# The Adventurers Club Ltd.
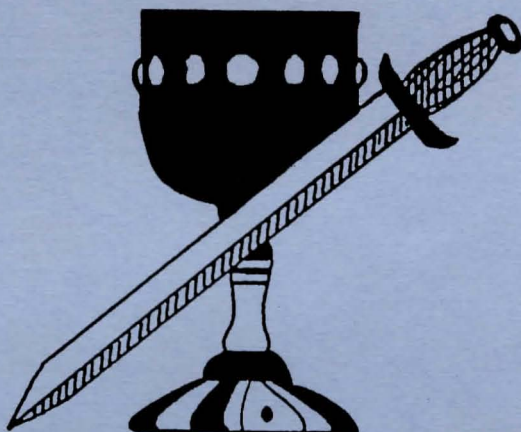
64c Menelik Road, London NW2 3RH.          Telephone: 01-794 1261

MEMBER'S DOSSIERS Nos 33 & 34 - SUMMER 1988
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REVIEWS:                LEGEND OF THE SWORD

                                            MINDFIGHTER
RETURN TO DOOM
                        CORRUPTION
                                            VIRUS
THE BERMUDA PROJECT
                        KARYSSIA
                                            FEDERATION
APACHE GOLD
                        RONNIE GOES TO HOLLYWOOD

CRYSTAL OF CARUS
                        S.T.I.              NOVA

ARTICLES BY:            RICHARD BARTLE
                                            TONY BRIDGE
KEITH CAMPBELL
                        HUGH WALKER

LATEST NEWS ON THE ADVENTURING SCENE

BASIC ADVENTURING                       DISCOUNTED SOFTWARE

AND MUCH MORE!!!

## Help-Line Details
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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 in the Adventure Area (SIG) of "The Fox Den". Tel: 0689-27085 (Baud rates: V21, V22, V22-bis, V23).

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

## EDITORIAL
*********

Dear Fellow Adventurer,

Welcome to MDs Nos 33-34!

What a summer! As explained in our "Summer 1988 - Newsflash", the publication of this Dossier was delayed because of two postal strikes (one local unofficial and one national official) which affected our receiving articles and reviews which were scheduled for publication in this issue. True, we could have filled the Dossier with 8 additional pages of reviews of old adventures of no interest to anyone but, rightly or wrongly, we thought that maintaining our high standards was more important than publishing just for the sake of doing so.

Incidentally, a disturbingly high number of Members do not appear to have received the blue, 4-page "Summer 1988 - Newsflash" which was sent out to all Members at the end of August 1988. If, in order to complete your collection, you still wish to receive a free copy, please send us a s.a.e., and we shall oblige.

In this issue, we welcome Simon Husbands and Allan Phillips, our latest contributors. Simon will review Spectrum-based adventures, and his first offerings are on pages 19 and 32 under his "Mr McNorris" nom-de-plume. Allan has taken over the difficult job of compiling the "Mini-Solutions" for the Dossiers and, as "The Inn-Keeper", provides invaluable help on KNIGHT ORC (page 15).

Hugh Walker spent his summer dissecting Incentive Software's new adventure-creator utility, STAC. Read his comments on page 13!

Columnists:

* Keith Campbell (page 7) takes us on a guided tour of the adventure reviewers' nightmares, the Press Receptions. Are they as dull as we are led to believe?
* Tony Bridge (page 17) comments on the latest trends on the adventuring scene and explores a few corridors of DUNGEON MASTER.
* Hugh Walker (page 23) spends a day at the ZX Microfair but cannot refrain from venturing in the dank corridors of DUNGEON MASTER.
* Richard Bartle (page 27) profiles some of the most powerful players of MUAs, the wizards and witches of MUD.

Reviews:

"Mindfighter" (page 9), "Nova" (page 10), "Return to Doom" (page 11), "Legend of the Sword" (page 11), "Karyssia" (page 12), "Crystals of Carus" (page 11), "S.T.I." (page 19), "Ronnie Goes to Hollywood" (page 22), "Corruption" (page 29), "The Bermuda Project" (page 30), "Federation" (page 30), "The Legend of Apache Gold" (page 32), "Virus" (page 32).

## MEMBERS' SCROLLS
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* 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,
Re: "Talent Rewarded Competition".
It would be much fairer if once a Member had won a major prize that he/she would be barred from future competitions, in order to give those Members who are the life and blood of ACL, the plodders, a chance to see their names in the winners frame. It would be interesting to see the thoughts of other Members on this subject. Maybe they all disagree with me but with the ease with which full solutions to adventures can be obtained now, I do believe that it is time for a change.
                    Jack Lockerby, Aylesham.

* Members who regularly send us complete solutions and maps enable our database of adventure solutions to be constantly updated. This, in turn, enables us to assist other Members with their adventure queries. We think that it would thus be unfair and unproductive to bar those active Members from being rewarded for their efforts. Please also note that all winners' score are reduced to zero to try and balance the odds (ed).

# Dear ACL,
I would like to comment on the opinions of our ACL President-elect (MDs Nos 29-30): I own a Spectrum 128K computer and I will be able to count on 2 hands the amount of adventures produced by the so-called "Big Boys" recently. O.K., so adventuring may not be big business to many software firms and it is precisely because of that, that we have many "home-grown" adventures being advertised. I have played some of River Adventures games and was suitably impressed. I recently purchased a game called "Monster" for 128K by Haggisoft and was also impressed. Why not review some of these home-grown games? After all what may now be small fry may someday be one of the "Big Boys". So give the home-produced adventures a chance - maybe more of us would be pleasantly surprised.
I would also like to put forward a suggestion for would-be adventure writers. What about an adventure "workshop" or "clinic" to help us amateur adventure writers to overcome some of the problems in making our programs more enjoyable? I would like to know how many Members would be interested in such an idea!
                    Terrence Hollands, London.

* I understand your point of view and I think Keith meant that home-grown adventures should certainly be reviewed, but ONLY the

better titles. Keith argued (and this is also the policy of ACL) that there is little point in reviewing mediocre mail-order adventure games as, without a review, no-one would have heard of them, anyway. What is the point of wasting valuable space to review a poor adventure that no-one has heard of?! Mediocre adventures produced by the "Big Boys" have to be reviewed, however, since they are easily available 'off the shelf' in many stores across the country. Our reviews thus act as a kind of "warning" to any potential buyer (Ed).

# Dear ACL,
Contrary to what you wrote (MDs Nos 31-32), and in spite of what Activision confirmed to you, BORDER ZONE will run on the Commodore 64. To do so, simply type "LOAD STORY",8.
                    Keith Campbell, Brighton.

* Arrrrrghhhhhhhh! (Ed).

# Dear ACL,
BBC adventurers who've played the original Acornsoft release of COUNTDOWN TO DOOM years ago might like to know that the Topologika version is much enhanced and includes quite a few new puzzles. The same goes for PHILOSOPHER'S QUEST (and possibly KINGDOM OF HAMIL although I'm not certain about this).
                    Neil Shipman, Bristol.

# Dear ACL,
Can you correct a small error you made in MDs Nos 31-32, in which you said that I also ran an adventure club for subscribers to "Your Sinclair"? The club takes the form of a newsletter that goes free to all subscribers, although I do always make sure that there's at last one special offer or competition each month that's to do with adventure games, the rest being arcade-based. I wouldn't want ACL members subscribing and thinking they were going to get an adventurers club and being disappointed.
                    Mike Gerrard, London.
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## 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, eight Laws have been permanently inscribed on the Scroll, for posterity.

* Law No 9: "The one item that you keep with you wherever you go will be the red herring".

                    (Prize of £10.00 awarded to John Saunders)

Please let us have additional Laws, so that the Scroll may henceforth guide the unwary adventurer. Wit and humour must be the prime ingredients, 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 17.06.88
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1st Prize: Mrs V. Lawless, Manchester.....................110 Credits
2nd Prize: Mr P. Tsourinakis, Piraeus, Greece.............106 Credits
3rd Prize: Mr A. Mac-Gregor, Basingstoke..................100 Credits
4th Prize: Mrs M. Barton, London...........................84 Credits
5th Prize: Mr A. Phillips, London..........................79 Credits

This competition closes on 30.11.88. (Entries received after this date
will qualify for our next competition).
* IMPORTANT: The Top 5 winners will be announced in MDs Nos 37-38.
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.
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## TOP OF THE GAMES
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(The best-selling adventures - Summer 1988)

No 1 (4) TIME & MAGIK (Mandarin Software/Level 9 Computing)
No 2 (9) JINXTER (Rainbird Software/Magnetic Scrolls)
No 3 (1) RIGEL'S REVENGE (Mastertronic)
No 4 (7) KNIGHT ORC (Rainbird Software/Level 9 Computing)
No 5 (3) GNOME RANGER (Level 9 Computing)

An adventure columnist's life is not all playing and writing
adventure reviews. There is something far worse to be endured - the
Press Reception. This is an event, held usually over lunch, to launch
a new game, or perhaps a new company image.

You have to be well placed in arcades to get invited (free) to
somewhere like Bangkok or Monte Carlo. London is usually the venue for
the humble adventurer, and taking up the invitation is always
worthwhile, for you never quite know who you're going to meet, nor how
much you are going to drink! What's more, the venue is bound to be
somewhere novel, trendy, or thematic.

The first press launch I ever attended was in early September
1984, and held at The Old Brewery. Melbourne House were about to
launch SHERLOCK and HAMPSTEAD. There I first met Andy Moss, who now
writes the adventure column in "Commodore Horizons", and who had just
returned from an assignment at Peckforton Castle. 'Treasure Trap' ran
real live role-playing adventures there, and I felt forever indebted
to Andy, for I was soon able to persuade my editor that a weekend trip
there would be worthwhile for the C+VG Adventure team - and it was!

One thing I always dread at a launch, is misjudging the mood. Last
autumn saw the 'popular end' launch of YES PRIME MINISTER at a
high-security conference in Westminster. Guessing that a few
Under-secretaries might be in attendance, I judged it to be a lounge
suit do. Did I not envy Mike Gerrard his cool, comfortable, casual
wear - and his attire was matched by almost the entire Press
contingent!

Before long came another invitation, this time for the 'business
end' launch of the game at a Whitehall hotel. "Casual gear," I
thought, determined not to be caught again! On arrival I found myself
amid very formally-suited men, and smartly-dressed women, trying
desperately to dodge out of the glare from the BBC's arc-lights, lest
they catch my sweater and slacks! And where was Mike Gerrard, whom by
now, I had become convinced didn't own a suit? Nowhere to be seen!

Holding a wine glass at chest height as one walks around can make
one appear more natural, but does have the tendency to induce waiters
to refill it continually - which they did, at frequent intervals! By
the time I found myself chatting to a pin-striped Sir Geoffrey
Johnson-Smith, I was past caring. Was it the red tie I was half
wearing, my general attire, or my pointed comments about Electricity
Privatisation when the new power station episode came up on the
computer screen, that caused him to move on fairly quickly? It surely
must have been the tie that deterred Merlin Rees - he obviously didn't
want someone so out of place to be associated with the Labour Party -
and much as I had been looking forward to speaking to him, I failed.
What a ghastly experience! The only consolation was, that having been
forced to stay to the end to avoid an embarrassing exit, when I did
leave I had consumed so much wine that I didn't care!

The next little jolly, earlier this year, was to the top of the
Post Office Tower. Well, they call it Telecom Tower now, but I was
                                                           .../...

firmly against BT being privatised too, so I shall continue to call it by its real name! This do was to mark the launch of Telecom's Silverbird label, rather than a specific game, and as such didn't hold a lot of useful info for me, since I already had the lowdown on LEGEND OF THE SWORD, the only adventure amongst the many games on show.

And a thoroughly splendid do it was too! I bumped into Gerrard in the foyer this time and, ascertaining our mode of dress was compatible, felt very much at ease! The event consisted mainly of shooting vertically upwards at great speed, and then walking around in circle clutching a wine glass. After the speeches, someone at BT managed to find the switch, saving everyone the effort of walking around in circles, save those who specifically wished to stand still. And what fascinated me, was that it had been raining as I entered the building, but up at restaurant level, it was actually snowing! The view was fantastic, and I counted myself lucky to have this once in a lifetime chance, for nowadays, of course, the tower is closed to the public.

