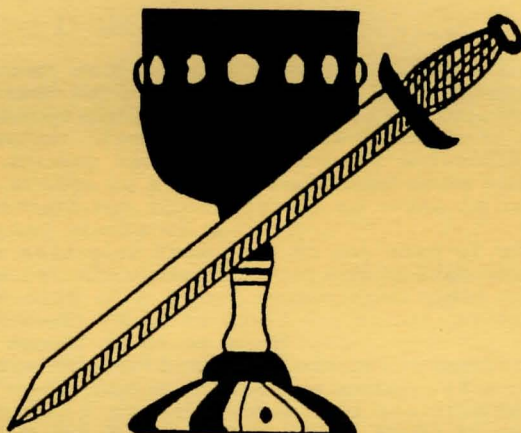


The Adventurers Club Ltd.

64c Menelik Road, London NW2 3RH.

Telephone: 01-794 1261



MEMBER'S DOSSIERS Nos 29 & 30 - FEBRUARY 1988/MARCH 1988

REVIEWS:

BEYOND ZORK

JINXTER

SHERLOCK

WITCH HUNT

THE THREE MUSKETEERS

BLACK FOUNTAIN

THE PROSPECTOR

THE LABOURS OF HERCULES

THE HOLLOW

PASSENGERS ON THE WIND

ARTICLES BY:

RICHARD BARTLE

TONY BRIDGE

KEITH CAMPBELL

HUGH WALKER

LATEST NEWS ON THE ADVENTURING SCENE

BASIC ADVENTURING

DISCOUNTED SOFTWARE

1987 GOLDEN CHALICE AWARDS

AND MUCH MORE!!!

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 on the day of receipt of your letter. Overseas Members using the Mail Help-Line should enclose an I.R.C. for a speedy reply, otherwise the answers 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)

*** By Bulletin Board:**

You can contact us 24 hours a day on 0689-27085 (Baud rates: V22 between 13:00 and 17:00. V21 and V23 outside these hours).

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

Creative Adventurers!

You may have written your own adventures, either by yourself, or with the help of one of the adventure-writing utilities which are now available for a growing variety of micros. We offer a number of services which may be of assistance to you:

*** PLAY-TESTING:** For a nominal fee of £5.00 per game, we shall assess and play-test any adventure that you have written. You will receive a comprehensive report, incorporating our detailed opinion of your game(s), together with our suggestions and comments.

*** MARKETING:** We can arrange for the VERY best adventures to be published nationally through a leading software company. Alternatively, we can share with you our vast experience on how to deal with software companies, how to get your game(s) reviewed in the national press, and many more services...

*** REVIEW:** We shall be pleased to review the adventures which you have written, and which you wish to make available to the general public. Appropriate details of release will also be published by us.

Please ONLY send us adventure games of a high standard (not rejects from the software companies!). Please specify for which micro(s) they will run, and do enclose a map, a listing (if you can), and a step-by-step solution to the game(s).

Dear Fellow Adventurer,

Welcome to MDs Nos 29-30!

We are very pleased to announce the 1987 "Golden Chalice Awards", so turn to page 11 to find out which game you have voted "Best Adventure of 1987", and which Software Companies have won the much coveted Chalice.

We welcome Tony Bridge as a regular contributor to the Dossier. Yes, the Grand Elf himself has kindly agreed to write in every issue, and Tony's first column starts on page 17.

The results of our Tolkien competition are published on page 11, together with details of a second competition based around Tolkien's works.

A few 'Adventuring Tenets' have been sprinkled among the pages of this Dossier. These Tenets represent various aspects of adventuring philosophy which could not be written onto the Scroll of Power (see page 5) because of its size.

Columnists:

* Keith Campbell (page 7) dons his Presidential Mantle, and tackles the thorny subject of "Big Boys" versus "Home-grown" adventures,
* Tony Bridge (page 17) explores the land of Kerovnia, in "The Guild of Thieves",
* Hugh Walker (page 23) battles with a few bugs, and explores the Southland of Quendor in "Beyond Zork",
* Richard Bartle (page 27) guides you through the first steps of playing a multi-user adventure,
* "Under the Cloak..." (page 29) concludes its crusade against Software Companies that release bugged adventures.

Reviews:

"Jinxter" (page 9), Infocom's version of "Sherlock" (page 12),
"Witch Hunt" (page 13), "The Three Musketeers" (page 13),
"Beyond Zork" (page 15), "The Labours of Hercules" (page 19),
"Black Fountain" (page 19), "Passengers on the Wind" (page 30),
"The Prospector" (page 30), "The Hollow" (page 35).

"Mini-Solutions" will make their appearance in the next Dossier. These "Mini-Solutions" will be a regular feature in every issue. Each solution will cover the most common problems and puzzles of a specific adventure, providing coded hints and solutions to a full adventure. We plan to publish two "Mini-Solutions" in every Dossier.

Happy Adventuring, and Happy Easter!

* 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 await to hear from you!

Dear ACL,
Congratulations to Keith Campbell, our new President. It was certainly a close finish - both he and Mike Gerrard are very familiar names to us adventurers. What would we do without the faithful few who continue to uphold the adventuring scene?

Rita Maloney, Liverpool.

Ed: Hear, hear!

Dear ACL,
A friend of mine has recently acquired an Atari ST, and I played THE PAWN and GUILD OF THIEVES for a time on this machine. Having a copy of THE PAWN for the Spectrum 128, I was interested to see the comparison. Admittedly the graphics were good, but creating pictures with your own mind adds a lot to the adventure. You make your own atmosphere with text-only adventures, and I feel this adds to the excitement. You feel a part of the adventure with text-only, and not just a voyeur as with graphic adventures.

Terence Hollands, London.

Dear ACL,
I am just writing to say how annoyed I am with certain software companies' attitude towards adventure games. I recently sent two adventures I had written to a company for possible marketing. One adventure was text-only, with 120 locations, which was the one I considered to be the better of the two. The other was a simple graphic adventure with 30 locations (both programmes of full 48K length for the Spectrum).

The company liked the graphic adventure, but refused to accept the other, as it had no graphics, and to quote from their letter:

"... we need graphics with the game - and good graphics at that."

After expanding some of the text and making several other improvements, I tried it again with the same company, but, to quote again:

"I'm afraid that our position on the game has not changed. "no" graphics might be aesthetically better than "average" graphics, but we still need graphics with the game."

I consider graphics to be totally unnecessary; they add little, or even take away the atmosphere of the game, and they are not worth the memory they take up. All the best games I have played have been text-only. I just wish these companies would "wise up" a bit.

Peter Garcia, Shrewsbury.

Dear ACL,
What do you mean by publishing the solution to GNOME RANGER? The game has just been released and already I see a solution in print. I feel that it is OK to publish solutions to games which have been released last year, but this is carrying things a bit too far.

Noel Anastasi, Mosta, Malta.

Dear ACL,
KNIGHT ORC may have been criticised, but I still consider it an innovative and original adventure which lacks in atmosphere and vocabulary (mainly verbs). The interaction and logic, together with the absence of maps and mazes, more than make up for these discrepancies, although it wouldn't have hurt to drop a few characters and add a few verbs. Also, thorough testing may not have gone amiss - try cutting the hair or killing the horse when you haven't a weapon...

Ian Sealy, Rugby.

Dear ACL,
Do not be disheartened if games bought by mail-order do not load. Keep on at the companies until you are satisfied with the products. After all, it is our money that keeps them in competition with others. An afterthought: If companies spent a quarter as much on testing as on advertising their games, we might not get as many bugged copies.

Allan Phillips, London.

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 six Laws have been permanently inscribed on the Scroll, for posterity:

- 1) "No matter where you start your map, it is always in the wrong place"
- 2) "Whatever object you decide to leave behind will always be the next one you need"
- 3) "You will always think of the best solution to a problem as soon as you have switched your computer off"
- 4) "If two choices are given to you, you will always pick the wrong one"
- 5) "Whenever you omit saving your position, your next move is your last"
- 6) "There are two ways to solve a puzzle - the way you try, and the correct way"

* Law No 7: "If everything seems to be going well, you've obviously overlooked something".

(Prize of £10.00 awarded to Nick Walkland)

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.

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 to 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 commands, etc...).
- Difficulty of the game.

We shall keep a running total of all Credits given to Members, and the current Top 5 will be published in every issue. Every six 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 to the games in our offices (the odds are that we will!). The more games you send in, the more chances you have!

Position as at 19.02.88
=====

1st Prize: Mr J. Barnsley, Stafford.....1269 Credits
2nd Prize: Mr A. Phillips, London.....250 Credits
3rd Prize: Mr N. Shipman, Coalpit Heath.....157 Credits
4th Prize: Mrs J. Rowe, Launceston.....131 Credits
5th Prize: Mrs J. Pancott, Weymouth.....127 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.

TOP OF THE GAMES

(The best-selling adventures - January/February 1988)

No 1 (3) GNOME RANGER (Level 9 Computing)
No 2 (4) KNIGHT ORC (Rainbird Software/Level 9 Computing)
No 3 (5) RIGEL'S REVENGE (Mastertronic)
No 4 (8) JEWELS OF DARKNESS (Rainbird Software/Level 9 Computing)
No 5 (-) JACK THE RIPPER (CRL)

Sitting here on the grand Presidential Throne, weighted down around the neck by my chains of office, I had just started typing on the gold-inlaid keyboard conjured up by the servile Mueller, when a thought occurred to me. I suppose I would now be expected to write lofty and intensely meaningful encyclicals, full of tact and diplomacy, as befitting the holder of so prestigious an office as ACL President.

Let's dispose of that idea straight away by uttering a few rude words. (Those of a nervous disposition should not read the rest of this paragraph.) Zzzzz! Aztec Tomb Revisited Part 2! Lord Of the Rings! Inspector Flukeit! There, that feels a whole lot better already!

Thank you, everybody who voted for me as President, and as C+VG's Fiend would say: 'Baa' to those who didn't! It all turned out to be a very close run event - your turn next year Mike!

My short series entitled 'Truth is stranger than an adventure' has now ground to a halt, pending the happening of some new extraordinarily momentous event. So, for a change, I'll carry on a bit about adventure games.

Here's a question for you to mull over, and perhaps to stir you into writing to the Dossier with your views. The list of games I mentioned above was not done with entirely frivolous intent. The life of an adventure reviewer might seem to some, to be one long feast of playing top class freebies - free to me, but for which you have to fork out anything upwards of fifteen quid.

Unfortunately, for every adventure that is great to play - the sort that got me hooked on adventure back in 1980, there are about a dozen so mundane, so slow, so boring, or so poorly written, that I am reminded that adventure reviewing is more often than not, a very tedious affair. Putting some life into a review of an essentially lifeless game, is often the only interesting part of the process.

I can't speak for other magazines, but in C+VG we try to give as many games as possible a fair covering. This means wading through dozens of 'home grown' adventures, Quilled or GACKed, as well as commercial products of varying quality. Make no mistake, a few of the home produced adventures are very good - but they are in very much of a minority of such games received. I find it incredible that apparently, so many people, and they seem to come mainly from fanzine followers, bother to play them, let alone discuss them. Equally, there are some really diabolical commercial adventures about, that never ought to have seen the light of day.

Perhaps I have been spoiled. Perhaps it is beginners, who, seeing the adventure format for the first time, are still entranced by the magic of being able to converse in English with a computer, and make things happen in the context of a story. Or perhaps I am missing something.

.../...

Naturally, people can get quite hurt when their own front-room masterpieces do not make it to the review pages. "You should give more coverage to the 'small adventures' - you concentrate too much on the 'big boys'," is an oft-heard cry.

But why? Do people really want to read about obscure, mediocre, adventures? My philosophy is this: The big boys SHOULD come first. And there are very good reasons. Before you all cry 'advertising' - try scanning the pages of any national monthly for Adventure Ads, and if you're lucky you'll find Rainbird there with one page. No double page spread like the arcades get, and virtually no other adventure ad. The cynical might say we are lucky to get any adventure columns in the nationals, at all.

No, it is not the advertising, but the fact that these games are actually available in shops, and relatively easy for most people to buy. So, especially for the 'non-budget' priced adventures, reviewing the 'big boys' games provides a service to the potential purchaser confronted with a number of titles from which to choose. If the game is rubbish, the reviewer will say so. Be it on the purchaser's own head, then, if he chooses to ignore that advice. Admittedly, reviewers, too, have their individual tastes, but reading a selection of reviews will nearly always give a good guide to a game's worth.

Among the good games, the descriptive part of the review will help the adventurer to decide which plot and format most suits his tastes. To my mind, it is equally important to review the poor commercial adventures as well as the good ones - to offset the hype.

So now we come to the home grown games, available only by mail order. The only way the player will get to hear about these, is through reviews. There therefore seems little point in wasting valuable space on describing something that cannot be recommended. And space is valuable - my files are packed with reviews that never made it into print.

This hasn't been intended as a diatribe against home produced adventures, or the people who write them. I have tried to explain the thinking behind which games get reviewed. Perhaps, with a bit of luck, I've stirred up some controversy - so let's hear YOUR opinions - and your experiences of both reviews, and mail-order adventures!

KEITH CAMPBELL. ACL PRESIDENT-ELECT

* Unwritten Adventuring Tenet: "If you decide to give away/sell/swap a game because you are stuck and think that you'll never finish it, you will find a solution to it in the next magazine you read".
(June Rowe).

* Unwritten Adventuring Tenet: "When given a choice at the start of a game, you will always pick up the useless objects". (Brian Pell).

