, Lancashire, OL13 0EA, tel: 0706-873965, has released THE LABOURS OF HERCULES for the Spectrum 48 (£1.99). As its name indicates, this adventure is based around the Greek mythological hero, and the player has to undergo the 12 tasks.

* CRL have now converted FRANKENSTEIN for the Spectrum 48 and for the Amstrad CPCs (£7.95 each). Disk versions for the Commodore 64 and Amstrad CPCs are also available (£14.95 each).

CRL have just released the Spectrum 48 version of JACK THE RIPPER (£8.95). Commodore 64 and Amstrad CPCs versions will follow in December 1988 (tape: £9.95 each - disk: £14.95 each).

* Infogrames have released 3 MUSKETEERS for the Commodore 64 (tape: £9.95 - disk: £14.95).

Infogrames have also released PASSENGERS ON THE WIND II for the Amstrad CPCs and Commodore 64 (tape: £9.95 each - disk: £14.95 each), and for the Atari ST and IBM PC (disk: £19.95 each).

THE VERA CRUZ AFFAIR is now available for the IBM PC (disk: £19.95).

* Topologika, P.O. Box 39, Stilton, Peterborough, PE7 3BR, tel: 0733-244682, have re-released four of Acornsoft's earlier adventures: COUNTDOWN TO DOOM, PHILOSOPHER'S QUEST, ACHETON, and KINGDOM OF HAMIL. Each title (disk only) is available for the IBM PC (£17.50), Amstrad PCs (£14.95), and Amstrad CPCs (£9.95). In addition, COUNTDOWN TO DOOM and PHILOSOPHER'S QUEST are also available for the BBC (disk: £9.95 each).

* Interceptor Micros will shortly release 4 adventures on the Automata label: NYTHREL (Amstrad CPCs, Spectrum 48, and Commodore 64), SWORD OF KINGS (Spectrum 48, Commodore 64, and BBC), ASIENITO (Spectrum 48), and WARLORD (Commodore 64). Each tape will be priced at £3.99.

* MICROMUD will now be released by Virgin Games during March 1988.

* Mastertronics have released RIGEL'S REVENGE for the Commodore 64, Spectrum 48, Amstrad CPCs, and Atari XL/XE (£1.99 each).

* Electronic Arts have now opened their own offices in the U.K at: Langley Business Centre, 11-49 Station Road, Langley, Nr. Slough, Berkshire, SL3 8YN, tel: 0753-49442. Their titles are "Dungeons & Dragons" and "Role Playing" games, and they include: BARD'S TALE I (Amiga, Atari ST, IBM PC (disk only: £24.95 each), Commodore 64 (disk: £14.95)), and LEGACY OF THE ANCIENT (Commodore 64 - disk: £16.95).

The tape versions of BARD'S TALE I for the Commodore 64, Amstrad CPCs, and Spectrum 48 will be released early 1988 (prices to be announced).

Many Members have reported fatal bugs (i.e. bugs which do not allow the completion of the adventures) in the following games:

- * TEMPLE OF TERROR (AdventureSoft): All versions.
- * SAVAGE ISLAND - Part 2 (AdventureSoft): Spectrum 48 and Commodore 64 versions.

Accordingly, we have withdrawn these titles from our pages of software.

Faulty copies should be returned directly to AdventureSoft Ltd., P.O. Box 786, Sutton Coldfield, West Midlands, B75 7SL.

We are pleased to offer you a comprehensive selection of adventure titles. Please note, however, that discounts are not available on already competitively priced software.