And so to the final event of the 1988 season - Activision's invitation to an evening reception at the Cafe Royal in Regent Street. Were we to be introduced to a stunning new Infocom adventure, us adventurers wondered? Getting to the end of a 'welcome' glass of champers, I joined forces with Peter Freeby, whom I had last seen circulating at a great height above Tottenham Court Road, in seeking a replenishment. The waiter looked at us as if we were something he had trodden up in the street, and we retired, hurt.

Worse was to come! Direct from New York, USA, the Chief-Thingummyjig of Activision International had flown in especially to brief the assembled gathering on the Corporate Performance, and the Corporate Plan. Aided by meaningless illustrated Corporate garbage slides, the Thingummyjig soon made clear that the major plank of the grand Activision design, was to cease calling itself Activision, and to become Mediagenic. One hopes that the Financial Times was represented, for at least one journal might have found some interesting copy. Rod Cousens followed, trying desperately to save the evening by donning a series of funny hats linked to Activision's hit games. He later admitted that most Infocom titles are now delisted, being Corporately non-viable. A pity he did not wholeheartedly endorse my Campbell's Comment statement of the same facts, published in "Commodore User", instead of denying it at the time.

A change of shift to waiters of a more generous and superior breed, and a fascinating conversation between Peter Freeby, "Ace" magazine's Pilgrim, the late lamented (?) White Wizard of "Zzap", and myself, on the philosophy of answering readers' letters (or not), made the evening something less than a total waste of time.

So where to next? Will it be a night on a stone floor in Camelot with Mandarin Software, in pursuit of publicity for Level 9's LANCELOT. Or perhaps a trip, all expenses paid by Rainbird, to Grimsby, for the launch of Magnetic Scrolls' FISH? Whatever, if there's any booze going, I will be there! Hic!

KEITH CAMPBELL. ACL PRESIDENT-ELECT.

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**MINDFIGHTER** from Mediagenic/Abstract Concepts.
Available for the Spectrum 48 (£14.99), Commodore 64 (tape: £14.99 - disk: £19.99), Amstrad CPCs (tape: £14.99 - disk: £19.99), Atari ST (disk: £24.99), Amstrad PCWs (disk: £24.99), Amiga (disk: £24.99), and IBM PCs (disk: £29.99).

* THE GRAND ELF's Review: MINDFIGHTER sees Fergus McNeill taking a back seat in the creation process, being credited merely as "Programmer". The adventure is released on the Abstract Concepts label, the grown-up Delta 4, and has been written by Anna Popkess. The packaging is also grown-up, with a sturdy and garish box containing disc (in the ST version), poster, playing guide and the 150-page novel, also by Popkess, from which the adventure was taken.

There have been successful adventures taken from novels, the best of which - notably the American Trilium series, which includes RENDEZVOUS WITH RAMA, NINE PRINCES IN AMBER and so on - create a believing environment in which you can influence the course of events and "live" the novel. But this can only work with a well-written book. In this case, I'm afraid, the book in question is the most awful, tawdry, badly-written, badly-plotted piece of trash it has ever been my misfortune to read. Written in prose of the deepest purple, it concerns the efforts of a parapsychic time-traveller who "sees" into the near future and his colleagues to warn the world of the impending nuclear holocaust. The book's insidiously fascist and xenophobic message appears to be: "If you don't agree with them, kill them".

While the book is stunning in its callous manipulation of plot and characters to suit the authors' juvenile closet-paranoia, the adventure itself is merely average. McNeill has achieved what I thought was impossible and made MINDFIGHTER on the ST look just like a Spectrum Quill'd game - this shouldn't come as a surprise, as the system has been implemented by Tim Gilberts and Graeme Yeandle, who, as you'll know, are the authors of THE QUILL. There are all the commands you'd expect from a £25 adventure, including OOPS, RAM Save/Load, Brief/Verbose and so on, as well as the facility to print-out a blow-by-blow account of your progress. Many of these game functions are accessed by a series of icons that appear at screen-centre when required. "Intelligent Interactive Characters" abound, as promised in the ads, but this seems to mean that they will say "Thank you" when you give them something and then walk off. No doubt the co-operation of these IICs is required to solve some of the problems.

Pictures appear at some locations (a picture of Robin, the main character stands in at other locations) and on the ST, these are very well-digitised and quite atmospheric. Unfortunately, there are several dodgy pieces of programming, and it is all too easy to go North and North again and end up at the original starting point. And there's too much of "EXAMINE COAT/YOU SEE A LIGHTER AND A 10P COIN/GET LIGHTER/YOU CAN'T SEE THAT HERE" - it's hardly state-of-the-art and I have the sneaking feeling that life is too short to have to put up with this antediluvian slog. Much of the sadistic atmosphere of the book has

...../...

been translated to the adventure, which revels in barbaric scenes of sickening violence and a pervading sense of imminent doom. On top of all that (and in case it was beginning to whet your appetite!), it's really just too boring, with not a trace of humour to relieve the monotony (try eating the dead dog - it's quite possible, but not even a giggle from the program).

I can't imagine anyone playing this adventure or reading the book for fun, which after all is what we're supposed to be having with adventures, isn't it? I certainly don't want to be preached to (at?)! And what about the outrageous price? For £25 you can revel in the monster-bashing and <u>real</u> state-of-the art of DUNGEON MASTER, or for even less have a collection of <u>three</u> Level 9 classics, and that'll keep you going long after MINDFIGHTER has depressed you into catatonic key-twitching.

ATMOSPHERE: 11/20 - VOCABULARY: 8/20 - GRAPHICS: 10/20
<u>PSR: 8/20</u>.
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### "THE UGLY BUG BALL"
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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!

* CUSTERD'S QUEST. There are some interesting responses that can be obtained in this adventure by typing the following: DIE, CHEAT, WHY, SAY RAVEN, OOPS, YOU NEVER (CRAIG DAVIES, Hambleton).
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<u>NOVA</u> from Incentive Software.
Available with HAUNTED HOUSE on one tape for the Amstrad CPCs (£7.95).

* OBERONIDES's Review: In NOVA's not-so-original plot, the sun is going super nova, i.e.  blowing up, and our solar system is being evacuated. Some nasty Cyborgs, however, have thrown a spanner in the works, and you guessed it, it's up to you to rescue the world. This is a fairly average game, and is considerably marred by horribly clichéd and unnecessary problems - sudden deaths for no reason other than going west, mazes and the likes. Some problems are enjoyable while quite easy, and will hold your attention for a while. Any remaining interest will be killed off when you reach the moon, though - a maze awaits you. Bland, repetitive graphics, an unoriginal plot, some uninspiring text, and frustrating sudden deaths and mazes combine to make this a truly forgettable game.

ATMOSPHERE: 7/20 - VOCABULARY: 10/20 - GRAPHICS: 8/20
<u>PSR: 9/20</u>.

* GETTING STARTED: There is a silver 249 in the 121 of your 171.

<u>RETURN TO DOOM</u> from Topologika.
Available on disk only for the Amstrad CPCs, Amstrad PCWs, IBM PCs, BBC B, BBC Master, and Spectrum +3 (£12.95 each).

* THE SCRIBE's Review: Cruising through the universe minding your own business you pick up a distress call. The ship carrying the ambassador of Regina has crashed on the planet Doom. You, as the only person to have set foot on Doom and escape alive, decide to go to the rescue.
RETURN TO DOOM is billed as Part 2 of Peter Killworth's developing Doom Trilogy and he uses his own scientific background to good effect to come up with many new and intriguing puzzles. Weird weather, strange life forms and parallel universes all have a part to play, and a delightful four-legged companion will have you in stitches.
There's no need to examine anything - you'll discover the use of various objects from their initial descriptions and a little experimentation. Help is available on line - something I'm not very keen on because it's so tempting to have a look - but at least it's structured to nudge you in the right direction rather than simply giving the full answer. You don't have to have played COUNTDOWN TO DOOM to tackle the sequel but you might find that it helps.
There's masses of witty and descriptive text - and when I managed to solve a particular problem at the first attempt I even went back and did the wrong thing just to see what the humorous response was! A thoroughly enjoyable and challenging sci-fi adventure - undoubtedly Killworth's best to date.

ATMOSPHERE: 16/20 - VOCABULARY: 17/20 - GRAPHICS: N/A
<u>PSR: 17/20</u>.
*************************************************************
<u>LEGEND OF THE SWORD</u> from Rainbird Software.
Available for the Atari ST (disk: £24.95).

* THE KEEPER OF THE SCROLL's Review: The evil wizard Suzar has stolen a mystical sword and shield and, thanks to the powers that they convey, has subsequently plunged the kingdom of Anar in turmoil and fear. It is now up to you to seek these implements and restore peace and freedom to the hapless land...
LEGEND OF THE SWORD is a new breed of adventure for the 16-bit micro, and the extra memory available has enabled the programmers to include a host of gimmicks: scrolling map with zooming facility, control of directions and main input-commands with the mouse, combat sequences, and graphical representations of objects and locations to name but a few. Naturally, such commands as GO TO, FIND, RAM SAVE/LOAD, OOPS are all supported. Beneath this sophisticated veneer, however, you will find a tough, well-written and most interesting adventure (which can be played without using the mouse if you so wish). The underlying and very funny sense of humour more than makes up for the unpredictability of your companions (who are rather unhelpful to say the least) and the many well though-out and challenging puzzles will keep you busy for several adventuring sessions.
LEGEND OF THE SWORD is highly recommended - a minor masterpiece.

ATMOSPHERE: 17/20 - VOCABULARY: 17/20 - GRAPHICS: 17/20
<u>PSR: 18/20</u>.

## KARYSSIA - QUEEN OF DIAMONDS.
Available from Incentive Software for the Spectrum 48 (£7.95).

* PANDORA's Review: The powerful and corrupt Queen Karyssia has gained
control of the three islands, Senduarin, Arduarin and Tresduarin. Your
task is simple enough, just to find Karyssia and kill her.

This is a three-part GAC'd adventure containing over 250
locations. On first impression the game does seem to have a lot going
for it. The cassette inlay displays a long screed outlining the
history of the islands, and a list of some 17 spells and 14 weapons to
be used during the adventure. The game includes combat, speech,
stamina and skill ratings, and a money system. However, all these are
on a comparatively simple level, e.g. KILL GUARD is all that is needed
to produce the required result, as long as you are properly equipped.

The adventure starts quite easily and gets progressively more
complicated, which is fair enough. Unfortunately, I found part one
rather boring. Many of the descriptions are very short and the
graphics are uninspiring. A surfeit of silly names is also very much
in evidence. Part three would have been quite good if it had not
included so many unpredictable deaths (not a good idea in a game with
no RAMSAVE). I derived a great deal of pleasure from the final demise
of Karyssia but not quite for the reasons intended by the author!

The game has all the ingredients of a traditional adventure, with
ogres and orcs, dungeons and diamonds. Sadly, I found it just a bit
disappointing.

ATMOSPHERE: 12/20 - VOCABULARY: 11/20 - GRAPHICS: 9/20
PSR: 10/20.

* GETTING STARTED: Don't 33 the 189 to 84. Make sure you find the 270.
*****************************************************************
## CRYSTALS OF CARUS
Available from Interceptor Micros for the Commodore 64 (£1.99).

* PATHFINDER's Review: Being fed up with the dreadfully popular and
horribly wealthy royal family in Carus, the Lord of Death, Ereth, not
unreasonably turned them to stone. Amazingly enough, the populace
rather then being happy to be free of such a drain on the economy got
quite upset and demanded that the family be freed.

Ereth foolishly admitted that if the five sacred Crystals of Carus
were to be found, the family might be saved - but only if some "hero"
were to be found to search for the crystals. He would have to face
many perils: dragons, wraiths and evil kings. Who could be bothered? I
certainly couldn't! Besides which, the adventure is creaky with age,
with awful music and is best described as dull. Don't waste your time
- just leave the statue to crumble gracefully, and do something more
entertaining: like watching paint dry.

ATMOSPHERE: 4/20 - VOCABULARY: 8/20 - GRAPHICS: 8/20
PSR: 4/20.

* GETTING STARTED: Cannot get past the assassin? (attack him with the
157). The riddle's solution? (110!).

## The ST Adventure Creator.
***************************
(An in-depth study by Hugh T. Walker)

Available from Incentive Software for the Atari ST (disk: £39.95).

By now the whole world knows that STAC is the ST Adventure Creator
from Incentive, written by Sean Ellis, who must have been in nappies
when he wrote GAC if he's only 21 now!

Given my previously expressed views on game-writing utilities in
general and GAC in particular, there is a certain incongruity in my
selection as the one to review STAC for ACL but Members must recall
that it is the abuse of such utilities to which I object and not to
the utilities themselves.