New Release: JINXTER.

Available from Rainbird Software on disc only for the Spectrum +3 (£15.95), Commodore 64, Apple II (£19.95 each), IBM PCs, Atari ST, Commodore Amiga, and Apple Macintosh (£24.95 each).

* Sam's Review: The evil witch Jannedor Nasty has separated the five charms of power from the fabled Bracelet of Turani and hidden them throughout Aquitania. This is bad news for Aquitania's inhabitants as the Bracelet is their source of good luck. The ruling Guardians (similar to wizards but more bureaucratic) are short of manpower and therefore appoint a citizen to carry out the unenviable task of locating the missing charms and reuniting them with the Bracelet. Guess who that citizen is...

JINXTER is the latest offering from Magnetic Scrolls, the people who brought you THE PAWN and THE GUILD OF THIEVES. Although similar to the two earlier games in appearance, a number of improvements have been made.

The parser seems to have had some time spent on it and as a result is now more friendly. It still, however, fails to accept some relatively simple commands: GET OUT OF CANOE and CLIMB UP LADDER being two examples. This being said, I never felt the frustration of knowing that what I wanted to try was possible if only I could phrase it in such a way the game would understand. The graphics (Atari ST) are the best I've seen in an adventure, skilfully drawn and highly atmospheric. Fortunately, Magnetic Scrolls have realised that graphics should be used to add to the text, not replace it. and look to have spent equal trouble with the location and event descriptions which are always well written and often extremely funny.

JINXTER's puzzles range from fairly hard to very hard but all of them are well designed and most are logical. If you find yourself completely stuck the game includes an extensive list of hints. These are printed in code and must be typed in to the computer to receive a translation. I had no troubles with the ones I tried which should please frustrated PAWN players who had problems with the coded hints included in that game.

The one thing that mars this adventure (apart from the price) are a few bugs which look to have slipped past the play-testing stage. Although most of these are simply 'quirks' which do nothing more than give the game an unpolished feel, one, going south from the pub, caused a crash on my version which could only be recovered from by reloading the game.

Other than that I found JINXTER an extremely enjoyable game. Even if you haven't been impressed with previous Magnetic Scrolls adventures this one may be worth a look.

ATMOSPHERE: 16/20 - VOCABULARY: 14/20 - GRAPHICS: 19/20
PSR: 17/20.

* GETTING STARTED: Use the hints included in the game package!

* Unwritten Adventuring Tenet: "Kill everything you meet - you are bound to be right eventually". (Roy Wood).

"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 most interesting, irritating, or witty bugs, together with the senders' name. Happy hunting!

* THE WORM IN PARADISE - Spectrum version. Go to the police station and type GIVE ME. You can then examine all the objects, creatures, and characters in this game. All you have to do is to type EXAMINE ALL (NOEL ANASTASI, Mosta, Malta).

* RETURN TO EDEN (Rainbird Software version - Spectrum 48K). Type SAY ALL, and you will be given a list of all the objects in the game (IAN SEALY, Rugby).

* JINXTER - Atari ST Version. You need to light a match in order to light the candle to melt the plastic key. A buglet arises if you remove more than one match from the box i.e. TAKE MATCHES. You can then LIGHT MATCH, however, when you attempt to LIGHT THE CANDLE WITH THE MATCH, the program responds with "But the match is not alight!" and "The match burns away to nothing". To avoid this, use TAKE MATCH instead.

A serious bug concerns the command PLAY. It affects just about every recognised noun in the adventure. In the bathroom, you find a plastic dragon which is described as something 'you play in the bath' with. If you input PLAY WITH DRAGON IN BATH, the program responds with "You cannot do that" but, if you check your inventory, you will have acquired a mysterious Iron Tub! Similarly, if you type PLAY HARMONICA AND DANCE, the response was "You play the harmonica..." and "You can't play a dance!" Sure enough, on checking my inventory, I was carrying a dance! On further experimentation, I found that you can carry a bun, a barbed wire fence, you name it! (PAUL TILLMAN, Chessington).

* THE VERY BIG CAVE ADVENTURE - Spectrum version. In part 1, typing SWITCH LAMP will toggle the lamp ON/OFF even when you don't have it. The response for GET BIRD is used even if the bird isn't in the room. You can DROP BOMB (and die) if the bomb is present, but not carried. In both parts you can examine the conveyable objects without them being in the location! (CRAIG DAVIES, Hambleton).

* THE BOGGIT - Spectrum version. In part 3, try typing SHOOT when you have the bow and arrow. Now, try SHOOT with the arrow and the goblin's cash! (CRAIG DAVIES, Hambleton).

* BORED OF THE RINGS - Spectrum version. In part 3, go to the supermarket and get the salt. Now, go S,E,N,E,E,E (to be confronted by the fire-breathing slug), waste a turn (type LOOK or something), and then DROP SALT - the slug will be killed and then kill you! (CRAIG DAVIES, Hambleton).

1987 GOLDEN CHALICE AWARDS (Results)

1st (Golden Chalice Award): GNOME RANGER (Level 9 Computing)

2nd (Silver Chalice Award): RIGEL'S REVENGE (Mastertronics)

3rd (Bronze Chalice Award): KNIGHT ORC (Rainbird Software/Level 9)

4th (Honorable mention): THE GUILD OF THIEVES (Rainbird Software)

Our congratulations to the selected Software Companies, especially to Level 9 Computing who, so far, have won all the "Golden Chalice Awards" since their inception (Level 9 Computing won in 1985 with THE WORM IN PARADISE, and in 1986 with THE PRICE OF MAGIK). We also compliment RIGEL'S REVENGE, the first budget adventure to win a Golden Chalice Award.

Our thanks also go to the 823 Members who cast their votes, and who helped make the "Golden Chalice Awards" the most prestigious and the most accurate in the adventuring world.

Amazingly, no single Member correctly predicted the final Top 3 adventures. Most of you voted with your hearts, and entered completely different predictions for the final results (54% of Members actually voted for GNOME RANGER, but 68% thought that THE GUILD OF THIEVES would win).

TOLKIEN COMPETITION (Results)
=====

The answers to the three questions are:

- 1) John Ronald Reuel
- 2) Oxford University AND Leeds University
- 3) 1937

Question (2) was effectively a trick question, since Tolkien actually taught at TWO universities. Unfortunately, 165 out of a total of 167 entrants failed to spot this, and only Paul Brunyee of Leicester and Richard Newton of Argyll avoided the trap. A Tolkien mug is on its way to each of them.

We still have 18 mugs to give away! So here is another competition based around Tolkien's books:

- 1) Which river(s) flowed in and out of Long Lake?
- 2) What is the name of the Inn of Bree?
- 3) How many visible tentacles did the monster in the lake outside the Moria Gate have?

All entries to reach us by 22.04.88. Only 18 correct entries (to be drawn out of a hat if over 18 correct ones are received) will be considered. Good Luck!

HINTS 'N' TIPS *****

* RIGEL'S REVENGE: How to get out of the Desert after having picked up the Bone? (Hint: 239. Solution: 36-239-204, then 204 all the way).

* RIGEL'S REVENGE: Cannot get past the Robotank? (Hint: 116. Solution: 60-105-11-116, then 167, 167, 209, 206, and 207).

* BEYOND ZORK: Cannot get the Jewel from the Idol's Maw? (Hint: 221. Solution: 54 the 267-221, then 51 the 181-218 to the Idol).

* BEYOND ZORK: Cannot get past the Herd of Unicorns? (14-253. Just 78-31-246!).

* GNOME RANGER: Cannot get past the Hedge in spite of having brewed the Weedkiller potion? (Hint: It does not 232-5-2-159. Solution: 32 the 96-133).

New Release: SHERLOCK - THE RIDDLE OF THE CROWN JEWELS.
Available from Activision/Infocom on disk only for the Commodore 64 (£19.99), and for the IBM PC (£24.99).

* The Keeper of the Scroll's Review: SHERLOCK is Infocom's latest adventure, in which you play the part of Dr Watson, friend of the legendary sleuth, Sherlock Holmes. The Jewels of the Crown have been stolen by Professor Moriarty, Sherlock Holmes's arch-enemy and, naturally, an expectant nation is waiting for Sherlock Holmes to recover them in time for the Silver Jubilee of Queen Victoria.

I am pleased to say that, although SHERLOCK is a detective story owing to its very nature, it is nothing like Infocom's previous detective adventures (SUSPECT, WITNESS, DEADLINE) which, in my mind, were tedious and boring. SHERLOCK is extremely enjoyable to play, and is logical and extremely well-structured.

Sherlock Holmes has conveniently decided to leave the investigation to you, although he naturally accompanies you and follows your every move, making sarcastic but relevant comments at your (lack of?) progress. The game takes place in London, and is very easy to map. The atmosphere is fairly good, although the text was typically written for an American public. The vocabulary is more than adequate, and the puzzles are of about average difficulty. All the problems are logical and fun to solve, and the game-play flows along very nicely.

My main criticism (and it is a big one) is the inclusion of the Invisicues on-screen. Although you can temporarily switch them off, I have yet to meet an Adventurer who has not been tempted to have a peek at a full solution to a game where s/he is stuck...

All in all, a logical, tightly-structured, and immensely enjoyable game. Highly recommended.

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

WITCH HUNT from River Adventures.
Available, together with a second adventure, for the Spectrum 48 and Commodore 64 (£2.50 each).

* The Scourge's Review: WITCH HUNT is a magical text adventure, written on the PAW (Spectrum version only), in which you have been transported away from your loved ones for reasons which you must discover.

In this land where illusion mingles freely with reality, you will encounter many creatures, including the Witch who is responsible for your abduction and to whom alone the real purpose of your presence is known.

How to satisfy her desire without falling foul of her designs for you is the ultimate puzzle of this game.

Although coded hints are offered, it is one of Jack Lockerby's talents to give away enough to keep you trying without making the game an easy stroll.

Wholeheartedly recommended... with River Adventures on the horizon there's hope in Adventuredom.

ATMOSPHERE: 18/20 - VOCABULARY: 14/20 - GRAPHICS: N/A
PSR: 17/20.

* GETTING STARTED: Decode the clues.

THE THREE MUSKETEERS from Infogrames.
Available for the Commodore 64 (tape: £9.95 - disk: £14.95).

* Lamplighter's Review: MUSKETEERS is a multiple choice game based on the classic novel by Alexandre Dumas. With the Musketeers' assistance, you, d'Artagnan, have to recover the Queen's diamonds from her admirer, the Duke of Buckingham, while avoiding the clutches of Richelieu.

The beautifully-drawn graphics capture the atmosphere of seventeenth-century France, the gameplay is smooth and the programming exudes quality, but harsh though it seems to criticise such an excellent and well-meaning product, the game is its own worst enemy. It cannot hope to match the book, and with such an established storyline and limiting format, it is difficult to produce an exciting and challenging adventure.

MUSKETEERS will undoubtedly provide several evenings of pleasant, undemanding entertainment, but it is a pity to waste programming talent on such unimaginative material. Full marks for the effort, but smart production is let down by the short-comings of the scenario.

ATMOSPHERE: 12/20 - VOCABULARY: 6/20 - GRAPHICS: 16/20
PSR: 12/20.

* GETTING STARTED: Use your Gallic Charm, avoid your landlord, then go South to obtain a pass for four.

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 in one issue 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).

* Joan Pancott, 78 Radipole Lane, Weymouth, Dorset, DT4 9RS, tel: 0305-784155 (12:00 to 22:00 only), would like to buy ZORK II for the AMSTRAD CPC 6128.

* Neil Shipman, 1 Heath Gardens, Coalpit Heath, Bristol, BS17 2TQ, has a large number of BBC and ELECTRON adventures for sale - cheap! Please send a s.a.e. for list.

* Kerry Francis, 21 Kenyon Walk, Wigmore, Gillingham, Kent, ME8 0RQ, wishes to swap MOONMIST and STATIONFALL on a one-to-one basis for other ATARI ST adventures (not THE LURKING HORROR or THE PAWN).

* Vincent Barker, 4 Brae Head, Eaglescliffe, Stockton, Cleveland, TS16 9HP, tel: 0642-780076, would like to sell SPIDERMAN, THE HULK (£1.00 each), VODOO CASTLE, PIRATE ADVENTURE, ADVENTURELAND, SORCERER OF CLAYMORGUE CASTLE, and all the titles from the "Mysterious Adventures" series (except ESCAPE FROM PULSAR 7) (£1.50 each), RED MOON, GREMLINS, ROBIN OF SHERWOOD (£3.00 each), LORDS OF TIME, ADVENTURE QUEST, ERIK THE VIKING, THE PRICE OF MAGIK, FANTASTIC FOUR, KAYLETH, SEAS OF BLOOD, MASTERS OF THE UNIVERSE, DRACULA (£4.00 each), and the SILICON DREAM trilogy (£8.00).

Vincent Barker also would like to buy or swap CASTLE OF TERROR, INCA CURSE, and ESPIONAGE ISLAND. All titles for the COMMODORE 64.

* Noel Anastasi, "Primrose", Valletta Road, Mosta, Malta, would like to swap or sell THE PRICE OF MAGIK, ERIK THE VIKING, RETURN TO EDEN, COLOSSAL ADVENTURE, TIR NA NOG, SHERLOCK, SOULS OF DARKON, and many more titles. All titles for the SPECTRUM 48K.

* Jean-Pierre Mauroux, 2 Lorraine Court, Talbot Road, Wembley, Middlesex, HA0 4UF, tel: 01-902 9408 (between 18:00 and 20:30 only), would like to sell INFIDEL and SPELLBREAKER for the ATARI ST (£15.00 each, or £27.00 for both titles).