Title/Software Company	Computer	RRP	Our Price

* DELTA 4/C.R.L.			
- The Boggit	SP48,C64,AM	7.95	7.15
- Robin of Sherlock	SP48	5.00	4.50
- Robin of Sherlock	AM	7.95	7.15
- Bored of the Rings	SP48	5.00	4.50
- Bored of the Rings	C64	7.95	7.15
- Quest/ Holy Joystick	SP48	3.95	3.55
- Return of the Joystick	SP48	4.95	4.45
* C.R.L.			
- Jack the Ripper	SP48	8.95	8.05
- Book of the Dead	C64,SP48,AM	8.95	8.05
- Book of the Dead	AMd,C64d	14.95	13.45
- Frankenstein	C64,SP48,AM	8.95	8.05
- Frankenstein	AMd,C64d	14.95	13.45
- Murder off Miami	C64,SP48,AM	7.95	7.15
- Dracula	C64,SP48,AM	9.95	8.95
- Bugsy	C64,SP48,AM	7.95	7.15
- The Very Big Cave Adventure	SP48,C64,AM	7.95	7.15
	PCWd	14.95	13.45
	C64d	12.95	11.65
- Castle Blackstar	PCWd	14.95	13.35
- The Pilgrim	C64	7.95	7.15
- The Causes of Chaos	C64	8.95	8.05
* THE POWER HOUSE			
- Custerd's Quest (Mk I)	SP48	1.99	1.50
- Custerd's Quest (Mk II)	SP48	1.99	1.99
- How To Get the Most Out Of Your Computer	SP48	9.95	8.95
* PIRANHA SOFTWARE			
- The Big Sleaze	SP48,C64,AM	9.95	8.95
- The Colour of Magic	SP48,C64,AM	9.95	8.95
* MANDARIN ADVENTURES			
- Time of the End	SP48,C64	2.95	2.65
* PRECISION GAMES			
- The Extricator	SP48	2.99	2.69
- The Emergem Enigma	SP48	4.99	4.49
* SPECTRUM ADVENTURER			
- Castle Thade Revisited	SP48	2.50	2.50

Title/Software Company	Computer	RRP	Our Price

* ADVENTURES/US GOLD			
- Seas of Blood	SP48,C64,AM	9.95	8.95
- Spider-Man	SP48,C64,BBC,EL,C16,AT	2.99	2.69
- The Hulk	SP48,C64,BBC,EL,C16,AT	2.99	2.69
- Scott Adams' Scoops (Vol No 1)			
(includes Pirate Island,	SP48,C64,AT	9.99	8.99
Voodoo Castle, Strange	BBC,EL,C16	9.99	8.99
Odyssey & Buckaroo Bonzai)			

SCOTT ADAMS ADVENTURES

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- 1- Adventureland
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- 4- Voodoo Castle
- 5- The Count
- 6- Strange Odyssey
- 7- Mysterious Fun House
- 8- Pyramid of Doom
- 9- Ghost Town
- 10- Savage Island Part 1
- 11- Savage Island Part 2
- 12- Golden Voyage
- 13- The Sorcerer of Claymorgue Castle
- 14- Return to Pirate Island

Scott Adams Adventures:

Nos 1 to 13:	BBC,EL	7.95	6.99
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Nos 1,3,10 & 13:	SP48	9.95	8.95
Nos 1 to 4 & Nos 10 & 13:	C64	9.95	8.95
Nos 2,3,4 & 13:	C64d	13.95	12.49
Nos 10 & 13:	C16	7.95	6.99
Nos 1 to 4 & Nos 7 to 13:	DR	7.95	6.99
Nos 2 to 6 & No 13:	ATd	17.95	15.99

Mysterious Adventures:

Nos 1 to 10 available for:			
SP48,C64,AT,DR,BBC,EL:	7.95	6.99	
Nos 2,5,6 & 10 available for:			
C16:	7.95	6.99	

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- 4- Arrow of Death (2)
- 5- Escape from Pulsar 7
- 6- Circus
- 7- Feasibility Experiment
- 8- The Wizard of Akyrz
- 9- Perseus and Andromeda
- 10- Ten Little Indians
- 11- Waxworks

* LEVEL 9 COMPUTING

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|------------------------|--------------------------|
| (1) Colossal Adventure | (7) Emerald Isle |
| (2) Adventure Quest | (8) Red Moon |
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| (4) Lords of Time | (10) The Price of Magik |
| (5) Snowball | (11) Gnome Ranger |
| (6) Return to Eden | (12) Erik the Viking |