So, what do you get in return for this vast sum of money? The
contents of the box comprise the Manual, the STAC Program disk, a Demo
disk and an invitation to join the STAC User Group (for a further
£10/year). I think that this latter inclusion is an excellent idea
because as I dabbled with STAC, I realised just how much there is to
learn in order to scratch more than the surface of its full
potential... a definite case of two (or more) heads are better than
one, and furthermore the Group is presided over by Pat Winstanley.

The Demo disk is identical to that which Incentive offers for
£1.99 and contains a slideshow of STAC-created-graphics plus a sample
adventure called SHYMER by Sandra Sharkey. The quality of the former
somewhat exceeds that of the latter which demonstrates a number of
features which are well worth avoiding when creating your masterpiece.
To be fair, Sandra cannot have had STAC very long when she
converted SHYMER to the ST and Incentive could hardly wait until she
was ready to plant her pot plants in her pockets (etc.) ... with or
without a trowel ... before releasing STAC.

Actually, I found it IMMENSELY encouraging that within a short
time of dabbling with STAC I could "improve" the presentation in my
efforts, but it would have been a useful exercise if SHYMER could have
been loaded into STAC for dissection - I might have been able to
finish it!

The Program disk is that which offers the real goodies and
contains the STAC itself, the database of the demonstration
mini-adventure outlined in the manual, a selection of character sets
and a Quickstart (QSTART) file of useful things such as commonly used
messages, conditions, verbs (etc.).

Before getting down to the nitty gritty of STAC, I must mention
the Manual because, however wonderful (or otherwise) any utility
software may be, it stands or falls by the quality and
comprehensibility of its documentation. That which accompanies STAC
is, in my opinion, a masterpiece of its kind which achieves a fine
balance between technical detail and simple explanation without
patronising the User. This plus the indexation and cross-referencing
suggests that a great deal of thought went into its compilation, and
most of the page numbers are correct!

STAC, itself, presents a self-contained adventure creator which
includes:

.../...

(a) A graphics editor with which to "enhance" your adventure with pretty pictures; or to import even prettier NEOCHROME or DEGAS pictures.
(b) A Music editor which even allows chords, for further tuneful enhancement.
(c) A Font editor with which to design your own character sets (because you won't want to use most of those offered!).
(d) The actual menu-driven Adventure Creation System.

As I am neither an artist nor a composer and I am not too bothered about character sets (as long as they are legible!!) I shall not dwell on the graphics, music and fonts, except to say that they appear to work and, whilst I can think of better things to do with my memory, if you happen to think that these are important features in an adventure then STAC will accommodate you.

This obliging nature of STAC is further apparent in the Adventure Creation System which is so flexible it compares to GAC like Concorde to a handglider, although those who are familiar with GAC may have an advantage when getting to grips with STAC's similar system of High Priority, Low Priority and Local Conditions. STAC also features an additional fourth type of "Special Conditions" which seem to be called automatically but even these can be accessed from within your own game if you wish.

The reason for this flexibility is that STAC contains more commands and features than anyone could possible want to include in any one adventure and that, within limits revealed by CAREFUL study of the manual, it is almost infinitely alterable.

The standard Conditions/Responses in the QSTART file can be left as they are but can be (and should be) tinkered with in order to produce something rather more special... even the 18 Special Conditions are not sacred, and more can be added if needed!

One consequence of this flexibility is that any attempt to sit down one day at the keyboard to create your adventure without first planning it out on paper, carefully studying the manual and deciding precisely how you want STAC to behave, will be rewarded by the rapid onset of total chaos... this is NOT a criticism! I think it is wonderful because it should prevent the onset of a flood of ST-nasties of the type which beset the Spectrum when the Quill was unleashed!

The mechanics of entering data such as verb/noun lists, messages and location descriptions are dealt with adequately in the manual, which I do not intend to reprint here. My only criticism is that the respective word lists do not check for duplications so care is needed when inserting them. However, as the verbs etc. are sorted alphabetically, any such error should be simple to detect and the "extras" can be deleted easily. You may view your lists in their numeric groups of synonyms via the Printer menu-option which may be redirected to screen or line-printer.

Your conditions/responses are set up using IF - THEN - ELSE (plus AND/OR/XOR or NOT, if required) tests, similar to BASIC, and real power is added by the inclusion of a REPEAT-UNTIL facility which may be nested up to 16 times. STAC reserves 3 of its 512 Markers and 1 of its 512 Counters for its own use, which doesn't seem too greedy.

This should leave you with enough to control your game and if 200-odd K.bytes aren't enough for it then multipart games are easily linked together.

So it seems that I am surprisingly delighted (or, possibly, delightfully surprised) with STAC but the real question is whether or not I would want to BUY it (and hence recommend YOU to).

My answer is, "Maybe... but not yet!" - for the following reasons:
(1) I do not have an adventure bursting to get out.
(2) I think Incentive have set the price of STAC too high.
(3) I prefer PAW to GAC and now that Incentive have thrown down the gauntlet, Gilsoft are bound to respond (aren't they???) and I think I would want to see what they come up with first... On the other hand STAC already exists, it is very good and Gilsoft will have to go some to match it!

I don't know........ you choose!
*************************************************************************
KNIGHT ORC (Part 1)
******************
(A Mini-Solution by The Inn-Keeper)

Please refer to page 39 for details of prices and availability.

# Please refer to MDs Nos 25-26 for a review of this adventure (KNIGHT ORC won the 1987 Bronze Chalice Award).

How to use Mini-Solutions: Each Mini-Solution covers most of the problems and puzzles encountered in a specific adventure. Once you have found the heading that relates to your problem, a clue can be obtained by reading the first section from right to left. The solution to the actual problem is then given in coded form. Please note that, in order not to give too much away, we have printed a few dummy headings, which have nothing to do with that particular adventure!

* CAN'T GET OFF THE HORSE AT THE START?: ?emag siht gniyalp eb yllaer uoy dluohS (Just 52 until 163-5 by a 263).
* CAN'T FIND ANYWHERE TO GO?: ecalp hgih a morf weiv doog a si erehT (105-168 then 75-142).
* DRAWBRIDGE KEEPS LANDING ON YOU? tsif ruoy naht rehto gnihtemos esU (36-152 14 it).
* CANNOT RESCUE THE INN-KEEPER'S DAUGHTER? mosnar eht tcelloC (26-18 the 208-263).
* GREEN KNIGHT KEEPS KILLING YOU? sthgif ni selur s'nemeltneg tuoba wonk t'nod scrO (49-16-136-10-2-79).
* CAN'T GET DOWN THE WELL? nwod gnihtemos rewol ot deen uoY (71-233-7-175 then 101).
* HEDGE IS IN THE WAY SO YOU CAN'T GET TO THE TOWER? erehwemos emoclew a syawla si erehT (60-131-3-215 then go 99).
* ORC HUNTER KILLS YOU WHEN YOU TRY TO GET THE LASSOO? up mih mirT (71-233-20-1-223-193).
* HERMIT WON'T GIVE THE BELT HE IS WEARING? deipucco mih peeK (33-17 some 201 then 56-17).

* GOAT IS ALWAYS FOLLOWING YOU? ti tuoba yrrow t'noD
* HOW MUCH ROPE DO YOU NEED? stol dna stol dna stoL (There are 160-86).
* HOW DO YOU CROSS THE VIADUCT? edis rehto eht ta kool a evaH (71 all the 233 to the 127 then 36 it at the 173).
* HELP! EVERYONE IS ATTACKING ME! ?yeht od ,scro ekil t'nod yeht ,lleW (Do not 50-23 in one 253 too 184).
* HOW TO GET THE COCONUT FROM THE FUNFAIR? ezirp a sa ti niW (36 something at 6).
* YOUR GOLD KEEPS ON BEING TAKEN FROM YOU REPEATEDLY? kcab ti laets ro ti ediH (60-6 12 the 165 or 229).
* WHAT USE IS REPUNZEL? tuc-riah a sdeen ehS (34 her 113 for 89 233).
* LOCKED IN THE CASTLE AND NO WAY OUT? ni gnibmilc erofeb egdirbward eht nepO (Once the 246 is 82, 60 something 260 3-6).
* CAN'T GET INTO THE CASTLE? retne ot yaw eno naht erom era erehT (Get the 246-269 then 39-195).
* WHAT USE IS THE WHITE KNIGHT IN THE CASTLE? ...hcum toN
* CANNOT OPEN THE CHEST? !smelborp lla ot yek a si erehT (27-25 a 131).
* HOW DO YOU BECOME INVISIBLE? gnihtemos raeW (The 198).
* HOW MANY POINTS ARE THERE? !stoL
* WHAT DOES THE VALKYRIE DO? seid ydobemos nehw reh hctaW (If you 154, she will 235 you, in time...).
* HOW DO YOU REGAIN YOUR LOST STAMINA? doof etairporppa eht taE (43 the 217).
* WHO IS DENZYL? toidi egalliv ehT (Give him the 251-144 to 186 for 4).
* CANNOT FIND THE BUCKET? ?od emyhr eht ni tac yssup eht did tahW (101 the 155).
* WHERE IS THE SPEAR? nnI kool a evaH (25 the 115).
* THE INN-KEEPER KEEPS TAKING BACK THE SPEAR? !llaretfa sih s'ti ,lleW (Just 31-177 to the 133 and 73 it).
* ONLY HAVE 90 FT OF ROPE? !emahS (Keep 213, especially in the 165).
* WHERE ARE ALL THE PIECES OF THE ROPE? !siht gnittirw eb d'uoy ,uoy dlot ew fI
* WHAT ARE THE GOLD ITEMS FOR? tnatropmi toN (Just to 255 other 149 101).
* HOW DO YOU ENTER THE TOWER? tonnac uoY
*********************************************************************

## ACL UPDATES
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* Members will be pleased to know that we have installed an additional line to expand our telephone help-line. Our apologies for any disturbance that you may have experienced whilst work was in progress. Our help-line can now handle two simultaneous calls: The first caller will be put through straight away, whilst the second caller will be put on hold, with an appropriate message. We trust that this new measure meets with your approval!

* We have managed to produce some binders for your Dossiers. Full details of these will appear in MDs Nos 35-36.

"What is an adventure game?", cries your President in MDs Nos 31-32. His own definition comes winging back with nary a pause, and it's about as good a definition as you'll ever get. But I think that we're seeing quite a change in adventures, and sooner or later, we're going to have to realign the key-lines of our thinking on what makes for a good adventure.

American gamers have had it good for a number of years, taking their disk drives for granted and being treated to some pretty complex programs. Now that American 16-bit machines are becoming the senior partners in the game world with their disk drives, superior graphics-handling and sound, greater memories and so on, more and more of us on this side of the Atlantic are able to see for ourselves the sort of programs which have become the norm in the States. And before you say "Well, I'm quite happy with my Spectrum/Amstrad/BBC, thank you very much, so what am I going to be playing in your new Utopia?", fear not. For as 16-bit games develop, 8-bit authors will learn new techniques. I dare say we shall see DUNGEON MASTER on Spectrums and Amstrads yet, though Mirrorsoft tell me that there "are no plans at the moment". But the methods learnt by 16-bit programmers will surely be passed along the line to their 8-bit brothers.

Since the original Colossal Caves, adventures have consisted largely of hard-to-solve puzzles, and this indeed is what they have become known for. But I've always wanted more from an adventure than sheer puzzling. Despite one or two particular examples (Tom Frost's ESCAPE, on the reverse of the DOUBLE AGENT tape, is the most recent that I have seen) which rely solely on a set of puzzles, I would prefer to forgo a large part of the puzzling, and settle instead for a larger helping of atmosphere.

I agree with Keith when he shudders at the way that "adventure" is applied to arcade games (but, after all, it's only a name). I also agree that Role-Playing Games are somewhat closer to the adventurer's ideal. What's all this got to do with the States and 16-bit computers? Well, for some years now, American games-players have had a particular leaning toward RPGs - the increased memory and graphics power available now have enabled programmers to create ever better games. There have indeed been several good examples of the genre from British Software houses, such as THE RING OF DARKNESS and OUT OF THE SHADOWS. Although the British RPGs are excellent games of the type, American programmers seem to have taken this kind of scenario to their hearts and provided us with some real smashers. The PHANTASIE series (these RPGs always come in series) and the BARD'S TALE series (see what I mean?) are very complex games, consisting of character development, lots of combat, plenty of spells and lots of exploring and mapping, which should please the traditionalists.