* Nigel Morse, 11 Greenleaf Avenue, Wheatley Hills, Doncaster, South Yorkshire, DN2 5RG, tel: 0302-61672, would like to sell SPELLBREAKER, MOONMIST, STATIONFALL, and the PAWN (all at £10.00 each, or on a one-for-one swap for either THE LURKING HORROR or BEYOND ZORK). All titles for the ATARI ST.

(This section continues on page 22)

Available from Activision/Infocom for the Atari ST and IBM PC (disk: £24.99 each).

* The Keeper of the Scroll's Review: The fabled Coconut of Quendor, source of all wisdom and knowledge in the Kingdom, has mysteriously disappeared... Evil slowly tightens its grip on the Land, and you, lowly peasant but daring adventurer, will endeavour to unravel the mysteries...

This adventure is heralded as the sequel to the famous ZORK trilogy, although the link with its famous predecessor is tenuous, to say the least (a few grues, a sailor, and that is it!). BEYOND ZORK breaks new ground with Infocom, though, for introducing an element of role-playing in an otherwise 'classic' adventure. At the beginning, the player designs his/her own characters, selecting various attributes such as strength, dexterity, stamina, luck, etc... Those may (and often will) affect the course of events during the actual adventure. There are some limited combat routines, with assorted weapons and armours available (at a price, naturally). Infocom have also introduced some other very useful facilities, such as a basic, but helpful on-screen map, and an impressive array of functions keys enabling you to toggle various facilities such as screen display, priority of events, etc...

BEYOND ZORK is a most addictive and challenging adventure. The geography of the Land, and the initial starting location of most objects change every time a new game is played, ensuring continuing interest and frustration. There are some truly brilliant puzzles, and some very satisfying encounters with a variety of characters, including a hilarious sequence with epicurean implementors, and a chilling finale with a shadowed Ur-Grue. The fun lies in experimenting with the impressive number of items and monsters which are scattered all over the place. Infocom seems to have combined the best of both worlds, a demanding adventure spiced with the unpredictability of role-playing and fighting sequences. As such, they took the risk of disappointing followers of both styles of games, and this is indeed the main weakness of the game. Purist adventurers will miss the very lengthy, atmospheric location descriptions and may dislike the unpredictability of fights, whilst dedicated role-playing gamers will find that the dungeon-and-dragon element is very basic indeed, and that many interesting possibilities have not been fulfilled.

BEYOND ZORK is nevertheless challenging, imaginative, original, and addictive. I highly recommend it.

ATMOSPHERE: 14/20 - VOCABULARY: 12/20 - GRAPHICS: N/A
PSR: 17/20.

* TO GET YOU WELL STARTED:

Which weapons should you get? There are two immediate ones to be obtained. The first one is the 215, to be obtained by the 90 (WAIT for it to appear!). The second one is the 109, which is thrown at you by one of the 73 in the 250. You should WIELD the 215, though, as this is the better of the two.

.../...

Which area should you explore first? Try the Marshes, since both monsters to be found there are the weakest. Collect all the items that can be found there, and bring them to the Magick Shoppe for identification.

Problems with reading the Scrolls? If you cannot decipher the Runes written on the various Scrolls, this is because your 128 is too low. To increase it, 56 the 163, and/or 42 the 128 potion from the 228.

What next? You should explore the Wine Cellar area, to give the Cook his Bottle. If you need a source of light, use the 174 from the 193. The Scroll at the bottom of the Stairs will increase the power of the 174, and will also sharpen the 109. You should be able to deal easily with the two monsters, but make sure that you collect BOTH treasures from this underground area. Collect all the various items, and deal with the Moss of Mareilon the way you should, in order to increase your dexterity. If you have a problem with the Skeleton, 46 it AFTER grabbing the Amulet.

To decipher the Runes on the Amulet, you need to separate the red runes from the green ones (Hint: 84. Solution: 30 the Amulet 16 the 84!). To leave the Cellar area, either use the 270 Scroll, or 52 the 208 thanks to the extra strength given when you use the 91.

What is the answer to the Riddle on the Ledge? The answer is 156. This opens up a new section which you should now explore. The monsters to be found in the Lighthouse are slightly tougher, but your increased experience should assist you greatly. A quick way of dealing with the Slug is to 37-136 on it. The Spider will have to be fought by hand. To deal with the Dust Bunnies, read carefully the accompanying booklet to check what frightens them (262-135). Any idea on how to produce some? (Hint: 244. Solution: 49-244 in their presence, then attack them). Help, a Dornbeast is attacking!!! This is a tough monster, and you will not be able to defeat it using conventional methods. One way is to use 225 on it, but the best way (to conserve a magic charge) is to be cunning... Check the booklet for a picture of it (Hint: 122-200). How could you neutralise these? (Solution: 236). If you have a problem carrying the 236, notice that the Cook 257 when you first entered the Kitchen. Thus, you will be able to 33-236-(101) to the top of the Lighthouse. 63-236-8-109 (making sure it is sharp), then do a little thrusting! This is a tough and lengthy fight, but you will be ultimately rewarded with the Chest, one of the most important items in the game. Collect all the items in the lighthouse, including the 81 and the 148, both valuable treasures to be sold to increase your cash.

FURTHER TIPS: The Monkey-Grinder cannot read; use cunning on him. Show all your objects to the Woman in the Magick Shoppe. One Unicorn brings good luck, several Unicorns bring bad luck. The idol is very unstable; you need a VERY heavy object to stabilise its base - nothing that you can carry, unfortunately. Do not sell any of the lucky Charms that you find; in fact, buy the Foot (and 49 it!). You should believe the Plaque on the Chest. Show magical items from the other shops to the Magick Shoppe. Mother Hunguses are VERY protective towards their babies - turn this fact into an advantage for you.

My boat pulls up alongside the small wooden jetty, and stopping only to pass a few minutes with the Master Thief (a bit gruff, but he nevertheless proves helpful when I fall into the water!), I swing ashore. My mind full of the exciting but exacting task of relieving the castle of its treasures, I set about exploring the landscape.

A large windmill, espied across the large Golden wheatfield (is there significance in that solitary Upper Case?) looks interesting, but further progress in that direction proves impossible, at this stage anyway. Striking out across the fields, I come to a wooded area; crossing a stream, I encounter the most interesting temple...

No, you haven't picked up Globe Trotters Monthly by mistake! This really is the Dossier, and I'm describing, of course, the first tentative moves in Magnetic Scrolls' GUILD OF THIEVES, as I'm sure you know.

My first experience of adventures was COLOSSAL CAVE on a lumbering PDP-11. With all the memory available, and hard-disk for on-line storage, it's maybe not surprising that each location was described with a fair screenful of text, evoking the still unique atmosphere of those subterranean caverns. No one expected the efforts that soon began to appear on the home micro to emulate the startling, stunning poetry of the original - Basic had its work cut out just coping with "You are in a low crawl"!

No, it was the sheer fun of being able to pick up a slimy green dwarf in my (gloved) hands, to insert a sonic screwdriver and fish golden coins from wadeable pools that kept me glued to my 16(wobble permitting!) ZX81. Those examples were courtesy of Artic (a company which brings a new meaning to 'Sic transit Gloria'), who were the first (as far as I'm aware) to give ZX81'ers their first taste of adventuring. This ability to wander around a computer-generated landscape (sketchy though it was in those days) and manipulate objects (few though they were) excused the lack of textual atmosphere. Graphics? - there wasn't even a picture on the cassette cover!

GUILD OF THIEVES shows just how far adventures have progressed in the last few years. Packaging is one area in which computer programs of all kinds have improved from the bare cassette cases of the fledgling years, and adventures particularly benefit from all the paraphernalia such as novelettes and all the other bits and pieces which help in creating an atmosphere right from the start; GUILD follows in the long tradition started by Infocom in supplying a hefty amount of extra goodies.

Magnetic Scrolls have been known almost from the beginning as imaginative and tasteful producers of excellent adventures. THE PAWN was not, in my opinion, the great success that just about every other adventurer thought it was. Interesting though, and an impressive first attempt which would have been even better without the enormous hype by which it was accompanied throughout its life. I did not find much

.../...

atmosphere in Kerovnia, however, and the puzzles were either too simple, too complex, or just not particularly engrossing (I'd better duck, or I'll get fried by a zillion-volt bolt from MS). So I've only just begun to get into GUILD in the last couple of weeks, and I find it a wholly different kettle of bananas.

What grabbed my attention from the very start was the way in which the player can wander around at will, fiddling with Kerovnia. True, there are enigmas scattered around the place whose answers won't, I'm sure, be given up easily. There are places, like the Bank and that Windmill, which remain closed to me for the moment. But that sort of mystery is all part of adventuring, after all; the scene-setting, at least in this first part of the adventure, is done with a sure hand and an eye for detail which would-be writers should study. I'm thinking particularly of things like the Death Notice in the caverns, which might persuade you (as Magnetic Scrolls themselves would say) that it's not a good idea to venture further - what lies beyond is actually the Cemetery! Another little twist is discovered in the Note - how many players, at first glance, tried to READ the note?

I don't find GUILD to be an unalloyed tour de force; it's a pity that objects are still scattered around haphazardly just like the cheapest Quill'd game - the note stuffed down the sofa, for example, and the sheet music in the piano stool (a small point here, I would have liked to discover for myself that piano stools open) and so on. I'm sure, though, that events will become a little more complex in later stages.

You'll notice that I haven't mentioned pictures yet. This is one of the heavily-promoted components of Magnetic Scrolls adventures; I'm not against graphics, and the 16-bit versions are rather good. They are pure decoration - nothing wrong with that, I suppose, but I said a few years ago that pictures should give some extra dimension to the text, and despite all the recent 16-bit releases, I'm still waiting for an ideal mixture of the two. I don't find that these purely illustrative graphics add to the atmosphere in any way. Although I haven't seen it yet, I believe that the new adventure from Magnetic Scrolls, JINXTER, makes the pictures work for their keep.

All in all, Magnetic Scrolls is looking more and more like a credible British answer to Infocom, though despite what they think, they are nowhere near yet. But it won't be too long.

 * "Laws of Revolutionary Adventure Writing Ideas" (by Nick Walkland).

Every revolutionary idea evokes three stages of reaction. These can be summed up by three phrases:

- 1) "It's impossible - don't waste my time!"
- 2) "It's possible, but it isn't worth doing!"
- 3) "I said it was good all along"

(Note - The above can, and have, also been used as adventure gamers excuses!).

THE LABOURS OF HERCULES from Terry Taylor.

Available on the Spectrum 48 by mail-order only from: Terry Taylor, 20 Lee Road, Bacup, Lancashire, OL13 0EA (£1.99).

* The Scourge's Review: Hercules was cast down in his pride by the jealousy of the goddess Hera who threw him into a fit of madness so that he murdered his family. To atone for his crimes and assuage this grief, Hercules is bound in servitude to his enemy, Eurystheus of Mycenae, who fears him and would see him dead.

Thus begins this game which faithfully recreates the essence of the legend, although constraints of memory demand that much of the extraneous detail of the complex mythology be condensed and simplified.

The design and execution of the game are of a standard to which many "full-priced" games would do well to aspire. In the face of such excellence it is churlish to quibble... BUT... the inclusion of a Ram-save would have been useful, especially in the mazes (which are superb... I do like a good maze!). After about 400 turns a "hunger routine" sets in which can only be satisfied by food which is unavailable until the 6th Labour has been completed, none of the easily attainable foodstuffs will do!

... but otherwise everything's fine!

ATMOSPHERE: 18/20 - VOCABULARY: 15/20 - GRAPHICS: N/A
 PSR: 17/20.

* GETTING STARTED: 45-170.

BLACK FOUNTAIN from Incentive Software.

Available together with SHARPE'S DEEDS for the Amstrad CPCs (£7.95).

* Oberonides' Review: This adventure is a big, two-part game in which you, Shardor, a lowly servant of Aguno of Espadis (note the silly-name-syndrome is prevalent once more), decide to follow your three brothers who had set out to stop the evil Abhaldos. Abhaldos is polluting the River Ist with an evil Black Fountain and, since your brothers failed, you must locate them and purify the river.

The adventure is larger and more difficult than SHARPE'S DEEDS. The puzzles are slightly more testing, but you will still have to EXAMINE and GIVE a lot. Once more, there are several characters and objects to play around with. The many characters are essential to your task and its completion. It is not always obvious, however, what the characters do, and their replies - often a mere shrug - are rarely of any help. For example, you are supposed to deduce that having some strips of wood in your shop makes you a bow-maker. Although harder than its companion on the tape, it is still fairly simple, but entertaining nonetheless.

ATMOSPHERE: 13/20 - VOCABULARY: 13/20 - GRAPHICS: 12/20
 PSR: 13/20.

* GETTING STARTED: 68 to the messenger. 40 the Desk and the Chest. To leave the court, 35-211-11-40-180.

ADVENTURE QUEST (Part 2)

Return to where the Sphinx is. The Sphinx guards the entrance to the pyramid, and you will have to find a way of getting rid of it (Hint: 34-125-152. Solution: Return to the 177, and 51 the 196 to the Sphinx, controlling the 196 as was explained in part 1).