Nos 1 to 11: AM,AT(48K. #64K needed for Nos 9, 10 & 11), MSX(64K)

Nos 2 to 10: BBC

Nos 1 to 12: C64,SP48

No 11: C64d,ATd

No 11: AGd,IBMd,STd,AMd,PCWd,ATd

	RRP	Our Price

- Adventures Nos 1 to 12 (except Nos 7 & 8)	9.95	8.95
- Adventures Nos 7 & 8	6.95	6.25
- Disk versions (C64d,ATd)	9.95	8.95
- Disk versions (other micros)	14.95	13.45

* RAINBIRD SOFTWARE

- Jewels of Darkness	SP48/128,C64	14.95	13.45
(includes Colossal Adventure,	AT800,AM,MSX	14.95	13.45
Adventure Quest & Dungeon	C64d,AT800d	14.95	13.45
Adventure)	APd,AMd,PCWd,STd	19.95	17.95
	AGd,MACd,IBMd	19.95	17.95
- Silicon Dreams	SP48/128,C64	14.95	13.45
(includes Snowball, Return to	AT800,AM,MSX	14.95	13.45
Eden & The Worm in Paradise)	C64d,AT800d	14.95	13.45
	IBMd,AMd,PCWd,AGd	19.95	17.95
	APd,STd,MACd	19.95	17.95
- The Pawn	SP128/+2	14.95	13.45
	C64d,APd,AMd,ATd	19.95	17.95
	IBMd,STd,AGd,MACd,PCWd	24.95	22.45
- Guild of Thieves	IBMd,STd,AGd,MACd,PCWd	24.95	22.45
	ATd,AMd,C64d,APd	19.95	17.95
- Knight Orc	STd,AGd	19.95	17.95
	SP48,MSX,C64,C64d,AT,ATd	14.95	13.45

* BUG BYTE

- Souls of Darkon	SP48,C64,AM	2.99	2.69
- Cloak of Death	AT	2.99	2.69
- Quest for Eternity	AT	2.99	2.69
- Starforce 7	BBC/EL	2.99	2.69
- Journey to the Centre			
of the Earth	MSX	2.99	2.69

* CDS

- Castle Blackstar	SP48,MSX,BBC,C64,AM	6.95	6.25
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* CENTRAL COMPUTING

- The Mystery of the			
Lost Sheep	BBC,C64	4.00	3.60

#40

Title/Software Company	Computer	RRP	Our Price
* ATLANTIS SOFTWARE			
- Moron	SP48	1.99	1.99
- Mafia Contract	SP48	1.99	1.99
- Mafia Contract II	SP48	1.99	1.99
- Return to Ithaca	SP48	1.99	1.99
- El Dorado	SP48	1.99	1.99
- Temple Terror	SP48	1.99	1.99
- Velnor's Lair	C64	2.99	2.79
- Escape from Khoshima	AM	1.99	1.99
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 - Masters of the Universe
 - Kayleth

Price per title:	C64	9.99	8.99
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	BBC/EL	7.99	7.19
	C64d,BBCd	14.99	13.49

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- Fantastic Four (Pt 1)	BBC,EL	7.95	7.15
- Rebel Planet	SP48,AM,C64	9.95	8.95
- Rebel Planet	C64d,AMd	14.95	13.45
- Rebel Planet	BBC,EL	7.95	7.15