Both the latter feature graphics, though I prefer the animated pictures and scrolling 3D maps of BARD'S TALE. What these games all have in common, however, is atmosphere - the very name of the genre points to the reason. It's no wonder that adventures on computers, ...../...

related as they are to the D&D style of RPG, should appeal in the way
they do. I've always had a soft spot for escapism of this sort -
building your character from a lowly peasant to a fearsome warrior or
mage - and this is one reason why I was drawn to adventures so many
years ago. The adventures that I particularly appreciate are those in
which you can _live_ in the story - sheer escapism, yes, but why not?
And no psychoanalysis, please!

I can still admire adventures of the "traditional" sort which rely
heavily on their puzzles, and greatly enjoy playing them - but just
recently, I find that I'm becoming more and more of a closet RPG'er.
It was DUNGEON MASTER that was to blame for this change - if you
haven't seen it, let me tell you it is one of the greatest games ever
seen on a home computer, combining an easily-assimilated combat and
spell-making system with graphic action of the highest calibre and a
myriad of puzzles from the simple to the infuriatingly complex.

Your party of four characters must explore the corridors and
passageways of Castle Chaos and battle the demons and other creatures
therein in your quest to retrieve the Firestaff of the Grey Lord. The
first level of the dungeon is where you select your four champions
from the twenty-four available, and the second level is a gentle
introduction to the kind of monsters, traps, spells, puzzles and
objects that you are likely to meet in your travels.

Starting out as extremely green adventurers, your party can only
become stronger with experience, and this experience is gained in
time-honoured fashion, by casting spells and engaging in combat. Each
individual may develop skills as Fighter, Priest, Wizard, or Ninja,
though a Wizard, for example, by having the odd hack or three while
also building up his spell-power, may become adept at several skills
at once. Each type of monster will succumb to a different stratagem,
though believe me, your party will be annihilated over and over again
in the pursuit of excellence! It's all done with superb graphics
(beautiful colour schemes, highly-detailed weapons and monsters) and
digitised sounds throughout (doors creaking open, monsters roaring and
the often-heard sound of your party's last agonised screams).

I won't go into more detail here about this wonderful game, even
though I could talk about it all night (I've often _played_ it all
night, and I'm still only on Level 6 - will someone _please_ tell me how
to navigate the Room with the opening and closing traps?!). With the
prospect of more and harder levels along with a character generator, I
can see that the rest of 1988 is going to be spent slumped over a hot
ST.

Maybe I can explain my fascination with and gradual conversion to
the RPG thus: For the same money (£24.95) as DUNGEON MASTER, there has
recently been a text-with-illustrations adventure that is so nasty, so
depressing, and (apart from the superlative awfulness of its
scenario), so _average_ that I personally would have to be paid by the
software house responsible to see it ever again (and they'd have to
supply another disk, as the original has been re-formatted and used

for DUNGEON MASTER saves). This is an extreme case, perhaps, but over
the past couple of years, the producers of big, shiny, full-price
adventures have become so wary of lost sales in their competitive
world that they have settled for formula stories served up with garish
packaging that looks good on the shelf. The exceptions (Infocom as
ever - though they must beware of becoming too complacent - Magnetic
Scrolls, Level 9 - shakily - and US houses like Mindscape) prove the
rule, and I really believe that budget houses (i.e., one-man/woman
outfits) are the ones who are coming up with really imaginative
stories. The special ingredient here, I suppose, is love - rather than
trying to make a speedy buck or two, the writers of these budget
adventures are more interested in letting other players see their
handiwork - if it makes some money and makes possible the purchase of
that printer or monitor, then all the better, and all the more
deserved.

But the US influence is seen in the burgeoning Fantasy RPG field, and
I find myself _believing_ the atmosphere of these games far more than
the majority of recent text adventures with their stilted text and
questionable adventure.
*********************************************************************
S.T.I. from Bug-Byte.
Available for the Spectrum 48 (£2.99)

* Mr McNORRIS's Review: Sarcastic pussy cats, apathetic vampires,
amorous horses, puritanical dwarves - they're all here in S.T.I., a
highly irreverent and amusing game, boasting 20 "pseudo-intellectual
characters" and over 130 locations. True, the majority of characters
tend to wander aimlessly, taking time out to sing about carrots, and
hence don't appear to be THAT intellectual, but they are FUN and that
is what this game is all about.
There is this computer, right, that has developed personality defects
and to cut a long story short, it is threatening to start an
inter-planetary war. Your job, of course, is to fix it. Easy? Well no,
not really. The problems involved are quite tricky and (there ARE a lot
of locations to be explored - a RAM SAVE/LOAD facility makes life
easier. But the most appealing thing about S.T.I. is the humour. True,
you will come across flaws (the game is a little short on synonyms,
perhaps) but the 'asides' are worth their weight in gold. The writers
take nothing seriously and it is worth deliberately being killed off
just to savour the flavour. See how many affectionate jibes at "The
Hobbit" you can spot! All in all, a great example of how a budget
adventure should be - no graphics, no snazzy-looking text, just a
well-written, amusing and enjoyable game. Fun for all the family!

ATMOSPHERE: 10/20 - VOCABULARY: 11/20 - GRAPHICS: N/A
PSR: 14/20.

* GETTING STARTED: You will need the 135, 225 and 147. Don't 41 the
100 - just 58!

## ADVENTURE QUEST (Part 4)
*********************

If you proceed North to the centre of the cave, an arrow will be shot
at you. Although it will miss you the first time, it will eventually
kill you. So proceed West instead and, at the junction, go North.
Aha! Here is the culprit! The orc archer is disturbed and runs off.
Return to the cave and proceed (now safely) North until you reach a
statue. What to do with the statue? (Hint: 33-6 something. Solution:
33-170). Armed with the 62, it is now time to climb up the stalagmite
which you saw in the centre of the cave.
How to deal with the spider? The 62 will protect you and you can pick
up the Earthstone. Oh no! Well, the only option left is to confront
these thieving orcs! Return to the location where you first saw the
orc archer, and carry on Northwards until you reach the rope bridge by
the ledge. Cross the bridge by going East and you are now at the
entrance of the orcs'lair. Proceed cautiously as you are out-numbered.
There is nothing in the smelly store room to the East, so go South
into the jagged passage. Going East will be fatal as the orcs are in
the middle of a banquet! Carry on Southwards, then enter the tiny
store room to the West. Retrieve the Earthstone, then retrace your
steps...
Help! The alarm has been given and the orcs are now in hot pursuit!
How to deal with this emergency? (Hint: You cannot possibly 54 them
all by 240. Hint: 179 them to their 191. Solution: Return to the 266
and, after having 161 it, 34-266 (with the 62)). This was a close
encounter! Return to the underwater trench (using the lung-fish) and
drop the Earthstone in it to carry it forward.
Making sure that you now carry a Bottle (full of water), a Lamp and a
Sword, return to the north end of the cave then proceed West through a
series of sloping corridors. Help! A dragon! (Hint: 139. Solution:
36-231 (with 203 in 6)). Collect the Bird's Egg from the dragon's lair
to the North, then go West into the cave overlooking the crater. The
only exit forward is Down but you should proceed with caution. This
volcano is very much alive and lethal tongues of fire will regularly
leap at you as you descend onto the narrow ledge. How do you solve this
problem? (Hint: 107. Solution: Go 101 every 221 move; wait for the
fire to leap, then 101, then 27, then 101, etc...). Collect the 119 on
the way down (this will count as one move) and, in view of the present
surroundings, it seems a good idea to 68-119. Enter the cave, then
carry on downwards through Hell Well (where you will need to 68-119 to
protect you!). Be careful as you enter the hot passage. Problems with
the glowing coals? (Hint: 129. Solution: 28-119). Enter the ornate
room to the South, then 28-200 in the burning nest. (What to do with
the Phoenix? He is your friend! Let him follow you).
Go back North, then carry on Westwards on the stone bridge over the
bottomless chasm. Collect the Sunstone from the altar then return to
the bridge. How to deal with the Balrog? (Hint: 266. Solution:
70-266-10-62).
You are now on a bleak moor, and many problems still await you! The
first one is how to keep warm on the moors. These are fairly extensive
and you will need to map them carefully to find your way. Eating some
fruit will warm you temporarily but there is another item to be found
on the moors which will give you some permanent warmth.

## KAYLETH (Part 5)
****************

Return to the edge of Zymoria, enter the elevator then go back to
level M1. Go Down the (working!) Azap chamber on this level to try out
your newly-found Azap Codes. First, use Azap Code EPO.
Leave this new Azap chamber to reach a southerly corridor with a
bricked-up exit (Hint: 108-6. Solution: Insert 244 then 47-209).
Although the exit to the south is now clear, you will find that you
cannot proceed in that direction regardless of your programming.
Return to the Azap chamber to try Azap Code AKN.
Leave the chamber to reach a rocky knoll overlooking the ancient ruins
of the citadel of Zenron. Investigate the ruins by going SouthEast,
then West. Problems with Zemps? (Hint: 261-22. Solution: 63-196). Go
South to reach the centre of the ruins, then West. Help! The walls are
closing in! (Hint: 264. Solution: 61-264). As you do so, a voice
whispers "To be with me, drop the silver three". What does this mean?
(Hint: 187. Solution: Drop the 222, 166 and 103).
Go down in the crystal passageway to enter the Zenron temple. Collect
both the Noray Pod and the mortar and examine them for very useful
information. Bear in mind what the high-priest tells you: "Of my
gifts, one will help you out. Take the crater creator to the
Astechs!".
Leave the temple and return to the ruins. Collect the Dime and make
your way back to the Azap chamber. Activate Azap Code ELY and return
to Zymogg. Go in the Oblivion Inn then, remembering what Broznak told
you when you originally talked to him, give him the 122. Go East from
the Cuboid, then collect the Bottle from the videodrome. Examine both
the bottle and the screen for more useful messages.
It is now time to explore the Zymogg mine. Do you remember the
graffiti on the dome? (72-247 before entering the dome). In the mine
itself, you must be careful about which program controls you. SERTA,
for example, will enable you to go East from the guard dome into the
Chromazin Reprocessing room (examine the machines in there for a
clue). To access the mine-shaft, however, you will need to be
programmed with MASTA (do not switch your cartridges in front of the
destroyer droids!).
STAND ON PLATE, but everything is now dark! (Hint: 41 something.
Solution: 41-206). Explore the mine area until you reach a dead end.
Examine the mud to find a photon cutter, then use this implement to
CUT ROCK at the face of the mine. Collect the Chromazin ore, then
return to the surface, switching between MASTA and SERTA before you
reach the guard dome. In the Chromazin Reprocessing room, use your
newly-found knowledge to PLACE ORE IN CHUTE, then PRESS BUTTON to
obtain a tube of c-emzs.
It is now time to become your old self again! Return to Yurek's
container dwelling and give him the Pod. Yurek eats it and begins to
look hopeful! Since the Pod will give him protection against the
rad-rays under the archway, GET YUREK then make your way to level M2.
You already examined the dome and the indentation in the mind
facsimile section, so you should know what to do (INSERT TUBE IN
INDENTATION, then INSERT YUREK IN INDENT).
Well done, you are Yurek again!

To Be Concluded in MDs Nos 35-36.

## HELP WANTED!!!
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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 Rita Maloney, James Oriel, Terrence Hollands, Hazel Miller and Neil Shipman for their most useful contributions.

* Has any Member completed STIFF LIP ? If so, a full (or partial) solution for the ACL database would be gratefully received.
* Reginald Lilley cannot get across the marshy ground in THE SHARD OF INOVAR.
* Graham Pugh cannot find the Oar in THE MINES OF SATURN. Also, where is the Gun to shoot the Zafer Ants, and how does one cross the Rope Bridge?
* Robin Catbush cannot stop the Priest shooting arrows at him in VENOM. Also, what does one do with the gas-filled Sphere?
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RONNIE GOES TO HOLLYWOOD.
Available from 8th Day Software for the Spectrum 48 (£3.99).

* THE GRAND ELF's Review: 8th Day Software has always come up with imaginative scenarios for their Quill'd adventures, and RONNIE is no exception. You get to play the prez of the USA, no less, in this comic story, and your task is to run the States for a week. The scoring system is based on your current popularity rating, so it's necessary to keep the voters happy while juggling with world politics.