North takes you to the top of the pyramid. How to get rid of the Snakes (Hint: 93. Solution: 58-189). As the Priestess now explains, you will need to find the Sun-Dial. The cave that she mentions is behind the stone slab in the dry east-west canyon. You cannot MOVE SLAB as such, although it will have to be opened (Hint: 248. Solution: 40-113). Collect the Sun-Dial, then return to the Temple to obtain a 241.

Go to the Eastern end of the Wadi, and climb up until you reach the gallows, just outside the tower. You cannot defeat the orcs in a straight fight, so you will have to dispose of them in another way. Climb down once, and travel west onto the mountainous path instead. How to get rid of the Giant? (Hint: 118 and 140. Solution: 38-88 (need the 103)). Carry on upwards, ignoring the rear of the tower, but noting the pile of giant Rocks along the way.

What should you do with the Snowman? (Hint: Be 107. Solution: 61-172 (need the 154)). Now is the time to get rid of these orcs. Any ideas? (Hint: 66-10. Solution: You will need to 39 the 213 that you saw. In order to do this, you will need some help, so you need to 34-172). You can now explore the tower.

Climb up the stairs in the south tower until you reach the small gloomy room. How to deal with the Dark Shape? (Hint: Have you noticed what happens when you 41-241? Solution: 43-241). Collect the Emerald Eye and the Leather Bag, not forgetting the Rope to be found in the small room east from the south tower. Return to the oasis.

How to get rid of the Djinn? (Hint: 44-19-25. Solution: 40-259). Get the Lamp, and go South into the pool to obtain a Trident. Make your way back to where you found the Snowman and, on the way, fill your bottle with some oil seeping from the rocks in the wadi.

Enter the cave, making sure that your lamp is lit beforehand. Aha, a white Dot! The black and white Dots mark teleport destinations, and they have no use by themselves. At this stage of the game, you have probably found that there are many objects available, but that you are limited to carrying four objects. A white Dot indicates that it is possible for you to teleport forward any item that you are carrying (either from the location where the Dot is, or from an adjacent location). Knowing what to leave behind you, what to carry, and what to send forward has to be discovered through experience of playing the adventure. Right now, you can leave behind you the Pipes, Ball and Sling. The cave ends in a sheer drop but, fortunately, the stalactite provides a convenient support to 47-198. Transport all your possessions forward (THROW <item>), keeping the Lamp to provide a source of light.

You can now go DOWN. After the ledge collapses, there is very little that you can actually do, as the river sweeps you along. You will soon reach a series of rapids from which you can go UP to reach a ledge where you will find a Lung-fish. Collect this useful item, and go immediately DOWN again.

To Be Continued in MDs Nos 31-32.

KAYLETH (Part 3)

We shall use AZAP CODE ELY, first, so teleport using this code. Go Up, to find a Pyxis which, upon examination, reveals itself to be a small wooden box. Open it if you wish to know about its contents, but do a QSAVE first, since it should not really be opened at this early stage. Explore the adjacent rooms at leisure: The Android energiser room, and the A-Down section do not hold any interesting information, but you should EXAMINE SLEEPERS, and EXAMINE UNIT in the Zyron selection centre in order to obtain some information about what is really going on. South from this location is another Azap Chamber but, because of the DX logo on this one, you should come to the correct conclusion that it is NOT safe to use it (remember the Sleepers?). Make your way back to the Elevator, then ENTER ELEVATOR.

EXAMINE PANEL reveals that there are 3 levels (G, M1 and M2). The flashing panel indicates that you are on level M1. PRESS M2 to explore a new section of the game. LEAVE ELEVATOR to access a laboratory where you will find Yagmok, the old hunchback. Is Yagmok friendly? TALK TO YAGMOK to see what happens... (Hint: The key-word is 178. Solution: He will not 48 you if you are 120. 65 any 145 from your 130). Ah, success at last! Yagmok continues in an 'advanced' speech which appears to be unintelligible to your ears... (Hint: The speech is 187! Solution: 53 each 98 with its 138 one in the 111). The substance of Yagmok's speech is extremely important - note carefully all that he tells you. Yagmok mentions that he may have the key to your problem, so simply 50-230-7-226! (Examine it).

North from the laboratory is a cryogenic store room. Examine the caskets, and get the Pyramid, noting the material that it is made of. West from the laboratory is the mind facsimile section. EXAMINE DOME to discover a body-shaped indentation, and EXAMINE INDENTATION to reveal a small tube-shape within it. Return to the Elevator, and press G to exit from the underground locations.

From the edge of Zymoria, explore Southward first, until you reach the outskirts of the town of Zymogg. ENTER ARCHWAY, noting that your body is enveloped by rad-rays! Well, they appear not to have affected you, so go South in the Oblivion Inn. Take (and examine) the Qnuts (you may also try to take the tray!). TALK TO BROZNAK for a clue. Since you do not have a Dime, go North then West into a container dwelling.

EXAMINE DEBRIS for a vital discovery! Yes, you now confront your old self, Yurek... Try to TALK TO YUREK. He is much too scared to talk to you right now, so EXAMINE then READ MANUAL instead for a cryptic clue. Leave Yurek behind you for the time being, and return East to the centre of Zymogg. An anti-rad field lies to the NorthWest, and that direction begs to be investigated. Go NorthWest and, sure enough, you are now told that anti-rad is harmless to androids! Phew...

North takes you to a stark landscape of mummified trees. EXAMINE TREE if you wish, but make sure you EXAMINE EARTH to discover a most important Nodule (EXAMINE it. It will flare up on impact). North, then Down will take you inside a crater where you should EXAMINE ASH to obtain a steel Ball. Retrace your steps Up, then go West through a gully, and Down to a Beach. The Seaweeds are red-herrings, so leave them behind and proceed East instead...

To Be Continued in MDs Nos 31-32.

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 other fellow Adventurers helping you!

In this issue, we should like to thank particularly Frans Larsen and John Barnsley for their most useful contributions.

* Has any Member completed KWAH? If so, a full (or even partial) solution to this game for the ACL database would be gratefully received.

* Kostas Pollizos cannot move the Vehicle on Jupiter's surface in FRANKIE CRASHED ON JUPITER.

* Andy Mac-Gregor cannot cross the Bridge in DESPERADO. Also, where is the Amethyst in YELLOW DOOR?

* Mr S.H.J. Johnson cannot distract a Jerry Can in S.M.A.S.H.E.D. Also, what is to be done with the Bomb, the Grenade and the Jeep, and where does one find some Oil?

* Sharon Lowndes cannot find the Salt Mines in KNIGHT ORC.

* Daniel O'Donoghue does not know what to do in the room below the Taproom in VENOM. What is to be done after having moved the Statue and the Fangs? Also, what can be done with the Serpents by the Abyss, and the figure sprinkling dust from a Pouch?

* Richard Morton has not found a use for the Seed and Trowel in DRAGON'S CRYPT. Also, how does one pass the two Doors in the first section?

* Neil Shipman is one move short of being able to kill the green minion in the bomb cellar of DOCTOR WHO AND THE WARLORD.

* Sylvia Parry cannot get past the granite Boulder in KING'S QUEST I.

* Irene Allen cannot get past a Goat in a field in KING'S QUEST I.

Also, what is the significance of the Condor up in the sky?

BUY. SELL. SWAP. (continued from page 14).

* ACL would like to buy ZORK I for the Amstrad PCW. Please write to us, or contact us during office hours with details.

* Andy Mac-Gregor, 12 Douro Close, Baughurst, Basingstoke, RG26 5PE, would like to sell THE FINAL MISSION, THE GOLDEN APPLE, KENTILLA (Micromega version), MAGIC MOUNTAIN, MOUNTAINS OF KET, MINDBENDER, TEMPLE OF VRAN, AFTERSHOCK, THE CURSE OF THE 7 FACES, THE NEVER ENDING STORY, RUNESTONE, BORED OF THE RINGS, THE LEGEND OF APACHE GOLD, THE PRICE OF MAGIK, WITCHES CAULDRON (all at £3.00 each), plus many other titles at £1.50 and £1.00 each. All titles for SPECTRUM 48K.

* Dan Townsend, 9002 Winding Way, Germantown, TN 38138-6625, USA, will pay £5.00 plus £2.00 for air-mail postage for LONDON ADVENTURE on the Spectrum 48K.

For a few weeks I have given the Spectrum a (temporary) well earned rest in order to get to grips with the ST (Atari), first dabbling in 'Fast Basic' and then trying my hand at a few (elitist?) 16-bit adventures.

More of the latter later (oh dear!) but first, the product of the former is a 'translation' of my Spectrum program which catalogues adventures under Title, Publisher & (Un)Solved, in alphabetical order of titles.

The Spectrum version is written to work with any printer which accepts "PRINT#3" and tape or microdrive but, while the latter commands will operate through Disciple, I lack the hardware to make Spectrum disk versions.

If any ACL Members are interested in having a copy for their own use... (or even just to have a laugh at my programming!)... I will be pleased to pass it on in return for a disk(ST), cassette/microdrive cartridge(Spectrum)... plus postage, please!... but hurry while it still works and I can resist the temptation to tinker with it!

Perhaps I should say that I THINK it works... but as I am not a commercial software company, I cannot pass it for scrutiny to my dedicated team of playtesters.

I have tried to cover all events but, what about all those things that 'no-one in their right mind would try to do'? Surely it does not take much intellect to realise that no game or utility can be said to have been tested until it has been seen by an impartial user whose job is to find all the things that the programmer didn't think of?

If I said that that was YOUR job then I would probably get shouted at!... which brings me to the adequacy (or otherwise) of current game-testing. Some time ago I wrote that bugs seemed to be as compulsory in Adventuredom as spelling mistakes... it would have been so nice to have been proven wrong!

When did you last buy a game that was entirely free of bugs? Actually, that is an unfair question without some consideration of 'What is a bug?'. To my mind, a bug is what happens (or, as in the case of 'Temple of Terror', doesn't...!) when something else should have and is a result of faulty programming.

Bugs come in all shapes and sizes and there are some real 'Daddy-bear-size-goodies' around, as the ACL Ugly Bug Ball can testify, but I feel that the term 'Bug' is sometimes used too loosely, such that ANY fault in a game is so described.

Many so-called 'Minor Bugs' are not so much programming faults as deficiencies in the underlying game design. This doesn't mean that they aren't extremely irritating nor that I condone them nor that a bit more time couldn't have ironed out most, but sometimes nothing can be done.

For example, the 20 seconds taken for "Lord of the Rings" to change locations or which "Frankenstein" spends on the Commode, pondering your input before deciding that he doesn't understand, cannot really be called "bugs" but they detract no less from the intrinsic pleasure of those games (if any!) than the apparently inadequate vocabulary of certain games recently.

Reading other people's reviews, which I often do with just a touch of disbelief (... can it really be the same game...!), I find that inadequate synonyms or unfriendly input (which may say more about the reviewer than the game!) are frequently cited as bugs. By my foregoing definition they are not "bugs" because that (God help us) is how the programmer meant it to be!

However, it is now later and time for the earlier latter consideration of life in the "Big Boys' Playground" of Infocom (sorry girls!). I acquired "Beyond Zork" as a US-import and not only reached Level 6 before the official UK release (ST) but also ground to a halt in such frustration that I have seriously considered formatting the disk!

For quite a while the game is delightful, combining elements of Puzzle-adventure and RPG-Combat sequences in a way that works (unlike, say "Velnor's Lair" or "Seas of Blood") and as such, I hope it is a watershed in Adventuredom ... BUT ... Oh dear! The inadequacies of its vocabulary are the stuff of nightmares. Whilst the manual does say that not all the words in the location descriptions will be recognised by the game, off hand I can think of few that are! More often than not, the atmosphere generated by the text is crushed as soon as you try to examine your surroundings.

My present impasse is compounded rather than helped, by the occasions when the game does actually become verbose as the import of the text escapes me. It doesn't seem unreasonable to assume that when a generally taciturn game becomes garrulous then there must be some significance in it... but WHAT?! As for real bugs, there are far more than I had been led to believe could exist in the blessed realm of Infocom. You'll find a citation to the vast array of Testers involved in the production of the game... I wonder when they are going to start!

Nowadays, good design rarely coincides with perfect programming so it seems that we can have either a well planned game which doesn't work or a perfectly executed program that just happens to be a lousy game; it is arguable that the former is preferable since a proven bug may present grounds for a refund but you'll have a helluva fight on your hands. Returning to the shop from which you bought the game, you will probably be referred to the software house; this is INCORRECT! Under our quaint laws (on which I am not an expert) it is the vendor who bears the responsibility... in short, the software houses have carte blanche to distribute any old rubbish (and frequently do) with apparent immunity, leaving the shopkeeper to carry the can, assuming that you can win the eyeball to eyeball confrontation which is difficult in the case of mail-ordered games and ACL Members are indeed fortunate to have such a reliable source... especially as Henry has donned the mantle of Bugged-Adventurers' Champion.

(By Henry Mueller)

Return to the location where the fire is, and you might wish to try: EMPTY HELMET (ON/OVER FIRE), EXTINGUISH FIRE WITH WATER, PUT OUT FIRE WITH WATER, DROP WATER (ON FIRE), THROW WATER (ON/AT FIRE). If this does not work, you will have to extinguish the fire in another way... Remember your inventory? Maybe the Blanket could be useful (SMOTHER FIRE WITH BLANKET, PUT BLANKET OVER FIRE, USE BLANKET, EXTINGUISH/PUT OUT FIRE WITH BLANKET, etc...).