* INFOGRAMS			
- Mandragore	SP48,C64,MSX,AM	14.95	13.45
- Mandragore	AMd,C64d	14.95	13.45
- The Vera Cruz Affair	SP48,C64	8.95	8.05
- The Vera Cruz Affair	AM,MSX	9.95	8.95
- The Vera Cruz Affair	C64d,AMd	14.95	13.45
- The Vera Cruz Affair	PCd	19.95	17.95
- The Inheritance	SP48,C64,MSX,AM	9.95	8.95
- The Inheritance	AMd,C64d	14.95	13.45
- The Sidney Affair	SP48,C64	8.95	8.05
- The Sidney Affair	AM	9.95	8.95
- The Sidney Affair	C64d,AMd	14.95	13.45
- Murders on the Atlantic	AM,C64,MSX	14.95	13.45
- Murders on the Atlantic	AMd,C64d	19.95	17.95
- Passengers on the Wind	IBMd,Std	24.95	22.45
- Passengers on the Wind	C64,AM	12.95	11.65
- Passengers on the Wind	AMd,C64d	14.95	13.45
- 3 Musketeers	C64	9.95	8.95
- 3 Musketeers	C64d	14.95	13.45
- Passengers on the Wind II	AM,C64	9.95	8.95
- Passengers on the Wind II	AMd,C64d	14.95	13.45
- Passengers on the Wind II	Std,IBMd	19.95	17.95

#41

* ACTIVISION			
- Mindshadow	SP48	7.99	7.20
- Mindshadow	C64,AM	9.99	8.99
- Borrowed Time	C64d	14.99	13.49
- Borrowed Time	IBMd	19.99	17.99
- " " " " " " " "	AP2d,MACd,AGd,Std	24.99	22.49
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- Planetfall	Starcross	Suspended	
- Ballyhoo	Wishbringer	Hitch-hiker's Guide	
- Leather Goddesses	Moonmist	Hollywood Hijinx	
- Stationfall	The Lurking Horror	Nord and Bert	
- Plundered Hearts	Beyond Zork		

	RRP	DISCOUNT
	===	=====
C64d,C128d,ATd,AMd,PCWd:	£24.99	10% for 1 title
APd,IBMd,MACd,AGd,Std:	£29.99	20% for 2 titles
		25% for 4 titles or more

NB: The last three Infocom adventures (as above) are NOT available for the Amstrad CPCs or for the Amstrad PCWs.

"Bureaucracy", "A Mind Forever Voyaging" and "Trinity" are available for all the above-mentioned micros EXCEPT C64d, AMd, PCWd & ATd. RRP: £34.99.

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* ARTIC COMPUTING			
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- Ship of Doom	SP48	1.99	1.99
- Espionage Island	C64	1.99	1.99
- Eye of Bain	SP48	1.99	1.99

- The Assemblage (2 arcade games and 2 adventures, "Robin Hood" and "The Curse of the 7 Faces") SP48 4.95 4.45

#42

Title/Software Company	Computer	RRP	Our Price
* DUCKWORTH COMPUTING			
- Egyptian Adventure	BBCd/MAd	14.95	13.45
- The Odyssey	C64	9.95	8.95
- Colossal Cave Adventure	C64,AM	7.95	7.15
- Island Adventure	C64	7.95	7.15
- Mountain Palace Adventure	C64,AM	7.95	7.15
- Time Search	C64,AM	7.95	7.15
- Castle Dracula	C64,AM,BBC	7.95	7.15
- The Sword of Vhor	C64	7.95	7.15
- The Commodore Plus/4 Adventure Pack (4 Adventures)	Cplus/4d	14.95	13.45
- BOOK: The Adventurer's Notebook	ALL	3.95	3.55
* RIVER ADVENTURES			
# Spectrum 48 titles (all double packs):			
Tape 1: The Challenge & Davy Jones Locker			
Tape 2: Witch Hunt & The Cup			
Tape 3: The Hammer of Grimmold & Mutant			
Tape 4: Realm of Darkness & Matchmaker			
Tape 5: The Jade Necklace & Lifeboat			
# Commodore 64 titles (all double packs):			
Tape 1: The Hammer of Grimmold & Lifeboat			
Tape 2: Realm of Darkness & Mutant			
Tape 3: The Jade Necklace & Matchmaker			
Tape 4: Witch Hunt & The Cup			
(ANY ONE TAPE):		2.50	2.50
* ARGUS			
- The Detective	C64	8.95	8.05
* OCEAN SOFTWARE			
- Hunchback	AM,C64	8.95	8.05
- Hunchback	SP48	7.95	7.15
- Never Ending Story	AM,C64,SP48/128	9.95	8.95
* FIREBIRD			
- Imagination	SP48,C64,AM	1.99	1.99
- Seabase Delta	SP48,C64,AM	1.99	1.99
* SENTIENT SOFTWARE			
- The Key to Time, Scoop!, Malice in Wonderland.			
(ANY ONE TITLE):	SP48,C64	2.99	2.70
* DOMARK			
- Not a Penny More	STd	19.95	17.95
* WALRUS COMPUTING			
- Rogue Comet	SP48,C64	4.95	4.45