The adventure's story line is as complex and hilarious as previous 8th Day programs, though I didn't find the dialogue particularly funny or, indeed, well-written.

Although written pre-PAW, multiple commands (though not "it") are possible, and RAM SAVE/LOAD are both supported. The graphics (by old Corner friend Ross "Donut" Harris) can be turned off if required, though they're pretty good, and quickly drawn. But if you really don't want to see pictures, there is a text-only version on the reverse of the tape (though the text is the same in both versions).

The puzzles are fairly awkward, and a precise input is required to make progress; this can sometimes be frustrating as game testing seems to have been occasionally rather splapdash. Like Pandora in MDs Nos 31-32, I find that 8th Day stories tend to become more interesting the further you progress, so perseverance is needed in the early stages - the price is good too and RONNIE should keep you busy for a few weeks at least.

ATMOSPHERE: 11/20 - VOCABULARY: 9/20 - GRAPHICS: 11/20
PSR: 12/20.

* GETTING STARTED: 38-124-12-205.

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## * HUGH T. WALKER'S PAGES.

Most adventurers whom I know live alone or with a partner who is totally disinterested in adventures in particular or computers in general, or even displays open hostility towards our affliction.

Happily, my wife is of the disinterested variety and, apart from her unreasonable assertions that lawns need to be mown occasionally (etc.), she tolerates my quaint custom of "combatting some malevolent fairy", as she once put it in Atticman's luminous fanzine. There may be scope for an Adventure Widow(er)s' Club.

This tendency towards a solitary nature or to a symbiotic union with Homo Sapiens may be a survival-characteristic of Homo Adventurus, as it precludes any 'exchange of views' on 'who is to have the computer tonight', although difficulties may arise when they share only one television or the other partner suffers from arcadeitis.

Note: Arcadeitis is an obscure condition in which the victims believe that they can save the universe etc. by chasing one blob around the screen with another, accompanied by shouts of 'zappo' or suchlike. H.Adventurus usually has some immunity to this.

Anyway, a few weeks ago I was allowed out to attend the ZX Microfair in order to search for new software about which to write in this dossier. Namely: .... [ahem!!!] ... end of list.

The ZX Microfair, or QL Appreciation Society, is a sort of downmarket Atari-user Show which caters for the whole range of the Spectrum where prices plumb to new depths of silliness and early arrivals could buy a rubber-keyed Spectrum48 for £15!!!

Some merchants baited their traps with even more esoteric produce and careful observers might have gained a fleeting glimpse of Homo Queue-ellus, previously believed to be extinct.

Although the Show was dominated by arcadeitis sufferers, many adventurers were congregated at the shrine of ACL where highly intellectual conversations were presided over by The Mueller, and close by The Woodroffe was in attendance with his endless puzzles.

I was very pleased to meet a number of adventurers who had previously been known only as names or as a voice at the end of the telephone, and this opportunity more than made up for the absence of new adventures.

A certain fungoid form of programming life made an appearance but, with the assistance of its keeper, I was able to confine it to the subterranean depths of the hall and appease it with quantities of liquid. My reward for this sacrifice was a couple of hours of wide ranging conversation and not a little character assassination (which I have not the slightest intention of reporting in the pages of ACL) - plus a somewhat uncomfortable hour on the bus home later!

When I eventually emerged to the upper level, the crush of adoring acolytes around the shrine had swindled and I was able to engage The Mueller in one of our famous frank exchanges of views. It may be regarded as a heresy at such a venue but the main force of our conversation centred around DUNGEON MASTER and the relative merits of our respective methods of dealing with purple worms. To my surprise,
.../...

an active participant in this exchange was the junior member of the Woodroffe dynasty, which led to a pungent comment from The Mueller's keeper on the perceived age level of this conversation, which further reinforces my opening premise.

I say this is a heresy because DUNGEON MASTER is an Atari ST game which it would be impossible to reproduce on the Spectrum.

Those who have an ST but have not this game must go and get DUNGEON MASTER - the rest should buy an ST - and then get it! It has to be The Game of The Year and has occupied so much of my life for the last month that a foul calumny is circulating to the effect that I have abandoned the Spectrum. This is not so! ... but I have been neglecting it a bit, along with the garden, my wife, rabbit and children.

Now I have finished DUNGEON MASTER and life is approaching a facsimile of reality, but I have a few alternative observations to add to the advice which Henry offered in the last Dossier. It should be noted that since we both finished the game it is not possible to say that either is right (or wrong).

My party did not specialise as severely as Henry's because I believe that the only way to develop strength is to progress as a Fighter, the only way to develop dexterity is to progress as a Ninja and the only way to increase mana (spell casting potential) is to progress as Priest and Wizard.

Strength is important because it determines your carrying capacity - near the end of the game my Fighters were struggling to cope with the armour and weapons they'd found so my rear rank had to carry the food, water and other such paraphernalia.

Dexterity is important because it controls the chances of hitting your foe - it doesn't matter how strong your Fighters are if they keep missing!

The ability of all four to brew antidotes and healing potions (ie. Priest skills) was a considerable asset at times.

.... and last but by no means least, all four Wizards firing a broadside of high-level fireballs in quick succession was one of the peculiar joys in which I revelled in this game.

I have to concede that Henry's technique for fighting around a pillar proved to be superior to mine, which was OK when dealing with monsters as slow and stupid as the purple worms but would have failed miserably later with the ..... but I'll let you find out what awaits on the lowest level!

DUNGEON MASTER is fun, in a masochistic sort of way. The game oozes atmosphere and many a time I found myself shaking with the sheer terror of what unknown lay around the next corner. The graphics and program execution are superb but it is possible that I have found a bug with the Fireshield - whenever I set the Fireshield spell it INCREASED the damage which my front rank of Fighters sustained from fireballs - huh??!

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* MDs Nos 35-36:      First Week of December 1988

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on disk for the ATARI ST.

* Paul Brunyee, 17 Campion Close, Narborough, Leicester, tel:
0533-750340, would like to sell the GRAPHIC ADVENTURE CREATOR for the
SPECTRUM 48 (£5.00), and THE PAWN for the SPECTRUM 128 (£5.00).

When I used to write about MUD for the long-lamented magazine
"Micro Adventurer", I spent a lot of time describing the game, how it
worked, how to play it, what the commands were like, what the objects
did, and so on. Then, after a while, I thought I'd risk an article on
the most important thing to be found in MUD, the actual players. I was
amazed at the response! I received bundles of letters asking about
these weird and wonderful people I had described, and could I do some
more? The magazine editor phoned me and told me that there'd been a
lot of interest shown and I had to forget what I was going to write
about before, and do a follow up. So I did. Next time he rang it was
to tell me "Micro Adventurer" had folded. Hmm!
    Well, since I think Henry is unlikely to fold the MD in the near
future, it's about time I tried the same thing here. There now follows
a series of brief sketches of some of the wizzes currently active in
MUD2. Since they may disagree with how I describe them, I've not
mentioned to them I'm doing this until it's too late for court
injunctions!

    SHERLOCK is my first victim, since he's actually an arch-wizard.
This means he can boss wizzes around without fear of retribution if
they don't like it (well, in theory at least!) His name reflects his
amazing bug-hunting skills, which he uses whenever I make the most
minor, insignificant changes to the MUD database. "If you're blind,
carrying the wrong-sized key, and people are following you, then the
message you get when you try to open the door to the sorcerer's room
needs a return at the end". That sort of thing... In real life, if you
put him in an identity parade with 10 people picked off the street,
and you were asked to guess which one was a MUD2 arch-wizard, he'd be
your last choice. Indeed, he blends into crowds so well you probably
wouldn't notice him at all unless you had to pick the person whose
face resembles that of a buzzard.

    WABIT the wizard is the long-suffering editor of "Wabit's Waffle",
MUD2's monthly on-line magazine. If I had to describe him in one word,
it would be "verbose" (if he had to describe himself in one word, he
couldn't). Everything about him is verbose. When you see him in the
game he has a 4-line description when everyone else makes do with half
a line. When he walks out of the room, you're treated to a short story
describing how his silver horse rears up and flies off. If he
re-appears, you may as well go and make a cup of coffee while the
event scrolls off your screen. In real life, hmm, well he's the only
person I ever met who has bags OVER his eyes.

    ARRRGH, unlike the players mentioned so far, isn't so popular.
Well, that's not true, he's popular when he plays as Arrrgh the
wizard, but he can empty a game in two minutes when he plays as
DUNKILLIN the mage (or could, he had a little accident recently...).
As a mortal, he is deadly, the bane of all the higher-level players.
He loves fighting, he loves the hunt, and he'll attack even when
seriously out-gunned - more often than not his opponents flee merely
because of his awesome reputation. Most likely targets quit as soon as
they know he is on. Perhaps he should try a new deodorant. Meeting him
face to face, he's like a huge viking, exactly as you'd envisage a

Dunkillin, bearded, crazy eyes, looks as if he only eats raw meat that's still warm. He is always friendly, though, it's a pleasure being killed by him.

REVELATION the wizard is also a killer, in the person of OCELOT. Whereas Arrrgh enjoys fighting, Revs enjoys killing! None of this namby-pamby fleeing, he goes in armed to the teeth, stacked up with stamina-recovering wafers, spells flying in all directions, and if he doesn't kill you he's so upset he goes and kills two other players to make up for it. He is hated by all mortals above sorcerer level, and a good few below who used to be above before he bumped into them... As Revelation, of course, his behaviour is completely different, charming and courteous. I don't think I've met him outside MUD - probably just as well if he inclines more to his Ocelot side than his Revelation persona!

MYCROFT the wizard is another who plays killers, since he was raised on CompuNet MUD where if you weren't a killer you weren't alive! After a recent problem with his conscience, after being berated by a mortal from whom he had extracted a few thousand points with the aid of his longsword, he has now recovered and is expected to return with a vengeance (once he learned that the mortal was Sherlock in disguise, his killer instinct returned immediately!). Some would say he looks a bit nondescript in real life, but having sat next to him in an Italian restaurant for three hours, I can confidently describe him as being fair-haired and wearing glasses. I didn't really notice much else.

VISHNU the witch is, like all but one of MUD2's witches, actually male. The mortals all love Vishnu, mainly because she's one of the few wizzes who doesn't stay permanently invisible! Her patience with new players is legendary, and her feeling for the game and its traditions is second to none. She plays less frequently these days because her real-world persona has moved north to Edinburgh, and I guess he must be spending all his money on fuel bills and warm clothes, and candles because it gets dark at 3 in the afternoon. Vaguely hamster-like in appearance (the white sort with the pink eyes), he is rumoured to be one of the few wizzes under 30 to possess a suit. Worse, once or twice a year he actually wears it!

SKIFF the wizard, hmm, now what can I say about Skiff? Nothing TOO bad since he is none other than our own Henry Mueller, head man at the ACL and editor of the MDs! He has made it to wizard several times over in MUD2, but Skiff is the persona he did it as first. Definitely not one to stand for any nonsense from either the mortals or his fellow wizzes, his pronouncements on any aspect of MUD2 have a confident ring of authority and experience. This is because Skiff is universally respected as MUD2's greatest-ever player (I bet he does not edit that bit out!). His contribution to the game has been immense, sharing with Wabit the honours for suggesting the most useful (implementable!) improvements and ideas. In the real world, he's invariably armed with a pipe, he smiles all the time even if you're trying to argue with him, and if you mention coconuts he'll throw you out of the nearest window.

CORRUPTION from Rainbird Software/Magnetic Scrolls. Available on disk only for the Spectrum +3 (£15.95), and IBM PCs, Atari ST, & Amiga (£24.95 each).

* SAM's Review: A partner at last! You've been working towards this for years and your recent brilliant share deal finally clinched it. New car, new office and a secretary. What more could a city financier ask for? But why do the Serious Fraud boys want to talk to your partner? Why are you excluded from meetings? And, most worrying of all, why are the police beginning to take such an interest in you? Suddenly things aren't looking so rosy. You're going to have to find out exactly what's going on and quickly if you want to stop your promising career from coming to a very abrupt end.

So starts Magnetic Scrolls' latest game, CORRUPTION. A departure from their previous adventures, CORRUPTION is obviously intended to be a more serious and realistic game - intentions which are fulfilled but not without creating some problems.