A Rope is an indispensable item of adventuring, and most games usually contain one. Bear in mind that, if you feel that you NEED a Rope but cannot find one, you may have to MAKE one! Plaiting some Reeds, for example, may do the trick. Furthermore, Ropes may not always conveniently lie on the ground. In the first part of KNIGHT ORC, the player has to find ten different kinds of ropes, ranging from a Lanyard to a length of hair from a Princess!

Ropes serve different purposes: You can tie them to a variety of objects (trees, statues, etc...) in order to CLIMB ROPE or CLIMB DOWN/UP ROPE. You can also THROW ROPE, hoping that it will catch on something, and PULL ROPE may be helpful. Ropes enable you to manufacture rafts or boats, grappling hooks, fishing rods, and the likes. You can tie up unfriendly characters with them, too. And magical ropes abound in adventures, so try to PLAY FLUTE - one never knows!

Doors are generally dealt with using Keys (OPEN/UNLOCK DOOR (WITH KEY)), but never forget to KNOCK ON DOOR, too. If everything else fails, SMASH/HIT/KICK DOOR may achieve the desired effect. You may also have to LOOK THROUGH KEYHOLE, or SMASH LOCK.

Rings, Amulets, Pendants, are more often than not magical items, and need to be WORN (REMOVE is frequently the opposite of WEAR, especially in QUILLED adventures). If nothing particular happens when you wear one of these objects, you may want to LOOK AT a MIRROR, to see if you have become invisible, or smaller, (or uglier!)... These objects often have passive powers, not immediately apparent, which may give you some kind of latent protection against magic, fire, cold, etc...

RUB is also a useful verb, especially on Rings and Charms. RUB LAMP may produce a genie, and you may have to rub an object against another one to achieve something.

Mirrors are handy objects, too. As explained above, they can give you the state of your present condition, but they are also helpful to reflect spells or deflect laser beams, acting like a shield (HOLD MIRROR, WAVE MIRROR). Mirrors can also be magical, and ENTER MIRROR or TOUCH MIRROR may have some unpredictable consequences!

To be Continued in MDs Nos 31-32.

LORD OF THE RINGS (Part 13)

Go East to reach Dimrill Dale. The exit to the NorthWest leads to the edge of a small, clear lake. NorthWest once more will take you to a pathway. In fact, this location links with the mountain route that you could have travelled from the foot of the Cruel Mountain. As we previously advised you, this route was not recommended since, although you could have by-passed the Moria underground caverns, you would have lost your companions in an avalanche.

Instead, travel SouthEast from Dimrill Dale, skirting a cool river, and ending up beside a stream. East will take you to the East bank of a river, where a taciturn Elf will greet you. Strider will then give his own greetings on behalf of your party. Travel Eastwards, on a forest path, passing a tall tree, until you reach the bank of the river.

How can you cross the river? (Hint: The 242-134 will help. Solution: 67-11-242-134-"152"). A Rope is thrown across the river, and you should go NorthEast in order to cross it.

On the Eastern bank, the taciturn Elf will try to blindfold Gimli the Dwarf (as we know from Tolkien, Elves have always mistrusted Dwarves). Gimli, however, does not remain passive, and instead readies his axe to kill the taciturn Elf.

What should you do to defuse the situation? (Hint: Show who is in 92. Solution: 67-11-132-"269"). You will probably have to repeat this command several times and, when Gimli has calmed down, 67-11-242-134-"186-12".

The taciturn Elf will then lead the party through many twisting paths, and you will reach the Western edge of White Bridge, just outside the Gates. Ignore the path to the South, and 69 instead. The taciturn Elf will knock on the great Gates which will open to admit the party. The Elf advises you that his Lord and Lady will probably see you and, after having given you the traditional elven farewell, departs.

Go East until you reach a walled compound. You may explore the two locations to the NorthWest and to the North, if you so wish. Carry on Eastwards, until you are at the base of a huge Tree. Go up into a wide pavilion, where you meet Celeborn and Galadriel. "Greetings, wanderers," hails Galadriel. What should you answer her? (Solution: 67-11-89-"197"). As Galadriel looks into your eyes, you sense that she reads your very soul... What can you ask of her? (Solution: 67-11-89-"152"). Well, a positive reply! In the meantime, your journey has been long and arduous, so you should heed Galadriel's advice, and rest and enjoy yourselves.

Return to outside White Bridge, and travel South to a round clearing. Go East into a fragrant grove, where a jug of elvish wine, a generous meal, and some fair elfen maidens await you!

Go back to the edge of the round clearing, and carry on South. As you reach the banks of the Anduin River, Galadriel joins you. She gives a present to each member of the party, and yours is a small crystal filled with light. Gimli is rewarded with a strand of hair from her fair hair...

Congratulations, you have completed LORD OF THE RINGS!

Rather than give you my usual controlled fervour about the blessings that multi-user adventures can bestow upon your otherwise drab lives, I thought in this issue I'd be a little more pessimistic (well, realistic anyway!).

It can't have escaped your attention that although multi-user adventures are undoubtedly popular among the players, there aren't really all that many of them (games or players!). The only games with anything like a decent user base are MUD, SHADES, AMP, GODS and MIRRORWORLD, and some of those are supported by only a handful of dedicated enthusiasts. You can probably add FEDERATION to the list when it is fully released on CompuNet, although it's more like ELITE in many ways than it is MUD.

The dearth of games is due to the fact that there aren't all that many players, or rather "potential" players. The number is strictly regulated by those who own modems. It varies depending on whose figures you read, but there's probably only around 20,000 people in the UK who use modems regularly. Many of these will just use Prestel or a few local bulletin-boards. Reaching those players and convincing them to try out a game like MUD is an expensive and time-consuming business, which is why it's handy to be associated with a national network like Prestel that comes with a built-in user base.

Also, these games are still labours of love. There is very little money to be made in them unless you happen to own the telephone network. Part of the trouble is that there is a "conditioned market" for such games in the UK. MUD1 was free for many years, and people came to expect to have few overheads when playing. When MUD2 was launched it was around £2 an hour to play, but SHADES was priced at £1 an hour when it came out, deliberately to undercut MUD2. Fair enough, MUD2 had to halve the cost of playing too, so as not to lose players. However, £2 is about the minimum you need to charge to make a healthy profit, £1 is borderline on breaking even and losing money. If a new MUA appeared, then to be commercially viable it would need to be profitable at £1 an hour to play. Once overheads are taken into accounts, such as renting offices, telephone & PSS bills, hardware costs and advertising, not to mention 15% VAT (which SHADES doesn't pay, by the way), there's not much left for author's royalties!

In the USA, the market is conditioned completely the other way. There, people pay \$6 an hour to play BRITISH LEGENDS (as MUD1 is known over there). Although most of that goes to CompuServe (the network which runs the game for us), there's still enough left over for us to make money, particularly since many of the overheads are borne by CompuServe. Initially, MUD2 subsidised BL, but now the situation has almost reversed.

There are other reasons why people don't play MUAs as much as you'd think. Even with a gleaming new modem and a natty comms program, and paying 50p an hour for a game (which is the lowest price you can pay for MUD if you buy a lot of credits in advance), there is still

.../...

the dreaded quarterly event of the Telephone Bill. BT Telephones makes almost as much money as we do from MUD, without doing a stroke of work. BT do, of course, provide computers for us, but since privatisation they've not been allowed to cross-subsidise among divisions of BT. The computers we use are owned by BT Computer & Network Services, not the telephone division. So that other 50p an hour you pay to use the phone goes straight into BT's coffers but can't be used to pay for use of the computers, the network, or the game.

Anyway, suppose you do have a modem, and don't resent paying both us and BT Telephones, you might want to play. MUD has a guest account, which can be used to try out the game (I'd tell you the details but this is an article, not an advertisement - if you write to me care of the ACL I can supply details). This gives you some idea of the flavour of the game, but you don't get to solve many puzzles in it, and you get thrown off after ten minutes or so. Suppose, having tried out the guest account, you decide it's worth a try at playing. You send off for your starter pack and away you go!

And here, I think, is where we may lose a lot of players. For the first few games, MUD - indeed any MUA - is almost completely incomprehensible! Everything seems to be happening at a furious pace, noises sound in the background, people whizz by, voices are shouting strange phrases, and you hardly get a chance to read the room description before some event or other occurs to disrupt your concentration.

So, in a confused state you wander around looking for all this treasure there's supposed to be. Only you don't find any. That's not because there isn't any, it's because the game is big and you don't yet have decent maps to the goodies. Or someone has been around looting the areas where novices usually wander. In any case, things look very odd without objects around, and the more you play the less like a normal Adventure it may seem!

We lose a lot of newcomers that way, but there is a lifeline - the other players. They have all been learners at some time, and they know the problems only too well. If you can find one to talk to, and ask questions of, and trust, then things suddenly start making sense. You find out how to move quickly, where the treasures are, what to do with them, how to see in the dark, and generally what on earth is going on. If you persevere long enough to make a friend, then the game will suddenly appear to change its character. You'll then know what all the fuss is about, why MUAs are such fun to play, and what keeps some people playing night after night after night.

If you can't play just yet, don't worry. These games are so popular among those who can play that they are certainly here to stay. Twenty years from now they'll be ubiquitous. I bet BT still take all profits, though!

* Please refer to page 46 for details of MUD's guest accounts (Ed).

What you should do with a bugged adventure that you just have purchased basically depends on who the publisher is, what the bug is, where you bought the game, and what kind of pressure you want to exert on the publisher/manufacturer.

1) The tape/disk that you purchased will not load. The odds are that you obtained a one-off, defective tape/disk. In this case, blame is difficult to apportion, since it is more than likely that a genuinely duff copy was manufactured. These things, unfortunately, do happen; they are very irritating and frustrating for the consumer, but little can be done about them apart from requesting a replacement copy. If you purchased the adventure from a shop, you may wish to make sure that the replacement game offered to you loads correctly before you accept it, and you should ask the shop to load it in front of you. If you purchased the adventure by mail-order, ask for a tested, replacement copy.

2) The adventure that you purchased contains a fatal bug, and the game cannot be completed. If it is a recent adventure, then there is little point in asking for a replacement copy, since the initial batch of duplicated games probably contains the same bug. At this stage, you have two options:

(a) Be patient and wait until a bug-free version of the adventure is released. This may take several weeks, although the larger software companies tend to correct fatal bugs very quickly, especially on recent titles. The Club can tell you if and when new versions are manufactured, and if bug-free versions of older titles have been released, so please do not hesitate to call us and take advantage of this service.

(b) Ask for a refund. As I explained in the last issue, you are entitled to your money back from the source who sold you the game, and NOT from the manufacturer. In fact, it is always an excellent policy to take the time and trouble to go back to the shop/mail-order company which sold you the game, and make a big fuss about the whole affair. The shop will have a defective product on its hands, and will have to ask for a refund from its distributors who, in turn, will obtain a refund from the manufacturers.

And this where you, the consumer, can really put the pressure onto the manufacturers. Have you noticed that most games carry a reassuring sentence on the inlay-card to the effect that, if the game is defective in any way, please return it directly to the manufacturer for an immediate replacement? This is because the manufacturers do not want you to return the game via the distributors' system. The more defective games that are returned to the distributors (by the shops and mail-order companies), the less likely the distributors are to order future products from a manufacturer who has produced dud games in the past... Distributors normally order 100's and 1000's of units from the manufacturers, and the latter need the former to survive. Obviously, manufacturers do not wish to "advertise" that one of their games is bugged, thus their request for you to return the game directly to them.

.../...

Thus, if you do not want to embarrass a software company which has always proved to be friendly and reliable in the past, return any defective items directly to them, making sure beforehand that a corrected replacement copy is available.

If your patience is wearing thin with a software company which has a proven record of unreliability, return the defective product through the shop or mail-order company where you originally purchased it.

Please do remember that it is you who can directly influence whether future adventure releases are bugged or not. The Club usually does a lot "behind the scenes", but we need you to report to us the fatal bugs that you have discovered. Without the sort of pressure that you and we can apply, certain manufacturers will always try to get away with as much as they can...

PASSENGERS ON THE WIND from Infogrames.
 Available for the Commodore 64 & Amstrad CPCs (tape: £12.95 each - disk: £14.95 each), and for the Atari ST & IBM PC (disk: £24.95 each).

* The Jester's Review: Hmmm... this is a tough 'un. This game looks very pretty (and fairly French), but don't let that put you off. It also has a bleepy bloopity soundtrack, but don't let that put you off. The instructions, if indeed they can be called that, are about as enlightening as a blank sheet of paper. Feel free to let that put you off!

I am in the unhappy position of not being able to review fully this game. Who knows, it may be a waste of disk space, it may be a hidden masterpiece of programming. Whatever it is, the instructions do not give any real idea about how to play the game properly (I hope!!!) and as such, the game (as a package) is not really usable.

With better instructions, the game might be better, but just now? Well, be prepared for a lot of experimentation!

THE PROSPECTOR from Tartan Software.
 Available with THE CROWN OF RAMHOTEP for the Spectrum 48 (£2.95).

* The Scourge's Review: Fellow geriatric adventurers may recall that THE PROSPECTOR once had the misfortune to be released on a C.S.L. compilation tape, where it was lost 'forever' upon C.S.L.'s demise. Under Tartan's guidance, the game has been given new life with the addition of RAM SAVE, redrawn graphics and a sprinkling of extra synonyms and more explicit EXAM responses. Otherwise, the game-play is as the original as it relates your experiences during the Gold Rush of 1849.

While it offers no startling innovations, THE PROSPECTOR is a well planned, pleasant - albeit somewhat terse - game to play, which flows along quite nicely, offering no great difficulty. It is probably most suitable for a begi... er... a wet afternoon's entertainment, reserving the evening(s) that follow for THE CROWN OF RAMHOTEP which cohabits the reverse side of the tape.