#43

Title/Software Company	Computer	RRP	Our Price
* INTERCEPTOR/PLAYER			
SP48,C64,AM: a) Heroes of Karn		b) Jewels of Babylon	
SP48,AM: a) Warlord		b) Forest at World's End	
	c) Message from Andromeda		
C64: a) Empire of Karn		b) Crystal of Karus	
AM: a) The Experience			
SP48: a) Shrewsbury Key		b) Zacaron Mystery	
	c) The Serf's Tale	d) Matt Lucas	
	e) Journey to the Centre of Eddie Smith's Head		

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- Aftershock	SP48,AM	9.95	8.95
- Aftershock	AMd	14.99	13.50
- Aftershock	PCWd	17.99	15.99

* MELBOURNE HOUSE			
- Shadows of Mordor	C64,AM	8.95	8.05
- Shadows of Mordor	SP48	7.95	7.15
- Shadows of Mordor	C64d	14.95	13.45
- Lord of the Rings	C64,BBC,SP48	15.95	14.35
- Lord of the Rings	C64d,BBCd,IBMd	19.95	17.95
- Lord of the Rings	AMd,PCWd	24.95	22.45
- Dodgy Geezers	SP48	7.95	7.15
- Dodgy Geezers	C64,AM	8.95	8.05
- The Hobbit	AM,C64,SP48,BBC,MSX	9.95	8.95
- The Hobbit	C64d,BBCd	17.95	16.15
- The Hobbit	IBMd,APd	29.95	26.95
- Sherlock	SP48,C64	14.95	13.45
- Terrormolinos	AM,C64,SP48	7.95	7.15
- Hampstead	SP48	9.95	8.95
- Castle of Terror	C64	9.95	8.95
- Red Hawk	AM,SP48,C64	8.95	8.05
- Red Hawk	C64d	14.95	13.45
- Kwah!	SP48	7.95	7.15
- Kwah!	C64,AM	8.95	8.05
- Mystery of Arkham Manor	AM	8.95	8.05
- Mystery of Arkham Manor	SP48	7.95	7.15

* 8TH DAY SOFTWARE			
- 4 Minutes to Midnight	SP48	2.50	2.50
- 4 Minutes to Midnight MkII	SP48	2.99	2.69
- Cuddles	SP48	2.50	2.50
- Quann Tulla	SP48	2.50	2.50
- Ice Station Zero	SP48	2.50	2.50
- In Search of Angels	SP48	2.50	2.50
- Faerie	SP48	2.50	2.50
- H.R.H	SP48	2.99	2.69
- Earthshock	SP48	3.99	3.59
- A Harvesting Moon	SP48	3.99	3.59
- Ronnie Goes to Hollywood	SP48	3.99	3.59

#44

Title/Software Company	Computer	RRP	Our Price
* CENTRAL SOLUTIONS			
- Prelude, The Curse of Shaleth, Desperado, A Picture of Innocence, Countdown, Brian the Bold, Survival, Escape from Devil's Island, Murder.			
(ANY ONE TITLE):	SP48	0.99	0.99
- Mansion	AM(CPC464)	0.99	0.99
(MINIMUM ORDER OF 2 TITLES ON £0.99 ADVENTURES, PLEASE)			
* MASTERTRONICS			
C64, SP48, AM, AT:	a) Rigel's Revenge		
C64, SP48:	a) Kobyashi Naru	b) Zzzz	
	c) Se-Kaa of Assiah		
C64, AM:	a) Kentilla		
SP48:	a) Holy Grail	b) Journey's End	
	c) Sinbad & the Golden Ship		
C64:	a) Treasure Island		