Progress in CORRUPTION is made by obtaining information in two ways. Firstly you can uncover physical evidence such as letters or documents. This is a achieved in typical adventure fashion by examining objects and manipulating them to solve puzzles (some of which are very well thought out). The other way depends on being in the right place at the right time so that you can overhear vital conversations or witness crucial events. The only way of finding out the right places and times is to keep replaying the game waiting in different places or following different people, gradually building up a schedule so that you don't miss any of the action. After a while this becomes tedious and you can't help feeling that you are solving the adventure more by luck than judgement. Missing an important event often results in not knowing what else to do except wander around aimlessly until you run out of time.

Technically it's not easy to fault CORRUPTION. The parser and vocabulary do their job without fuss and the graphics (Atari ST version) are excellent as always. The prose is also spot on, being atmospheric and believable.

Lack of design is what lets this adventure down - if only the writers had led the player through the plot more instead of making it a matter of chance. All in all CORRUPTION is a bit of a missed opportunity.

ATMOSPHERE: 15/20 - VOCABULARY: 14/20 - GRAPHICS: 18/20
PSR: 10/20.

* GETTING STARTED: Want to know what's going on behind closed doors? (30-14-8!). Need to use the telephone? (52 until the 211 leaves).

THE BERMUDA PROJECT.
Available from Mirrorsoft for the Atari ST and Amiga (disk: £24.99 each).

* THE GRAND ELF's Review:  Your plane crash-lands on a cannibal-infested, voodoo-ridden island in the Bermuda Triangle; by the time you wake, the other passengers have disappeared. Your task is to rescue the other passengers and escape the island. You control a little stick man, who dashes about the sparse scrolling landscape with frantic haste - the mouse-control is rather awkward and frustrating. Moving adjacent to an object allows you to examine and get it, and you can also USE and ATTACH objects (even yourself!). Despite the opening slick graphics and sample music, the game graphics are nothing special, and the puzzles are, frankly, of sub-Quill quality. The awkward character-control makes the simple puzzles very frustrating, as split-second timing is required to solve some of them, and sudden, no-warning death is likely at any point.

   Most of the likely inputs appear to have been foreseen, and there's a fair amount of wry humour, particularly as you try to pick yourself up! Although there are some redeeming features, BERMUDA PROJECT seems to be offering an awful lot more than it eventually delivers.

ATMOSPHERE: 10/20 - VOCABULARY: 5/20 - GRAPHICS: 13/20.
PSR: 10/20.

* GETTING STARTED: 46 the 180 to the 90, get the 219 (only), and 55 it with 257 to 69 the 226.
**************************************************************
FEDERATION.
Available from C.R.L. for the Spectrum 48 (£8.95), and Commodore 64 & Amstrad CPCs (tape: £9.95 each - disk: £14.95 each).

* PANDORA's Review: Based on the original adventure QUANN TULLA (8th Day Software), FEDERATION has been completely rewritten on Smart Egg's own system. Never having seen the original, I can make no comparisons.

   The flagship Quann Tulla has been hi-jacked by its designer, the treacherous scientist Erra Quann. Your mission is to prevent him from selling its secrets to the enemies of the Federation.

   I managed to complete this one (with a full score) in a few evenings and only got stuck once! This tells you it may be a little on the easy side. Nevertheless, I really did thoroughly enjoy myself. The only real complaint was that I found the character set difficult to read at first. Apart from that, all was fine. The graphics are somewhat repetitive but I liked the way the score was displayed.

   Possibly a bit on the pricy side, but if you enjoy science-fiction adventures and have not played the original, I'd say it was well worth a look.

ATMOSPHERE: 15/20 - VOCABULARY: 15/20 - GRAPHICS: 13/20
PSR: 16/20.

* GETTING STARTED: First find the 198 then 41 it. Then 64 117-238.

CASTLE BLACKSTAR (Part 7)
**************************

The solution is to wear the Ring, THEN enter the new cave. East from the cave, you will find a gold Nugget at the workface.
Now, it is time to deal with the split-room puzzle. The trick is to prevent the ceiling from crushing you to death, and this is achieved by blocking it with a sturdy object, the steel Bar. The Bar was red-hot earlier on in the game, and there are two ways to cool it down:

1) Wait a sufficient number of moves so that it cools down naturally.
2) Get the Bar (whilst wearing the gloves!) and COOL BAR in a body of water (e.g. the cove which is quite accessible).

You will soon discover that you cannot enter the split-room whilst carrying the Bar, but you already know that any object dropped in the cave with the crevice ends up at the southern end of the split-room. Accordingly, drop the Bar in the crevice, retrieve it in the split-room, then DROP BAR in the northern half of the split-room, and get the Goblet. Leave this room, then go East until you reach the fork. Go North twice, through the "M" doorway, and enter the checkerboard room.
This is a tricky puzzle, and it can be quite frustrating to solve! The key to the problem is the letter "M", as indicated on the doorway. To negotiate the room, just imagine that you are travelling in the direction of an imaginary "M". You start at the bottom right-hand corner, so travel North three more times. Go SouthWest, South, then West. Pick up the Chess Pieces, then continue North, NorthWest, and South all the way until you reach the second "M" Doorway. If you check the directions of your moves, you will notice that you have travelled along the lines of an imaginary letter "M"!
NorthWest takes you to the Mariner's Room, so return to the Temple to cleanse the Goblet and the Chess Pieces for an increased score of 140/250.
Return to the fork just outside the Eastern "M" Doorway, then proceed NorthWest twice, Down, then East to reach the Duel Room. Up takes you to a SECOND Duel Room. Go SouthEast to the brink of a smelly pit. The animal noises should be a suitable warning in themselves so FREEZE your position then go Down. Oh dear! UNFREEZE your position. How to deal with the Hydra? (Hint: Keep it 77. Solution: 36-194 before you enter the pit).
The single-headed hydra is much less frightening (and powerful!) so 49 it (you will need either your 62 or your 158). Go North through a cold passage until you reach a cold room where you will find a valuable Necklace. Return to the Duel Room but this time go Down to reach the brink of a smooth pit. As the description indicates it is very unlikely that you will be able to climb out of the pit (in fact, it is impossible!), so FREEZE your position before you explore this section of the game.
At the warm junction, go North then West. Gulp... A Dragon! This is definitely best left alone for the time being, so return to the warm junction and explore westwards instead...

THE LEGEND OF APACHE GOLD.
Available from Incentive Software for the Spectrum 48, Commodore 64, and Amstrad CPCs (£7.95 each).

* Mr McNORRIS' Review: This game was one of the first GAC'd one, and is stated by Incentive to be one of the very best adventures written on that utility. Sorry, boys, it's "run for the hills" time, as this adventure simply doesn't cut it. If this is the best, well, just don't give us the worst.
    The aim of the game is to locate the gold that is hidden with a recently-deceased Indian chief. This takes you through Apache Indian country, through to a wild west town, back to Apache country before back to town, etc., etc... There are not many locations, and the player spends the majority of the game trudging round picking up a wild assortment of objects, and then trying to think of something useful to do with them. It's all very mundane and we've seen it all before. The game tries hard to create some kind of Wild West atmosphere (it insists on calling you 'partner', for example), but descriptions are lacking in any kind of fluency and the game moves along with the pace of a lame gnat. The graphics add nothing, often using the same picture with different colours, and are only just passable. In one location I thought my computer had crashed, before realising it was a picture of an Indian on a multi-coloured carpet. Commands must be brief, to say the least, and the vocabulary is very limited - this makes the game too easy to solve and hence boredom creeps in, almost from thr word go. There is no score given so you have no way of knowing how well or badly you are doing... When you do finally reach the end it's all a bit of an anti-climax.

ATMOSPHERE: 5/20 - VOCABULARY: 5/20 - GRAPHICS: 5/20
PSR: 5/20.
*********************************************************************
VIRUS.
Available from S.A.E.C. for the Spectrum 48 (£2.99).

* PANDORA's Review: This one is just a bit different! If you can map the adventure and take note of the final message, then you stand a chance of winning a Spectrum +3 computer or £200 in cash. Other correct entried will receive a mystery prize worth £5, the closing date being 21.11.88.
    The evil Mr X is planning to infect all Spectrum adventures with a deadly virus. Despite the fact that this may seem a good idea in certain cases, you must help Time Lord Doctor Goo to foil this wicked plan. The adventure itself is short and not particularly difficult. My main problems were due to the unnecessary verbal contortions required in order to perform quite simple and obvious actions. There are some careless mistakes, and a tendancy to mix past and present tenses within the same sentence. There is also an irritating (though not fatal!) big in the graveyard.
    All in all, not a great hit where I was concerned, but it may well be worth buying it in order to enter the competition.

ATMOSPHERE: 10/20 - VOCABULARY: 9/20 - GRAPHICS: N/A
PSR: 9/20.

IN THE CAULDRON...
******************

* Level 9 Computing will release GNOME II: INGRID'S BACK during October 1988. In this sequel to the award-winning GNOME RANGER, Jasper Quickbuck, insider-dealing lord of Ridley's Manor, plans to steamroll this quiet corner of the gnome belt for a Yuppie Homes development, and only accident-prone Ingrid can stop him. This 3-part graphical adventure will retail at £19.95 for 16-bit and 3" disc versions, and £14.95 for all other 8-bit versions.

# Level 9 Computing's GNOME RANGER is now available for the Spectrum +3 (disk: £14.95).

* Mandarin Software will release LANCELOT, Level 9 Computing's latest adventure, at the PCW Show during September 1988. This 3-part adventure is based faithfully on the Arthurian Legends from Malory's "Morte D'Arthur", and Peter Austin (program designer) has made sure that the adventure retains the flavour of the original stories, where people and events come straight from the legends. The adventurer will play Lancelot: his knighting by Arthur; the valiant deeds which made him "Best Knight in the Land"; his doomed affaire with Guenever, and his success in the quest for the Holy Grail.

* Activision (UK) Ltd have changed their name to Mediagenic (UK) Ltd (same address and telephone number as before).

# Owing to popular demand, Mediagenic have re-stocked several Infocom titles in their warehouse, especially for the Atari ST and Commodore 64/128. Furthermore, the prices of several titles have been reduced, some by as much as £10.00 (please refer to page 41 for the latest details of prices and availabilities).

# Mediagenic have withdrawn the Atari ST version of Infocom's SHERLOCK.

# Mediagenic have now released MINDFIGHTER (please refer to page 9 for review, and to page 42 for details of prices and availabilities).

# Mediagenic will release at the end of August 1988 Infocom's SOLID GOLD for the IBM PCs (£24.99). This trilogy includes ZORK I, LEATHER GODDESSES OF PHOBOS, and HITCH-HIKER'S GUIDE TO THE GALAXY.

* Rainbird Software have released CORRUPTION, Magnetic Scrolls' latest adventure, for the Atari ST, Amiga and IBM PCs (disk: £24.95 each), as well as for the Spectrum +3 (disk: £15.95) (please refer to page 29 for a review of this adventure).

# The Amstrad CPC 6128 and Atari XL/XE disk versions of JINXTER are now available (£19.95 each).

* River Adventures have released two new adventures (available on one tape for the Spectrum 48 - £2.50): THE ENCHANTED COTTAGE where the player is a sorcerer's apprentice and must pass his final test, and JACK AND THE BEANSTALK which follows closely the fairytale story.

# River Adventures have withdrawn the Commodore 64 versions (tape and disk) of all their adventures (we still have limited stocks of certain titles - please refer to page 42 for details).

* Regular readers of "Computer and Video-Games" will be familiar with "The Faringdon Fiend", who never minces his words in his regular adventure column. The Fiend has now released his own adventure, BENEATH FOLLY for the Spectrum 48 and Commodore 64 (£3.99 each). BENEATH FOLLY is billed as an adventure for experienced adventurers which requires thought, sharpness of wit, and a lot of lateral thinking (the player has to CREATE the objects that s/he thinks are needed to solve each problem). Available, by mail-order only, from The Fiendery, Elm Road, Faringdon, Oxfordshire, SN7 7EJ.

* Incentive Software's THE GRAPHIC ADVENTURE CREATOR is now available on disk for the BBC (40 track) and Commodore 64 (£27.95 each), and on tape for the BBC Master and Electron (£14.95 each).

# A STAC User Group has been set up specifically for the users of this utility. The group publishes a bi-monthly newsletter covering many topics about adventures and adventure-writing, and provides help and advice to Members. For further details, contact: Pat Winstanley, 13 Hollington Way, Wigan, Lancs, WN3 6LS.

# THE KET TRILOGY is now available on disk for the Commodore 64 (£9.95).

# Incentive Software's new address is: Zephyr One, Calleva Park, Aldermaston, Berkshire, RG7 4QW, tel: 07356-77288.

* C.R.L. have finally released a bug-free version of JACK THE RIPPER which will work on all formats and media of Spectrum micros.