ATMOSPHERE: 15/20 - VOCABULARY: 13/20 - GRAPHICS: 12/20
 PSR: 14/20.

CASTLE BLACKSTAR (Part 5) *****

Go SouthEast in a Long Passage (West). Ignore the Eastern exit, and go Down to a Tall Room. Note the Trap Door in the ceiling above you, then return to the Damp Passage Fork, and go North to a Damp Passage Doorway where you will find a Button and a warning. Read the warning, and PUSH BUTTON if you wish (nothing appears to happen). Go West into a Long Room, and note the square tile in the centre of the floor. West again, and you have reached the Statue Room. EXAMINE STATUE. Now, how to get this Diamond? GET DIAMOND and CLIMB STATUE do not seem to work... The answer is to 39-219, since the square tile is in fact the 255 that you saw. Now, return to the Button and 39 it. Did you hear anything interesting? FREEZE your position, and return West to see what happened... OK, do not return West, then! Instead, retrace your steps to the Tall Room where, as you expected, you can now collect the Diamond.

Onward with your exploring! Go SouthEast to a Gloomy Corridor (West). The curious sound that you can hear now indicates caution, so proceed West carefully... Invisible hands shove you back! What can you do? (Hint: Make them 76! Solution: 43-259 (of 234)). OK, you can now proceed East safely into a Gloomy Corridor, then East again to reach a Narrow Doorway. Type IN to enter the Split Room. Note the description of the room very carefully - something is definitely amiss! South will take you to the Southern end of the room, where you should find two objects: A golden Goblet (which is a treasure), and the item which you previously dropped in the crevice of the cave above you. FREEZE your position, then try to pick up the Goblet... This was pretty drastic, so what should you do? (Hint: 55-251 between the 86 and the 161). We shall come back to this problem later on so, for the time being, leave the Split Room and carry on Eastwards to the Gloomy Passage (East). East once more, and you have now reached a Fork. South takes you back where you came from, and North leads to the M Doorway. Instead, proceed NorthWest to a Long Passage Crossing. South takes you back to the Fork, and West links with Long Passage (West). East leads you to a Rocky Bay (nothing of interest there), and NorthWest takes you to the North Ledge. READ MESSAGE, which is very important indeed (more about its significance later on).

Go West to yet another Junction, and carry on NorthEast into a Chapel (South end). The man dressed in black seemed most unfriendly... And what is the significance of the Pentacle? FREEZE your position, then go North. Oh Dear... How to avoid the Angel of Death? (Hint: 191. Hint: 123. Solution: 57-191 (Wow!)). Then, 62-123). Type OUT, and collect a Silver Cross which is a treasure. Explore the two locations to the West (Huge Cavern and Giant Room), and return to the Chapel (South end). Take the NorthEast exit to reach Cell Block (West). Try to UNLOCK DOOR to see if you can enter any of the cells. No success? Carry on East to Cell Block (East). UNLOCK DOOR once more... Ah! Success! Type IN to enter the Cell. Is there any significance to the Torch? (Solution: 22! 59-95). A secret passage! Go North into a Steep Tunnel, then East to reach the Tunnel Entrance. Did you remember that Ming Vase? Collect it, then TURN WINCH to open the grate. OUT will take you to the open air. EXTINGUISH (your) LAMP, then make your way to the Temple.

To Be Continued in MDs Nos 31-32.

So far, you have entered the Depository (and gone through the Curtain) from three different rooms (East Teller Room, West Teller Room, and Chairman's Office). The fourth way, as you may have surmised, is to go through the Curtain, having just come out of the Small Room (i.e. from the North). If you do that, you will end up in the Vault where you will find a valuable treasure (201).

Leave the Vault in the same way that you got out of the Small Room but, this time, it will be the 202 wall which is operative. Return to the Carousel with an increased score of 255/400 points.

From the Carousel, go SouthWest twice to reach a sturdy door, guarded by a nasty-lizard head. How do you get past it? (Hint: 223. Solution: 64-80-11-99). You can now UNLOCK DOOR, then OPEN DOOR.

South takes you to the Wizard's Workshop. South again leads to the Trophy Room. READ LABEL, and heed its warning! The Wands may be tempting, but you cannot get them. The Cabinet and the stuffed Owl have no significance. Retrace your steps North, then go West to the Wizard's Workroom. The most interesting item is a workbench on which are three stands: A Ruby stand, a Sapphire stand, and a Diamond stand. What is the significance of these stands? (Hint: 131-18-176. Solution: The 150 have to be placed on them).

South leads to the Pentagram Room, where you will find an ominous-looking Black Circle. You cannot ENTER CIRCLE, but do make a note of its colour.

West from the Workroom is the Aquarium Room. The baby sea-serpent seems harmless enough, but what is to be done next?

To start with, place your two 150 on their respective stands. You know that you are missing a third 237, but where could it be? From the description of the third stand, you can deduce its 141, which must be 182. Now, if you were a wizard, where would you hide a 182-237?

(Solution: In the 165!). Unfortunately, getting it will be quite dangerous, as the 195 is only 114 in relative terms! If you wish to experiment, try to 57-165. You have been warned!

What is the solution to this puzzle? (Hint: Tackle this problem from 117. Solution: 43-251 (the 216) 21-2-165). Bingo! Collect the 127-237, and put it on the Diamond stand.

Things are now really beginning to happen fast! (Score: 315/400).

But what should you do with the 85-237? (Hint: 141. Solution: Put it on the 188). Wow! What does the Demon want? (Hint: Read the description of his appearance very carefully. Solution: He wants all your 212!).

So, one by one, 60 him all the 212 that you found, and enjoy the delightful cowering of the Wizard as you near your goal...

Please note that the Demon will only be satisfied if you give him 27 the 212 that can be found in the game (less any that have been stolen from you by the Wizard).

So, what service should you now request from the Demon? (Hint:

Something that has been 157-21-14 many times! Solution: 70-146-"60-17-2-168").

Your score should now be an impressive 365/400, and it is time to investigate this menhir...

To Be Concluded in MDs Nos 31-32.

* Activision have released Infocom's latest adventure, SHERLOCK - THE RIDDLE OF THE CROWN JEWELS for the PC (disk: £24.99) and the Commodore 64 (disk: £19.99) - see review of this adventure on page 9.

Activision have also released MIGHT AND MAGIC for the IBM PC (disk: £29.99), and for the Commodore 64 (disk: £24.99). This is a Dungeons and Dragons role-playing adventure, featuring 250 spells/items and over 200 monsters to deal with.

* CRL have released WOLFMAN for the Commodore 64 (£9.95). In this three-part adventure written by Rod Pike, the player takes the role of a young man who has just come to terms with the fact that he is a werewolf, and must embark on a journey to find salvation. Versions for the Spectrum 48 and Amstrad CPCs are in the pipe-line.

CRL have released FEDERATION for the Spectrum 48 (£8.95), and for the Commodore 64 and Amstrad CPCs (tape: £9.95 - disk: £14.95). FEDERATION is based on Eighth Day Software's QUANN TULLA, and was re-written by Smart Egg Software's Nigel Brooks to include a more sophisticated parser and more comprehensive location descriptions.

CRL have released LOADS OF MIDNIGHT for the Spectrum 48 (£9.95). As its name indicates, this adventure is a spoof of Mike Singleton's LORDS OF MIDNIGHT.

CRL will release during Summer 1988 a compilation tape of Rod Pike's adventures (DRACULA, FRANKENSTEIN and WOLFMAN) - price to be announced.

CRL have confirmed to us that JACK THE RIPPER still contains a fatal bug if the adventure is run on a Spectrum 128K (the game will not cause any problem if played on a Spectrum 48K). If you have purchased a copy, please hold onto the game until a bug-free version is released. Further details will be announced in "In The Cauldron...".

DRACULA is now available for the Spectrum +3 (disk: £14.95).

* Level 9 Computing will release TIME AND MAGIK through Mandarin Software on 4.04.88. This title is a compilation of Level 9's three earlier adventures: EMERALD ISLE, LORDS OF TIME and THE PRICE OF MAGIK. This trilogy is available for most micros (see page 39 for details), and is priced at £14.95 for 8-bit machines and £19.95 for 16-bit micros.

Level 9's next two adventures will be GNOME RANGER II, to be followed by LANCELOT, an adventure based around Arthurian legends.

* Rainbird Software have now released the Spectrum +3 versions of GUILD OF THIEVES and of JINXTER (disk: £15.95 each).

The Apple II (disk: £19.95) and Apple Macintosh (disk: £24.95) versions of JINXTER are now available.

* Arc Software, 272 Mearns Road, Newton Mearns, Glasgow, G77 5LY have extended the special price (£1.99 including 1st-class postage) of THE THIRTEENTH TASK until 16.04.88 (Dragon 32).

* Bug-Byte have released S.T.I. for the Spectrum 48 (£2.99). This is a humorous text-only adventure, featuring 20 pseudo-intelligent characters and over 130 locations. The player is the repairman sent to resolve the problems discovered when an alien entity, the "Wizard of Aussie", has caused a defence computer to overload and triggered its puzzle programme.

* Delta 4 are putting the final touches to THE SMURKING HORROR, their spoof adventure about horror movies.

* Electronic Arts have released THE BARD'S TALE II for the Commodore 64 (disk: £14.95). ST and Amiga versions are planned for release early Summer 1988.

The Commodore 64 tape version of THE BARD'S TALE I is scheduled for release in April 1988 (£9.95).

A hint-book for THE BARD'S TALE I is now available directly from Electronic Arts, Langley Business Centre, 11-49 Station Road, Langley, Nr. Slough, Berkshire, SL3 8YN (price £5.00).

* Infogrames have released CRASH GARRETT for the Atari ST and IBM PC (disk: £19.95 each).

* Topologika have released the Spectrum +3 version of ALL their adventures (disk: £9.95 each). Furthermore, Topologika have reduced the price of all other versions down to £9.95 each (see page 45 for details of their titles).

* Marlin Games, 19 Briar Close, Nailsea, Bristol, BS19 1QG, have released THE JADE STONE for the Spectrum 48K (£2.95) - available only by mail-order. This two-part adventure was written by Linda Wright, author of THE BLACK FOUNTAIN and SHARPE'S DEEDS. THE JADE STONE will be reviewed in MDs Nos 31-32.

* Mastertronics have released the Amstrad CPCs version of VENOM (£1.99).

* Daggschimmer Adventures, Olivedalsgatan 19, S-413 10 Gothenburg, Sweden, have released GIZE for the Spectrum 48. This adventure is available by mail-order only, either on tape (£3.50) or on disk (Opus or Discipline: £4.50 each) - payments in Sterling drawn on a U.K. bank are acceptable. GIZE will be reviewed in MDs Nos 31-32.

* River Adventures have produced Commodore 64 disk versions of their adventures. Each disk contains three titles (see page 42 for details), and retails at £6.00.

* Eighth Day Software have released THE RAVEN for the Spectrum 128 (£5.50). The adventure is a murder/detective story in which the player assumes the role of Sherlock Holmes. The game is played in real-time, and the package includes a 20-page booklet giving the background to the game and detailed instructions.

* Gilsoft International Ltd have released the Amstrad CPC/PCW version of the PROFESSIONAL ADVENTURE WRITER (disk: £27.95). This version allows the creation of text-only adventures, and runs under the CP/M operating system.

Members having already purchased the PAW should send back their registration card as soon as possible, since Gilsoft will shortly start a PAW User Group. Full details (which include the launch of a magazine) will be sent to all registered users during April 1988.

THE HOLLOW (Text Version) from Gilsoft International.
Available for the Spectrum 48 and Amstrad CPCs (£3.99 each).

* The Jabberwock's Review: I have to confess that my heart sank when I saw this was a quilled adventure, and sank a little more when I read the game's rationale. Yes folks, buckle up your broadsword and prepare to do battle with the greatest of all fantasy cliches - the struggle between good and evil (again). In this particular case, the Land of Moylan has been enslaved by an evil sorcerer, and it is the adventurer's task to find and liberate the forces of Light, thus bringing his dark reign to an end. In practical terms this means locating ten mystic fragments and the Stone of Light, then confronting the sorcerer in his island lair and 'dealing with him'.

Luckily you can ignore the storyline and concentrate on exploring the Land of Moylan. I really enjoyed this adventure after I'd been playing it for a while. You are free to wander round and investigate things with very few restrictions, something which has always endeared me to the Level 9 adventures. There are few things as frustrating as being immediately faced with a seemingly insurmountable 'block' only a few locations away from the start. While there are a few 'sudden death' locations/traps, they can be avoided quite easily. Though the game is fast to play if you need to retrace your steps, it's quite a good idea to save your position regularly. The puzzles are of an average complexity, but you need to watch your objects carefully, as there are a lot of red herrings scattered about.

In conclusion, I really liked this adventure - it plays fast, holds the player's interest and DOES NOT HAVE GRAPHICS!

ATMOSPHERE: 12/20 - VOCABULARY: 13/10 - GRAPHICS: N/A
PSR: 14/20.

* GETTING STARTED: Be sure to 30 everything very carefully, in particular the 208 to the 184 north of the starting location. There you will find the 143 which you need later in the game.