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- The Ket Trilogy	DR, BBC	9.95	8.85
- The Ket Trilogy	C64	7.95	7.15
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- The Graphic Adventure Creator	AMD	27.95	25.15
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- Shipwreck/Castle Eerie	SP48	2.95	2.65
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*** TOPOLOGIKA**

- Titles available: "Countdown to Doom" (IBMd, PCWd, AMD, BBCd), "Philosopher's Quest" (IBMd, PCWd, AMD, BBCd), "Acheton" (IBMd, PCWd, AMD), "Kingdom of Hamil" (IBMd, PCWd, AMD).			
	IBMd	17.50	15.75
	PCWd	14.95	13.45
	AMD, BBCd	9.95	8.95

#45

Title/Software Company	Computer	RRP	Our Price
* GILSOFT			
- The Professional Adventure Writer	SP48/128/+2	22.95	20.65
	SP48md/128md/+2md	27.95	25.15
- The Quill	AM, SP48, C64	3.99	3.99
- The Quill	BBC/EL	16.95	15.25
- The Quill	BBCd	22.95	20.65
- The Quill	QL	22.95	20.65
- The Illustrator	AM, SP48, C64	3.99	3.99
- The Quill & The Illustrator	AM, SP48, C64	5.99	5.99
- The Quill & The Illustrator	C64d, AMD	19.95	17.95
- The Patch	SP48	3.99	3.59
- The Press	SP48	6.95	6.25
- Characters	SP48	3.99	3.59
- The Hollow	SP48, AM	3.99	3.59
- Madcap Manor	SP48	3.99	3.59
- Diamond Trail	SP48	1.99	1.99

* COMPUTER CODES: AG (Commodore Amiga) * AM (Amstrad CPC series) * AP (Apple II series) * AT (All Atari except Atari ST) * BBC (BBC Model B) * C16 (Commodore 16) * C64 (Commodore 64) * C128 (Commodore 128) * CP/M (CP/M operating system) * DR (Dragon 32/64) * EL (Electron) * IBM (IBM PCs or compatibles) * MA (BBC Master series) * MAC (Apple Macintosh series) * MSX (MSX Micros) * PCW (Amstrad PCW series) * QL (Sinclair QL) * SP48 (Spectrum 48) * SP128 (Spectrum 128) * SP+2 (Spectrum Plus 2) * ST (Atari ST series) * ZX81 (Sinclair ZX81).

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* SAVE EVEN MORE MONEY!!! Order 24 Dossiers or more, and deduct 30% from your total. For instance, the COMPLETE COLLECTION (MDs Nos 1 to 24) will cost: £25.20 for U.K. Members, £31.92 for Europe (Surface Mail), etc...

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 Publication Dates
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- * The Elf's Diary (1): First week of December 1987
- * MDs Nos 27-28: Second week of January 1988

Use in conjunction with the hints given in this Dossier.