# The Amstrad CPC version of JACK THE RIPPER is now available (£8.95).

# The release of PYRAMID OF THE SUN is now scheduled for October 1988.

* Mosaic Publishing Ltd have moved to new premises: 134 High Street, Southampton, Hants, SO1 0BR, tel: 0703-211177.

# Mosaic Publishing have informed us that they have run out of the Commodore 64 version of Level 9 Computing's ERIK THE VIKING (which they distribute). Only limited stocks of this adventure remain for the Spectrum 48, Amstrad CPCs and BBC, so please order early to avoid disappointment as no reduplication will be made (see page 39 for details of prices).

* Mirrorsoft have released THE BERMUDA PROJECT for the Atari ST and Amiga (disk: £24.99 each). After having persuaded his editor to let him follow up the disappearance of a charter flight bound for Barbados, the player is on his way to Bermuda when his plane suddenly experiences instrument malfunction. Soon, he is on a mysterious island...

# THE UNINVITED is now available for the Atari ST (disk: £24.99).

# DUNGEON MASTER II will be available during the first half of 1989.

# The Amiga version of DUNGEON MASTER will be released in September 1988.

# An addendum for DUNGEON MASTER will be available around Christmas time. This module will enable an already-created party to explore deeper levels in the dungeon.

* Mastertronic have released PLUS 3 ADVENTURES for the Spectrum +3 (disk: £9.99). This compilation includes SHARD OF INOVAR, KOBYASHI NARU, and VENOM.

* Larsoft, 4 Chantry Road, Clifton, Bristol, BS8 2QD, have a number of adventures for the BBC and Electron: THE RISING OF SALANDRA, WYCHWOOD, THE NINE DANCERS, PUPPET MAN and HEX. All titles cost £3.95 each (with the exception of THE RISING OF SALAMANDRA which retails at £4.95), and are available by mail-order from the above-mentioned address.

* The Essential Myth, 54 Church Street, Tewkesbury, Glos, GL20 5RZ, have released DR JEKYLL & MR HYDE for the Spectrum 48 (£7.95), Spectrum 128 (£9.95), and Spectrum +3 (disk: £12.95). This 3-part adventure is based on R.L. Stevenson's novel, and will be reviewed in a forthcoming Dossier.

# The Essential Myth also have produced a utility to be used in conjunction with Incentive Software's THE GRAPHIC ADVENTURE CREATOR. Called the GACPAC, it enables the compression/optimisation of routines for GAC datafiles, speeds up response times by up to 500%, and it features a professional font designer, and a "finisher" and "extractor" utility. The GACPAC retails at £5.95 and is available by mail-order only from the above-mentioned address.

* Play-By-Mail aficionados will be interested in the release of DARK BLADES, a new title from P.B.M. The game has 25,000 mappable positions, and 1000's of npc characters to hire, trade with, fight, etc.. The start-up package costs £5.00 and includes a comprehensive rule-book, a full-colour A2-size map of the land, and 2 free turns. Further turns are £1.25 each, and there are no "hidden" extras. ACL Members may obtain the starting kit from us at a reduced price (see page 40), and a review of this game will appear in our Christmas issue.

* The competition for the shortest solution to Tartan Software's
DOUBLE AGENT (prize of £50) has now been extended to 30.11.88.

* Precision Games have reduced the price of THE ENERGEM ENIGMA to
£3.50 (Spectrum 48) and £4.50 (Commodore 64) (the Commodore 64 tape
contains a superturbo version for fast loading).

* Electronic Arts have released the following versions in the BARD'S
TALE trilogy:

- THE BARD'S TALE I (Tales of the Unknown): Spectrum 48 and Amstrad
CPCs (£8.95 each), as well as Commodore 64 (£9.95).
- THE BARD'S TALE II (The Destiny Knight): Amiga (disk: £24.95),
- THE BARD'S TALE III (The Thief of Fate): Commodore 64 (disk:
£14.95).

# All Electronic Arts' products can be ordered by telephone from
Electronic Arts' Customer Service department on 0753-46465.
******************************************************************
BASIC ADVENTURING (Part 7)
************************
(By Henry Mueller)

Understand and communicating with characters - Part 2

A good adventure will immediately convey the purpose and intent of a
character. Some are immediately obvious:

* The Thief in ZORK I steals hard-earned treasures from you but his
natural abilities can also be put to excellent uses! (e.g. he has the
expertise and tools needed to open the Egg).
* Guards (in various adventures) generally only exist to block you, at
least temporarily. They will need to be disposed of, normally through
bribes or fights.
* Animal characters are even more obvious, so try to think of how to
deal with them in the most natural and obvious ways: Bears like honey,
dogs are partial to meat/bones, etc...

Trying to understand the behaviour of characters can be extremely
rewarding (although very frustrating most of the time!). Some
characters will hinder you (steal, attack, block), but some will be
needed to solve particular puzzles (like rolling a particularly heavy
boulder, or smashing a sturdy door). You may find that, in order to
enlist the help of a character, you have first to "enlist" him by
performing a specific action. Here again, a good adventure should give
you a hint as to what is required of you (Trolls like treasure, a cold
dwarf may need a fur coat or a fire to warm him up, a hungry beggar
will need to be provided with some food, etc...).

What is certain is that characters in adventures are here to stay and
that, whether you like the concept or not, you will have to learn to
cope and deal with them!

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 |
| - Bored of the Rings | C64d | 14.95 | 13.45 |
| - Quest/ Holy Joystick | SP48 | 3.95 | 3.55 |
| - Return of the Joystick | SP48 | 4.95 | 4.45 |
| | | | |
| * C.R.L | | | |
| - Rod Pike's Horror Compilation (Dracula, | | | |
| Frankenstein & Wolfman) | SP48,C64,AM | 24.95 | 22.45 |
| - Wolfman | SP48 | 8.95 | 8.05 |
| - Wolfman | C64,AM | 9.95 | 8.95 |
| - Wolfman | SP128d,C64d,AMd | 14.95 | 13.45 |
| - Jack the Ripper | SP48,AM | 8.95 | 8.05 |
| - Jack the Ripper | SP128d,C64d | 14.95 | 13.45 |
| - Jack the Ripper | C64 | 9.95 | 8.95 |
| - Book of the Dead | SP48,AM | 8.95 | 8.05 |
| - Book of the Dead | SP128d,AMd | 14.95 | 13.45 |
| - Dracula | SP48,C64,AM | 9.95 | 8.95 |
| - Dracula | SP128d | 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 |
| - Bugsy | 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 | 3.50 | 3.15 |
| - The Energem Enigma | C64 | 4.50 | 4.05 |

| Title/Software Company | Computer | RRP | Our Price |
|---|---|---|---|
| **\* ADVENTURESOFT/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 | 1- The Golden Baton |
| 2- Pirate Adventure | 2- The Time Machine |
| 3- Secret Mission | 3- Arrow of Death (1) |
| 4- Voodoo Castle | 4- Arrow of Death (2) |
| 5- The Count | 5- Escape from Pulsar 7 |
| 6- Strange Odyssey | 6- Circus |
| 7- Mysterious Fun House | 7- Feasibility Experiment |
| 8- Pyramid of Doom | 8- The Wizard of Akyrz |
| 9- Ghost Town | 9- Perseus and Andromeda |
| 10- Savage Island (Part 1) | 10- Ten Little Indians |
| 11- Savage Island (Part 2) | 11- Waxworks |
| 12- Golden Voyage | |
| 13- The Sorcerer of Claymorgue Castle | |
| 14- Return to Pirate Island | |

# Scott Adams Adventures:

| | | | |
|---|---|---|---|
| Nos 1 to 13: | BBC,EL | 7.95 | 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: C64,AT(48K. #64K needed for Nos 9, 10 & 11), MSX(64K)
Nos 2 to 10 and No 12: BBC
Nos 1 to 12: SP48,AM
No 11: SP128d,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,ATd) | 9.95 | 8.95 |
| - Disk versions (other micros) | 14.95 | 13.45 |

**\* RAINBIRD SOFTWARE/LEVEL 9 COMPUTING**

- JEWEL OF DARKNESS (Colossal Adventure, Adventure Quest & Dungeon
Adventure)   SP48,C64,C64d,AM,AT,ATd,MSX   14.95   13.45
            AGd,MACd,PCd,APd,AMd,PCWd,STd   19.95   17.95

- SILICON DREAMS (Snowball, Return to Eden & The Worm in Paradise)
            SP48,C64,C64d,AM,AT,ATd,MSX   14.95   13.45
            AGd,MACd,PCd,APd,AMd,PCWd,STd   19.95   17.95

- KNIGHT ORC (Loosed Orc, A Kind of Magic, Hordes of the Mountain
King)       SP48,C64,C64d,AM,AT,ATd,MSX   14.95   13.45
            MACd,APd,PCd,STd,AGd,AMd,PCWd   19.95   17.95

**\* MANDARIN SOFTWARE/LEVEL 9 COMPUTING**
- TIME AND MAGIK (Lords of Time, Red Moon & The Price of Magik)
            SP48,C64,AM,AT(64K),MSX(64K)   14.95   13.45
        SP128d,C64d,AMd,PCWd,AT(64K)d,APd   14.95   13.45
                        STd,AGd,PCd,MACd   19.95   17.95

| **\* MIRRORSOFT** | | | |
|---|---|---|---|
| - Dungeon Master | STd | 24.99 | 22.49 |
| - Intrigue | C64d | 12.99 | 11.69 |
| - Shadowgate | STd,AGd | 24.99 | 22.49 |
| - 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 | STd | 24.99 | 22.49 |
| - The Uninvited | MACd,AGd | 26.95 | 24.25 |
| - Bermuda Project | STd,AGd | 24.99 | 22.49 |

## #40

| Title/Software Company | Computer | RRP | Our Price |
|---|---|---|---|
| **\* ATLANTIS SOFTWARE** | | | |
| - Moron, Mafia Contract II, Return to Ithaca. | | | |
| (ANY ONE TITLE): | SP48 | 1.99 | 1.99 |
| - 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/ADVENTURESOFT** | | | |
| - 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 |
| **\* INFOGRAMES** | | | |
| - 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 |
| **\* STANDARD GAMES (Play By Mail)** | | | |
| - Dark Blades (Starting kit) | | 5.00 | 4.50 |

## #41

**\* MEDIAGENIC/INFOCOM**

| (All titles on disk) | C64 | C128 | AM/PCW | PC | AG | ST |
|---|---|---|---|---|---|---|
| 1) ZORK I | [0] | [3] | [0] | [0] | [0] | [2] |
| 2) ZORK II | [3] | [3] | [0] | [0] | [0] | [0] |
| 3) ZORK III | [3] | [3] | [0] | [0] | [0] | [0] |
| 4) ENCHANTER | [0] | [0] | [0] | [0] | [0] | [0] |
| 5) SORCERER | [3] | [3] | [3] | [3] | [0] | [2] |
| 6) SPELLBREAKER | [0] | [0] | [3] | [0] | [0] | [2] |
| 7) DEADLINE | [0] | [0] | [0] | [0] | [0] | [0] |
| 8) WITNESS | [3] | [3] | [0] | [3] | [2] | [2] |
| 9) SUSPECT | [3] | [3] | [0] | [3] | [2] | [2] |
| 10) CUT-THROATS | [0] | [0] | [3] | [0] | [0] | [0] |
| 11) INFIDEL | [3] | [3] | [0] | [0] | [0] | [2] |
| 12) SEASTALKER | [3] | [3] | [0] | [0] | [0] | [2] |
| 13) PLANETFALL | [0] | [0] | [3] | [0] | [0] | [2] |
| 14) STARCROSS | [3] | [3] | [0] | [0] | [0] | [2] |
| 15) SUSPENDED | [0] | [0] | [3] | [0] | [0] | [0] |
| 16) BALLYHOO | [3] | [3] | [3] | [0] | [0] | [2] |
| 17) A MIND FOREVER VOYAGING. | [0] | [1] | [0] | [0] | [1] | [0] |
| 18) TRINITY | [0] | [1] | [0] | [0] | [0] | [1] |
| 19) WISHBRINGER | [0] | [0] | [0] | [3] | [0] | [0] |
| 20) HITCH-HIKER'S GUIDE | [3] | [3] | [0] | [3] | [3] | [3] |
| 21) LEATHER GODDESSES | [0] | [0] | [0] | [3] | [3] | [3] |
| 22) MOONMIST | [3] | [3] | [0] | [4] | [3] | [3] |
| 23) HOLLYWOOD HIJINX | [3] | [3] | [3] | [2] | [2] | [2] |
| 24) STATIONFALL | [4] | [4] | [3] | [3] | [3] | [3] |
| 25) BUREAUCRACY | [0] | [1] | [0] | [3] | [3] | [3] |
| 26) THE LURKING HORROR | [4] | [4] | [3] | [3] | [3] | [3] |
| 27) NORD & BERT | [4] | [4] | [0] | [3] | [3] | [3] |
| 28) PLUNDERED HEARTS | [4] | [4] | [0] | [3] | [3] | [3] |
| 29) BORDER ZONE | [4] | [4] | [0] | [4] | [0] | [0] |
| 30) BEYOND ZORK | [0] | [0] | [0] | [3] | [3] | [3] |
| 31) SHERLOCK | [4] | [4] | [0] | [3] | [3] | [0] |
| 32) SOLID GOLD TRILOGY | [0] | [0] | [0] | [3] | [0] | [0] |

Explanation of Keys:
0: Version not available.
1: £34.99 per title.                    2: £29.99 per title.
3: £24.99 per title.                    4: £19.99 per title.