BACK ISSUES OF MEMBER'S DOSSIERS *****

We believe that your Member's Dossiers (MDs) will build up to form an invaluable work of reference, which you will be able to consult time after time. Since MD No 1 was published in April 1985, many topics have been covered:

- * Reviews of 190 adventures,
- * Complete solutions to 25 adventures,
- * In-depth series of popular adventures,
- * Interviews, Guest-Writers, Useful Addresses, Hints 'n' Tips,
- * Basic Adventuring, Charts, Golden Chalice Awards, etc...

PLEASE REFER TO YOUR INDICES FOR FULL SPECIFIC DETAILS.

Back issues of Member's Dossiers are available as follows:

Price: U.K.....: £1.25 per Dossier
Outside U.K. (Surface Mail)..: £1.50 per Dossier

MDs Nos 5-6, 11-12, 17-18, 21-22, 23-24, 25-26 and 27-28 are Double Issues, and count as TWO DOSSIERS EACH.

- * SAVE MONEY!!! 7 - 12 Dossiers: Deduct 15% from your total.
13 - 18 Dossiers: Deduct 20% from your total.
19 - 24 Dossiers: Deduct 25% from your total.

* SAVE EVEN MORE MONEY!!! Order 25 Dossiers or more, and deduct 30% from your total. For instance, the COMPLETE COLLECTION (MDs Nos 1 to 28) will cost: £24.50 for U.K. Members, or £29.40 for non-U.K. Members.

ACL REVIEWING TEAM *****

THE JABBERWOCK.....: Lindsey le Doux Paton.
THE JESTER.....: (Prefers to remain anonymous).
THE KEEPER OF THE SCROLL: ACL Editorial Team.
THE LAMPLIGHTER.....: Barbara Clarke.
OBERONIDES.....: Roderick Dunlop.
PATHFINDER.....: Kirk Thomson.
SAM.....: Gavin McGarvie.
THE SCOURGE.....: Hugh T. Walker.
THE SCRIBE.....: Neil Shipman.
THE SEEKER.....: Ken Morgan.

Publication Dates =====

* MDs Nos 31-32: Second week of May 1988
* MDs Nos 33-34: First week of July 1988
* MDs Nos 35-36: First week of September 1988
* MDs Nos 37-38: Second week of November 1988

DISCOUNTED SOFTWARE *****

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

Title/Software Company	Computer	RRP	Our Price
-----	-----	---	-----
* DELTA 4/C.R.L.			
- The Boggit	SP48,C64,AM	7.95	7.15
- The Boggit	SP48d	14.95	13.45
- 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.			
- Wolfman	C64	9.95	8.95
- Wolfman	C64d	14.95	13.45
- Jack the Ripper	SP48	8.95	8.05
- Jack the Ripper	SP48d	14.95	13.45
- Jack the Ripper	C64	9.95	8.95
- Jack the Ripper	C64d	14.95	13.45
- Book of the Dead	SP48,AM	8.95	8.05
- Book of the Dead	SP48d,AMd	14.95	13.45
- Dracula	SP48,C64,AM	9.95	8.95
- Dracula	SP48d	14.95	13.45
- Frankenstein	SP48,C64,AM	8.95	8.05
- Frankenstein	C64d,AMd	14.95	13.45
- Federation	SP48	8.95	8.05
- Federation	C64,AM	9.95	8.95
- Federation	C64d,AMd	14.95	13.45
- Loads of Midnight	SP48	9.95	8.95
- Murder off Miami	SP48,C64,AM	7.95	7.15
- Buggy	SP48,C64,AM	7.95	7.15
- The Very Big Cave Adventure	SP48,C64,AM	7.95	7.15
- The Very Big Cave Adventure	PCWd	14.95	13.45
- The Very Big Cave Adventure	C64d	12.95	11.65
- Castle Blackstar	PCWd	14.95	13.45
- The Pilgrim	C64	7.95	7.15
- The Causes of Chaos	C64	8.95	8.05
* PRECISION GAMES			
- The Extricator	SP48	2.99	2.69
- The Extricator	C64	3.99	3.59
- The Energem Enigma	SP48	4.99	4.49
- The Energem Enigma	C64	5.99	5.39
* SPECTRUM ADVENTURER			
- Castle Thade Revisited	SP48	2.50	2.50

Title/Software Company	Computer	RRP	Our Price
* ADVENTURESOF/US GOLD			
- Seas of Blood	SP48,C64,AM	9.95	8.95
- Spider-Man	SP48,C64,C16,BBC,EL,AT	2.99	2.69
- The Hulk	SP48,C64,C16,BBC,EL,AT	2.99	2.69

- Scott Adams' Scoops (Vol No 1)			
(includes Pirate Island,	SP48,BBC,EL	9.99	8.99
Voodoo Castle, Strange	C64,C16,AT	9.99	8.99
Odyssey & Buckaroo Bonzai)			

SCOTT ADAMS ADVENTURES

MYSTERIOUS ADVENTURES

- 1- Adventureland
 2- Pirate Adventure
 3- Secret Mission
 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

- 1- The Golden Baton
 2- The Time Machine
 3- Arrow of Death (1)
 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

Scott Adams Adventures:

Nos 1 to 13:	BBC,EL	7.95	7.15
Nos 1 to 4:	AT	7.95	7.15
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	12.55
Nos 10 & 13:	C16	7.95	7.15
Nos 1 to 4 & Nos 7 to 13:	DR	7.95	7.15
Nos 2 to 6 & No 13:	ATd	17.95	16.15

Mysterious Adventures:

- Nos 1 to 10:	SP48,AT,DR,BBC,EL	7.95	7.15
- Nos 1 to 4 and Nos 6 to 10:	C64	7.95	7.15

* CLUB SPECIAL: BUY ANY 2 SCOTT ADAMS ADVENTURES OR ANY 2 MYSTERIOUS ADVENTURES FOR THE PRICE OF 1!!! (Any 2 adventures - EITHER 2 Scott Adams OR 2 Mysterious - must be for the same micro).

Title/Software Company

* LEVEL 9 COMPUTING

- | | |
|------------------------|--------------------------|
| (1) Colossal Adventure | (7) Emerald Isle |
| (2) Adventure Quest | (8) Red Moon |
| (3) Dungeon Adventure | (9) The Worm in Paradise |
| (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: SP48,C64

No 11: C64d,AT(64K)d,AGd,PCd,STd,AMd,PCWd,APd,MACd

	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,AMd,ATd)	9.95	8.95
- Disk versions (other micros)	14.95	13.45

* RAINBIRD SOFTWARE

- Jewels of Darkness (Colossal Adventure, Adventure Quest & Dungeon Adventure)

	SP48,C64	14.95	13.45
	AM,AT800,MSX	14.95	13.45
	C64d,AT800d	14.95	13.45
	APd,AMd,PCWd,STd	19.95	17.95
	AGd,MACd,PCd	19.95	17.95
- Silicon Dreams (Snowball, Return to Eden & The Worm in Paradise)			
	SP48,C64	14.95	13.45
	AM,AT800,MSX	14.95	13.45
	C64d,AT800d	14.95	13.45
	APd,AMd,PCWd,STd	19.95	17.95
	AGd,MACd,PCd	19.95	17.95
- Knight Orc	MACd,APd,PCd,STd,AGd,AMd,PCWd	19.95	17.95
	SP48,C64,C64d,AM,AT,ATd,MSX	14.95	13.45
- The Pawn			
	SP128	14.95	13.45
	SP128d	15.95	14.35
	C64d,AMd,APd,ATd	19.95	17.95
	PCd,STd,AGd,MACd,PCWd	24.95	22.45
- Guild of Thieves			
	SP128d	15.95	14.35
	C64d,AMd,ATd,APd	19.95	17.95
	PCd,STd,AGd,MACd,PCWd	24.95	22.45
- Jinxter			
	SP128d	15.95	14.35
	C64d,APd	19.95	17.95
	PCd,STd,AGd,MACd	24.95	22.45

* MANDARIN SOFTWARE

- Time and Magik (Emerald Isle, Lords of Time & The Price of Magik)

SP48,C64,AM,AT(64K),MSX(64K)	14.95	13.45
C64d,AMd,AT(64K)d	14.95	13.45
STd,AGd,PCd,PCWd,APd,MACd	19.95	17.95

Title/Software Company	Computer	RRP	Our Price
------------------------	----------	-----	-----------

* ATLANTIS SOFTWARE

- Moron, Mafia Contract, Mafia Contract II, Return to Ithaca, El Dorado, Temple Terror.	SP48	1.99	1.99
---	------	------	------

(ANY ONE TITLE):

- Escape from Khoshima	AM	1.99	1.99
- Dungeons, Amethysts, etc...	AM	1.99	1.99
- Velnor's Lair	C64	2.99	2.69

* US GOLD/ADVENTURESOF

- Masters of the Universe			
- Kayleth			

Price per title:	C64	9.99	8.99
	SP48	8.99	8.09
	BBC,EL	7.99	7.19
	C64d,BBCd	14.99	13.49

- Fantastic Four (Pt 1)	SP48	9.95	8.95
- Fantastic Four (Pt 1)	C64d,ATd	13.95	12.55
- Fantastic Four (Pt 1)	BBC,EL	7.95	7.15
- Rebel Planet	SP48,C64,AM	9.95	8.95
- Rebel Planet	C64d,AMd	14.95	13.45
- Rebel Planet	BBC,EL	7.95	7.15

* INFOGRAMS

- Crash Garrett	STd,PCd	19.95	17.95
- Mandragore	SP48,C64,C64d,AM,AMd,MSX	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,AM,MSX	9.95	8.95
- The Inheritance	C64d,AMd	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	C64,AM,MSX	14.95	13.45
- Murders on the Atlantic	C64d,AMd	19.95	17.95
- Passengers on the Wind	STd,PCd	24.95	22.45
- Passengers on the Wind	C64,AM	12.95	11.65
- Passengers on the Wind	C64d,AMd	14.95	13.45
- 3 Musketeers	C64	9.95	8.95
- 3 Musketeers	C64d	14.95	13.45
- Passengers on the Wind II	C64,AM	9.95	8.95
- Passengers on the Wind II	C64d,AMd	14.95	13.45
- Passengers on the Wind II	STd,PCd	19.95	17.95

* CRUSADER COMPUTING

- Prehistoric Adventure	SP48	9.95	4.99
-------------------------	------	------	------

* ACTIVISION/INFOCOM

	C64	C128	AT	AM/ PCW	PC	AG	ST
1) ZORK I.....	[S3]	[S3]	[D]	[D]	[D]	[D]	[D]
2) ZORK II.....	[S3]	[S3]	[D]	[D]	[D]	[S2]	[D]
3) ZORK III.....	[S3]	[S3]	[D]	[S3]	[D]	[S2]	[D]
4) ENCHANTER.....	[D]	[D]	[D]	[S3]	[D]	[S2]	[D]
5) SORCERER.....	[D]	[D]	[D]	[S3]	[D]	[S2]	[D]
6) SPELLBREAKER.....	[D]	[D]	[D]	[S3]	[D]	[S2]	[D]
7) DEADLINE.....	[D]	[D]	[D]	[D]	[D]	[S2]	[D]
8) WITNESS.....	[D]	[D]	[D]	[D]	[D]	[D]	[D]
9) SUSPECT.....	[D]	[D]	[D]	[S3]	[D]	[S2]	[D]
10) CUT-THROATS.....	[S3]	[S3]	[D]	[S3]	[D]	[S2]	[D]
11) INFIDEL.....	[D]	[D]	[D]	[D]	[D]	[S2]	[D]
12) SEASTALKER.....	[S3]	[S3]	[D]	[S3]	[D]	[D]	[D]
13) PLANETFALL.....	[D]	[D]	[D]	[S3]	[D]	[D]	[S2]
14) STARCROSS.....	[D]	[D]	[D]	[D]	[D]	[S2]	[D]
15) SUSPENDED.....	[D]	[D]	[D]	[S3]	[D]	[D]	[D]
16) BALLYHOO.....	[S3]	[S3]	[D]	[D]	[D]	[S2]	[D]
17) A MIND FOREVER VOYAGING.....	[N]	[S1]	[N]	[N]	[D]	[S1]	[D]
18) TRINITY.....	[N]	[N]	[N]	[N]	[D]	[S1]	[D]
19) WISHBRINGER.....	[S3]	[S3]	[D]	[S3]	[D]	[S2]	[D]
20) HITCH-HIKER'S GUIDE.....	[S3]	[S3]	[S3]	[A3]	[A2]	[A2]	[A2]
21) LEATHER GODDESSES.....	[D]	[D]	[S3]	[A3]	[A2]	[A2]	[A2]
22) MOONMIST.....	[S3]	[S3]	[D]	[S3]	[D]	[S2]	[D]
23) HOLLYWOOD HIJINX.....	[S3]	[S3]	[D]	[A3]	[S2]	[A2]	[D]
24) STATIONFALL.....	[S3]	[S3]	[S3]	[A3]	[A2]	[A2]	[A2]
25) BUREAUCRACY.....	[N]	[S1]	[N]	[N]	[A1]	[A1]	[A1]
26) THE LURKING HORROR.....	[A3]	[A3]	[S3]	[A3]	[A2]	[A2]	[A2]
27) NORD & BERT.....	[A3]	[A3]	[D]	[D]	[A2]	[A2]	[A2]
28) PLUNDERED HEARTS.....	[A3]	[A3]	[D]	[D]	[A2]	[A2]	[A2]
29) BEYOND ZORK.....	[N]	[?]	[N]	[N]	[A3]	[?]	[A3]
30) BORDER ZONE.....	[A4]	[A4]	[N]	[N]	[A3]	[?]	[?]
31) SHERLOCK.....	[A4]	[A4]	[N]	[N]	[A3]	[?]	[?]