- | | | |
|-------------|----------------|-------------------|
| 1) A | 46) Play | 91) Money |
| 2) The | 47) Connect | 92) Beggar-Woman |
| 3) Maybe | 48) Light | 93) Potion |
| 4) None | 49) Snap | 94) Match |
| 5) Neither | 50) Give | 95) Candle |
| 6) With | 51) Frighten | 96) Help |
| 7) Without | 52) Open | 97) Marsh |
| 8) Her | 53) Hit | 98) Vulture |
| 9) His | 54) Turn | 99) Llama |
| 10) On | 55) Drag | 100) Farmer |
| 11) Again | 56) Feel | 101) Tractor |
| 12) To | 57) Shake | 102) Eagle |
| 13) From | 58) Push | 103) Octopus |
| 14) Is | 59) Pour | 104) Tentacle |
| 15) Him | 60) Break | 105) Pints |
| 16) Her | 61) Follow | 106) Hoof Prints |
| 17) Up | 62) Leave | 107) Passive |
| 18) Down | 63) Wait | 108) Active |
| 19) Both | 64) Scoop | 109) Scroll |
| 20) All | 65) Tie | 110) Situation |
| 21) Nothing | 66) Talk | 111) North |
| 22) Little | 67) Show | 112) South |
| 23) You | 68) Bury | 113) !!!!! |
| 24) They | 69) Dig | 114) |
| 25) We | 70) Press | 115) Logs |
| 26) I | 71) Hit | 116) Ship |
| 27) She | 72) Coin | 117) Chair |
| 28) Sit | 73) Mynah | 118) Wand |
| 29) Drop | 74) Human | 119) Cauldron |
| 30) Get | 75) Robot | 120) Bottom |
| 31) Wear | 76) Witch's | 121) Hatch |
| 32) Examine | 77) Wizard's | 122) Envelope |
| 33) Enter | 78) Rope | 123) Stamp |
| 34) Follow | 79) East | 124) Progress |
| 35) Jump | 80) West | 125) Violin |
| 36) Start | 81) Port | 126) Fingers |
| 37) Close | 82) Emerald | 127) Thumb |
| 38) Say | 83) Ruby | 128) Portrait |
| 39) Pull | 84) Diamond | 129) Tree |
| 40) Climb | 85) Eggs | 130) Bush |
| 41) Lift | 86) Locks | 131) Circuit Fuse |
| 42) Ask | 87) Hair | 132) Bulb |
| 43) Knock | 88) You | 133) Bottle |
| 44) Find | 89) Attic | 134) Fungus |
| 45) Read | 90) Store Room | 135) Help |

Use in conjunction with the hints given in this Dossier.

136) Lever	181) PC	226) Bow
137) Button	182) Cannot	227) Advice
138) Hamster	183) Paragraph	228) Label
139) Wheel	184) Stag	229) Dogs Swarm
140) Forest	185) String	230) Hornet
141) Axe	186) Rope	231) Bands
142) Each Other	187) Well	232) Trumpet
143) Love	188) Badge	233) Bird
144) Clock	189) Cave	234) Waterfall
145) Watch	190) Pillow	235) Peak
146) Stop	191) Pillar	236) Take-Off
147) Scroll	192) Wheel	237) Track
148) Octave	193) Almond	238) Nest
149) Cottage	194) No!	239) Pin
150) Pump	195) Yes!	240) Door
151) Weed Killer	196) Crown	241) Unicorn
152) Slug	197) Hello	242) Captain
153) Oil	198) Card	243) Masterpiece
154) Magpie	199) Password	244) Junk
155) Goat	200) Crock	245) Centaur
156) Hot Air	201) Pipes	246) Arrow
157) Cold Air	202) Shovel	247) Champagne
158) Safekey	203) Money	248) Runes
159) Bar	204) Help	249) Brandy
160) Slab	205) Mirror	250) Nymph
161) Doctor	206) Ogre	251) Satyr
162) Branch	207) Puddle	252) Strip
163) Knife	208) No-Win	253) Poker
164) Pinnacle	209) Coin	254) Peg
165) Location	210) Tunnel	255) Key
166) Sword	211) Note	256) Powder
167) Bale	212) Cage	257) Brambles
168) Hay	213) Pool	258) Black
169) Chicks	214) Bridge	259) Machinery
170) Girl	215) Frog	260) Rose
171) Friend	216) Knife	261) Flower
172) Foe	217) Ding Dong!	262) Fox
173) Nugget	218) Stereo	263) Gloves
174) Room	219) Receptacle	264) Huge
175) Chandelier	220) Cloth	265) Wall
176) Pick	221) Slot	266) Nail
177) Mine	222) Spy	267) Wires
178) Mr Right	223) Yes	268) Hanger
179) Mrs Right	224) Machine	269) Coat
180) Letter	225) Rod	270) Leprechaun