DISCOUNTS: 10%: (1 title) 20%: (2-3 titles) 25%: (4 titles or more)

\* 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)

(Receive a FREE Infocom adventure when you join the Infocom Fidelity Club - Details will be sent with your first order).

| Title/Software Company | Computer | RRP | Our Price |
|---|---|---|---|
| **\* MEDIAGENIC** | | | |
| - Mindfighter | SP48,C64,AM | 14.99 | 13.49 |
| | C64d,AMd | 19.99 | 17.99 |
| | STd,PCWd,AGd | 24.99 | 22.49 |
| | PCd | 29.99 | 26.99 |
| - Police Quest | STd | 19.99 | 17.99 |
| | | | |
| **\* 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
Tape 6: The Enchanted Cottage & Jack and the Beanstalk

# Commodore 64 (2 titles per tape):
Tape 1: The Hammer of Grimmold & Lifeboat
Tape 3: The Jade Necklace & Matchmaker
Tape 4: Witch Hunt & The Cup

| | | | |
|---|---|---|---|
| (ANY ONE TAPE): | SP48,C64 | 2.50 | 2.50 |
| | | | |
| **\* 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 |
| | | | |
| **\* MOSAIC** | | | |
| - Twice Shy | SP48,AM | 9.95 | 8.95 |
| - The Snow Queen | SP48,C64,AM | 9.95 | 8.95 |

| Title/Software Company | Computer | RRP | Our Price |
|---|---|---|---|
| **\* FIREBIRD** | | | |
| - Dark Sceptre | SP48 | 7.95 | 7.15 |
| - Dark Sceptre | AM | 8.95 | 8.05 |
| - Dark Sceptre | AMd | 14.95 | 13.45 |
| | | | |
| **\* 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)

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|---|---|---|---|
| **\* 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 | 15.95 | 14.35 |
| - Lord of the Rings | C64d,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 |

| Title/Software Company | Computer | RRP | Our Price |
|---|---|---|---|
| **\* 8TH DAY SOFTWARE** | | | |
| - Skelvullyn Twine | SP48 | 5.50 | 4.95 |
| - The Raven | SP128 | 5.50 | 4.95 |
| - Ronnie Goes To Hollywood | SP48 | 3.99 | 3.59 |
| - A Harvesting Moon | SP48 | 3.99 | 3.59 |
| - Earthshock | SP48 | 3.99 | 3.59 |
| - H.R.H. | SP48 | 2.99 | 2.69 |
| - 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 |
| **\* 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 |
| - Madcap Manor | SP48 | 3.99 | 3.59 |
| **\* CENTRAL SOLUTIONS** | | | |
| - Countdown | SP48 | 0.99 | 0.99 |
| - Mansion | AM(CPC464) | 0.99 | 0.99 |

**\* MASTERTRONIC**

| | | |
|---|---|---|
| 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)

| | | | |
|---|---|---|---|
| - Plus 3 Adventures (Shard of Inovar, Kobyashi Naru & Venom) | | | |
| | SP128d | 9.99 | 8.99 |

| **\* HANDASOFT** | | | |
|---|---|---|---|
| - The Crystal Cavern | SP48 | 1.99 | 1.99 |

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| Title/Software Company | Computer | RRP | Our Price |
|---|---|---|---|
| **\* RAINBIRD SOFTWARE** | | | |
| - 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,AMd,APd,ATd | 19.95 | 17.95 |
| | PCd,STd,AGd,PCWd | 24.95 | 22.45 |
| | MACd | 34.95 | 31.45 |
| - Corruption | SP128d | 15.95 | 14.35 |
| | PCd,STd,AGd | 24.95 | 22.45 |
| - Legend of the Sword | STd | 24.95 | 22.45 |
| **\* INCENTIVE SOFTWARE** | | | |
| - ST Adventure Creator (STAC) | STd | 39.95 | 35.95 |
| - STAC DEMO | STd | 1.99 | 1.99 |
| - The Ket Trilogy (Mountains of Ket, Temple of Vran & The Final Mission) | BBC,EL,C64d | 9.95 | 8.95 |
| - The Ket Trilogy | C64 | 7.95 | 7.15 |
| - The Ket Trilogy | BBCd40t | 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 |
| - Karyssia | SP48 | 7.95 | 7.15 |
| - Graphic Adventure Creator | AMd,BBCd(40t) | 27.95 | 25.15 |
| - " " " | C64d | 27.95 | 25.15 |
| - " " " | SP48,C64,AM,BBC | 22.95 | 20.65 |
| - " " " | EL,MA | 14.95 | 13.45 |

**\* TOPOLOGIKA**

| | |
|---|---|
| 1) Countdown to Doom | 2) Philosopher's Quest |
| 3) Acheton | 4) Kingdom of Hamil |
| 5) Return to Doom | |

| | | | |
|---|---|---|---|
| Nos 1 to 4: | AMd,PCWd,PCd,BBCd,MAd,SP128d | 9.95 | 8.95 |
| No 5: | AMd,PCWd,PCd,BBCd,MAd,SP128d | 12.95 | 11.65 |

| **\* SPECTRUM ADVENTURER** | | | |
|---|---|---|---|
| - Virus | SP48 | 2.99 | 2.69 |
| - Castle Thade Revisited | SP48 | 2.50 | 2.50 |

| **\* THE ESSENTIAL MYTH** | | | |
|---|---|---|---|
| - Dr Jekyll and Mr Hyde | SP48 | 7.95 | 7.15 |
| | SP128 | 9.95 | 8.95 |
| | SP128d | 12.95 | 11.65 |

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

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* 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) *

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will be in addition to our normal discount. This special offer closes
on 15.12.88.

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

| | | | | | |
|---|---|---|---|---|---|
| 1) | The | 46) | Follow | 91) | North |
| 2) | A | 47) | Fire | 92) | NorthEast |
| 3) | On | 48) | Inflate | 93) | East |
| 4) | You | 49) | Kill | 94) | SouthEast |
| 5) | Off | 50) | Hang | 95) | South |
| 6) | It | 51) | Examine | 96) | SouthWest |
| 7) | To | 52) | Wait | 97) | West |
| 8) | Them | 53) | Buy | 98) | NorthWest |
| 9) | We | 54) | Defeat | 99) | Up |
| 10) | With | 55) | Fill | 100) | Helmet |
| 11) | Without | 56) | Attack | 101) | Down |
| 12) | In | 57) | Snip | 102) | Armour |
| 13) | Out | 58) | Jump | 103) | Pyramid |
| 14) | At | 59) | Send | 104) | Sun |
| 15) | Below | 60) | Put | 105) | Goto |
| 16) | His | 61) | Enter | 106) | Tree |
| 17) | Him | 62) | Sword | 107) | Timing |
| 18) | From | 63) | Whirl | 108) | Blast |
| 19) | Next | 64) | Press | 109) | Rock |
| 20) | Between | 65) | Push | 110) | Death |
| 21) | Among | 66) | Feed | 111) | Cowl |
| 22) | Them | 67) | Tie | 112) | Needle |
| 23) | About | 68) | Wear | 113) | Hair |
| 24) | Around | 69) | Quench | 114) | Cap |
| 25) | Under | 70) | Smite | 115) | Bar |
| 26) | Steal | 71) | Tie | 116) | Crystal |
| 27) | Look | 72) | Insert | 117) | Blue |
| 28) | Drop | 73) | Retrieve | 118) | Red |
| 29) | Carry | 74) | Close | 119) | Cloak |
| 30) | Listen | 75) | Climb | 120) | Ant |
| 31) | Go | 76) | Free | 121) | Pockets |
| 32) | Run | 77) | Occupied | 122) | Dime |
| 33) | Give | 78) | Glass | 123) | Den |
| 34) | Cut | 79) | Weapon | 124) | Down |
| 35) | Yell | 80) | Dagger | 125) | Knee |
| 36) | Throw | 81) | Knife | 126) | Raven |
| 37) | Sail | 82) | Open | 127) | Spear |
| 38) | Lie | 83) | Lock | 128) | Axe |
| 39) | Climb | 84) | Barrinir | 129) | Protection |
| 40) | Plant | 85) | Pouch | 130) | Vampire |
| 41) | Wear | 86) | Pieces | 131) | Mat |
| 42) | Remove | 87) | Coins | 132) | Garlic |
| 43) | Eat | 88) | Dice | 133) | Inn |
| 44) | Drink | 89) | More | 134) | Stairs |
| 45) | Flick | 90) | Jeep | 135) | Nuggets |

HINT-SHEET
**********

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

| | | |
|---|---|---|
| 136) Horse | 181) Reins | 226) Flames |
| 137) Carrot | 182) Cart | 227) Scream |
| 138) Strange | 183) Letter | 228) Watch |
| 139) Fire | 184) Long | 229) Bucket |
| 140) Ice | 185) Short | 230) Spade |
| 141) Jetty | 186) Do | 231) Bottle |
| 142) Vine | 187) Silver | 232) Sand |
| 143) Label | 188) Ruby | 233) Rope |
| 144) Jobs | 189) Sapphire | 234) Castle |
| 145) Bus | 190) Emerald | 235) Resurrect |
| 146) Apple | 191) Death | 236) Folder |
| 147) Stick | 192) Spoon | 237) Cup |
| 148) Pebble | 193) Signposts | 238) Button |
| 149) People | 194) Gingerbread | 239) Thread |
| 150) Goat | 195) Vine | 240) Yourself |
| 151) Wrist | 196) Cord | 241) Mirror |
| 152) Anything | 197) Skeleton | 242) Donkey |
| 153) Mountain | 198) Mask | 243) Horse |
| 154) Die | 199) Golden | 244) Dexta |
| 155) Well | 200) Egg | 245) Serta |
| 156) Rope | 201) Gold | 246) Drawbridge |
| 157) Dagger | 202) Silver | 247) Masta |
| 158) Knife | 203) Water | 248) Elephant |
| 159) Cross | 204) Flask | 249) Id card |
| 160) Ten | 205) Bath | 250) Bee |
| 161) Crossed | 206) Coat | 251) Nasty |
| 162) Century | 207) Evening | 252) Kind |
| 163) Knocked | 208) Green | 253) Place |
| 164) Pole | 209) Plasma | 254) Scarf |
| 165) Chest | 210) Blood | 255) Slow |
| 166) Rod | 211) Secretary | 256) Fast |
| 167) Gnome | 212) Desk | 257) Sea Water |
| 168) Castle | 213) Searching | 258) Ski |
| 169) Fish | 214) Hollow | 259) Fir |
| 170) Eye | 215) Hedge | 260) Heavy |
| 171) Overalls | 216) Bottle | 261) Frighten |
| 172) Ladder | 217) Berries | 262) Ashes |
| 173) Ring | 218) Leather | 263) Knight |
| 174) Bell | 219) Bucket | 264) Socle |
| 175) Roller | 220) Parcel | 265) Pillar |
| 176) Dragon | 221) Other | 266) Bridge |
| 177) Back | 222) Cube | 267) Moose |
| 178) Front | 223) Two | 268) Parrot |
| 179) Lead | 224) Five | 269) Lowered |
| 180) Footprints | 225) Glasses | 270) Amulet |