Explanation of Keys:

A: Line continued. Item currently available in stock.

D: Line discontinued. Item not available any more.

S: Line discontinued, but item available in stock. ORDER URGENTLY!

N: Line not available for this particular micro.

?: Item SHOULD become available for this particular micro.

Price structure:

1: £34.99 per title.

2: £29.99 per title.

3: £24.99 per title.

4: £19.99 per title.

(Example: A2 signifies an item currently in stock at £29.99)

DISCOUNTS: 10% for 1 title

(ALL TITLES

===== 20% for 2 or 3 titles

ON DISKS

25% for 4 titles or more

ONLY)

#42

Title/Software Company	Computer	RRP	Our Price
------------------------	----------	-----	-----------

* INFOCOM

INVISICLUES: - Double Pack: Bureaucracy/Hollywood Hijinx
Stationfall/The Lurking Horror
Plundered Hearts/Beyond Zork
- Single Pack: ANY other title

Double Pack - RRP: £8.99. Our Price: £8.09

Single Pack - RRP: £6.99. Our Price: £6.29

* BUG-BYTE

- S.T.I.	SP48	2.99	2.69
- 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
- Journey to the Centre of the Earth	MSX	2.99	2.69

* 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 Adventurer's Notebook	(Book)	3.95	3.55

* RIVER ADVENTURES

Spectrum 48 (2 titles per tape):

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 (2 titles per tape - 3 titles per disk):

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

Disk 1: The Hammer of Grimmold, Mutant & Matchmaker

Disk 2: Lifeboat, The Jade Necklace & The Challenge

Disk 3: Realm of Darkness, Witch Hunt & The Cup

(ANY ONE TAPE):	SP48,C64	2.50	2.50
(ANY ONE DISK):	C64d	6.00	5.40

* OCEAN SOFTWARE

- Hunchback	C64,AM	8.95	8.05
- Hunchback	SP48	7.95	7.15
- Never Ending Story	SP48,C64,AM	9.95	8.95

#43

Title/Software Company	Computer	RRP	Our Price
------------------------	----------	-----	-----------

* FIREBIRD

- Dark Sceptre	SP48	7.95	7.15
----------------	------	------	------

* SENTIENT SOFTWARE

- Scoop!	SP48,C64	2.99	2.70
----------	----------	------	------

* ARTIC COMPUTING

- Planet of Death (C64), Ship of Doom (SP48), Espionage Island (C64). (ANY ONE TITLE):		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
---	------	------	------

* INTERCEPTOR/PLAYERS

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	

ALL the above-mentioned titles = RRP: £1.99. Our price: £1.99 (EACH)

* MELBOURNE HOUSE

- Shadows of Mordor	SP48	7.95	7.15
- Shadows of Mordor	C64,AM	8.95	8.05
- Shadows of Mordor	C64d	14.95	13.45
- Lord of the Rings	SP48,C64,BBC	15.95	14.35
- Lord of the Rings	C64d,BBCd,PCd	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	SP48,C64,AM,BBC,MSX	9.95	8.95
- The Hobbit	C64d,BBCd	17.95	16.15
- The Hobbit	PCd,APd	29.95	26.95

* CLASSIC QUESTS

- Witch Hunt	C64d,PCd	14.95	13.45
- Witch Hunt	AMD,PCWd	19.95	17.95

* CDS

- Castle Blackstar	SP48,C64,AM,BBC,MSX	6.95	6.25
--------------------	---------------------	------	------

* CENTRAL COMPUTING

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

* WALRUS COMPUTING

- Rogue Comet	SP48,C64	4.95	4.45
---------------	----------	------	------

#44				
Title/Software Company	Computer	RRP	Our Price	
* 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	
- The Raven	SP128	5.50	4.95	
* GILSOFT				
- The Professional Adventure Writer	SP48/128	22.95	20.65	
	SP48md/128md	27.95	25.15	
	SP128d	27.95	25.15	
	AMd/PCWd	27.95	25.15	
- The Quill	SP48,C64,AM	3.99	3.99	
- The Quill	BBC/EL	16.95	15.25	
- The Quill	BBCd,QLmd	22.95	20.65	
- The Illustrator	SP48,C64,AM	3.99	3.99	
- The Quill & The Illustrator	SP48,C64,AM	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	
* CENTRAL SOLUTIONS				
Prelude, Desperado, Countdown.				
(ANY ONE TITLE):	SP48	0.99	0.99	
- Mansion	AM(CPC464)	0.99	0.99	
* MASTERTRONICS				
SP48,C64,AM:	a) Rigel's Revenge	b) Venom		
SP48,C64:	a) Kobyashi Naru	b) Zzzz		
	c) Se-Kaa of Assiah			
SP48:	a) Holy Grail	b) Journey's End		
	c) Sinbad & the Golden Ship			
C64:	a) Treasure Island			
# ALL the above-mentioned titles = RRP: £1.99. Our price: £1.99 (EACH)				
* HANDASOFT				
- The Crystal Cavern	SP48	1.99	1.99	

#45				
Title/Software Company	Computer	RRP	Our Price	
* INCENTIVE SOFTWARE				
- The Ket Trilogy (Mountains of Ket, Temple of Vran & The Final Mission)	SP48	12.95	11.65	
- The Ket Trilogy	DR,BBC	9.95	8.95	
- The Ket Trilogy	C64	7.95	7.15	
- The Ket Trilogy	BBCd(40-track)	11.95	10.75	
- Apache Gold	SP48,C64,AM	7.95	7.15	
- Winter Wonderland	SP48,C64,AM,BBC	7.95	7.15	
- Sharpes Deed/Black Fountain	AM	7.95	7.15	
- Top Secret/Mountains of Ket	AM	7.95	7.15	
- Nova/Haunted House	AM	7.95	7.15	
- The Alien/Dragon's Tooth	BBC	7.95	7.15	
- Zodiac/Secret of Life	C64	7.95	7.15	
- Karyssia	SP48	7.95	7.15	
- Graphic Adventure Creator	AMd	27.95	25.15	
- " " " " " " " "	SP48,C64,AM,BBC	22.95	20.65	
* TARTAN SOFTWARE				
- Double Agent	SP48	3.95	3.55	
- Six-In-One (6 adventures)	SP48	4.95	4.45	
- Prince of Tyndal	SP48	1.95	1.95	
- Shipwreck/Castle Eerie	SP48	2.95	2.65	
- Crown of Ramhotep/Prospector	SP48	2.95	2.65	
* TOPOLOGIKA				
1) Countdown to Doom	2) Philosopher's Quest			
3) Acheton	4) Kingdom of Hamil			
Each title:	AMd,PCWd,PCd,BBCd,SP128d	9.95	8.95	
* MOSAIC				
- Twice Shy	SP48,C64,AM	9.95	8.95	
- The Snow Queen	SP48,C64,AM	9.95	8.95	
* MIRRORSOFT				
- Dungeon Master	STd	24.99	22.49	
- Intrigue	C64d	12.99	11.69	
- Shadowgate	AGd	24.95	22.45	
- Shadowgate	MACd	26.95	24.25	
- Deja Vu	C64d	14.95	13.45	
- Deja Vu	STd	24.95	22.45	
- Deja Vu	MACd	26.95	24.25	
- Deja Vu	AGd	29.95	26.95	
- The Uninvited	MACd,AGd	26.95	24.25	

(PLEASE SEE PAGE 46 FOR DETAILS OF COMPUTER CODES)

* 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) * MA (BBC Master series) *
 * MAC (Apple Macintosh) * MSX (MSX Micros) * PC (IBM PCs or
 compatibles) * PCW (Amstrad PCW series) * QL (Sinclair QL) *
 * SP48 (Spectrum 48) * SP128 (Spectrum 128) * ST (Atari ST series) *

ALL GAMES ARE ON CASSETTE UNLESS d(dISK) OR md(MicroDrive) FOLLOWS THE
 COMPUTER CODE

* ALL PRICES ARE IN POUNDS STERLING *

* BBC owners ordering software titles on disk(s) are kindly requested
 to mention the track reference (40/80) on their order-form.

(Please refer to the order-form for Terms and Conditions of supply)

POSTAL CHARGES FOR EUROPEAN AND OVERSEAS ORDERS

These rates cancel and replace any previously published.

	Europe (Air Mail)	Europe (Surface)	Rest of World (Air Mail)	Rest of World (Surface)
1 title:	£1.50	£1.25	£2.50	£1.25
2 to 4 titles:	£1.25	£1.00	£2.25	£1.00
5 titles or more:	£1.00	£0.75	£2.00	£0.75

* The above-mentioned rates are PER TITLE.

FREE Infocom Adventure!

=====

Members purchasing Infocom adventures from us automatically get
 several advantages and benefits:

- Up to a huge 25% discount which can be worth up to £8.75 PER title,
- Fast turn-over of 72 hours on all Infocom products,
- FREE Infocom adventure when you purchase 10 titles from us.

So, support the Club and do yourself a BIG favour by ordering your
 Infocom titles from us!

Details of MUD's guest accounts (see page 27)

=====

Telephone numbers: 01-583 1275 (V23), 01-583 1200 (V22), 01-583 3000
 (V21). Logon procedure: At prompt, type CALL PAD 41 <CR>. At username,
 type MUDGUEST <CR>. At password, type PROSPECT <CR>.

Please use in conjunction with the hints given in this Dossier.

1) A	46) Hit	91) Amulet
2) The	47) Tie	92) Charge
3) None	48) Answer	93) Music
4) Over	49) Rub	94) Baton
5) On	50) Ask	95) Torch
6) Not	51) Lead	96) Weedkiller
7) For	52) Smash	97) Box
8) With	53) Replace	98) Letter
9) Without	54) Attack	99) Lizard
10) Them	55) Wedge	100) Fork
11) To	56) Eat	101) Direction
12) Us	57) Enter	102) Pretty
13) From	58) Play	103) Ball
14) You	59) Pull	104) Cloak
15) I	60) Give	105) Bone
16) Through	61) Unlock	106) Leash
17) Me	62) Read	107) Compassionate
18) Their	63) Cut	108) Dangerous
19) Him	64) Give	109) Dagger
20) Since	65) Remove	110) Axe
21) At	66) Crush	111) Alphabet
22) Yes	67) Say	112) Chalk
23) Never	68) Talk	113) Sesame
24) Always	69) Wait	114) Baby
25) Away	70) Tell	115) Apron
26) Near	71) Dragon	116) Dog
27) All	72) Stairs	117) Afar
28) Except	73) Bandits	118) David
29) Including	74) Raven	119) Yet
30) Examine	75) Oven	120) Programmed
31) Go	76) Visible	121) Hail
32) Wear	77) Must	122) Many
33) Roll	78) Don't	123) Scroll
34) Get	79) Match	124) Power
35) Ask	80) Candy	125) Some
36) Follow	81) Card	126) Habit
37) Sprinkle	82) Ace	127) Crystal
38) Wave	83) King	128) Intelligence
39) Push	84) Bottle	129) Thumb
40) Open	85) Black	130) Slot
41) Drop	86) Ceiling	131) Check
42) Drink	87) White	132) Gimli
43) Throw	88) Sling	133) Potion
44) Blow	89) Galadriel	134) Elf
45) Choke	90) Wharf	135) Electricity

Please use in conjunction with the hints given in this Dossier.

136) Salt	181) Irate	226) Key
137) Pepper	182) Transparent	227) Clover
138) Preceding	183) Dark	228) Magick Shoppe
139) Following	184) House	229) Corbie
140) Goliath	185) Nest	230) Yagmok
141) Colour	186) Blindfold	231) Eraser
142) Shovel	187) Advanced	232) Work
143) Spells	188) Pentagram	233) Bed
144) Lighter	189) Pipes	234) Flour
145) Module	190) Clay	235) Sieve
146) Demon	191) Pentacle	236) Onion
147) Angel	192) Idol	237) Sphere
148) Sextant	193) Pub Sign	238) Dice
149) Tree	194) Harvest	239) Tracks
150) Spheres	195) Serpent	240) Emerald
151) Pork	196) Sandworm	241) Ruby
152) Help	197) Hello	242) Taciturn
153) Candle	198) Rope	243) Talkative
154) Keys	199) Halberd	244) Rug
155) Pack	200) Eyes	245) Bear
156) Lightning	201) Banknotes	246) There
157) Pointed	202) North	247) Pot
158) Knife	203) NorthEast	248) Ali Baba
159) Hedge	204) East	249) Urn
160) Hog	205) SouthEast	250) Pub
161) Floor	206) South	251) Something
162) Broom	207) SouthWest	252) Jar
163) Fishcake	208) Door	253) Cannot
164) Cat	209) West	254) Friend
165) Aquarium	210) NorthWest	255) Trapdoor!
166) Down	211) Garros	256) Plait
167) Up	212) Treasures!	257) Kicked
168) Wand	213) Rocks	258) Loft
169) Cane	214) Hermit	259) Bag
170) Lion	215) Shillelagh	260) Horse
171) Tiger	216) Sword	261) Cow
172) Snowman	217) Club	262) Static
173) Carrot	218) Mother	263) Package
174) Lantern	219) Statue	264) Sink
175) Scythe	220) Father	265) Sling
176) Colours	221) Hungus	266) Leather
177) Desert	222) Pie	267) Baby
178) Eyes	223) Food	268) Cot
179) Nose	224) Tea	269) Stop
180) Gate	225) Annihilation	270) Recall