



The Adventure & Strategy Club

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AMENDMENT AND UPDATE SERVICE

MEMBERS' PACK NO 24 - NOVEMBER 1993

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USEFUL ADDRESSES

ACCOLADE EUROPE LTD: Bowling House, Point Pleasant, Wandsworth,
London SW18 1PE Tel: 081 877 0880

ADVENTURE PROBE: 52 Burford Rd, Liverpool L16 6AQ

ADVENTURE SOFT (UK) LTD: P.O. Box 786, Sutton Coldfield, West
Midlands B74 4HG Tel: 021 352 0847

THE ADVENTURE WORKSHOP: 36 Grasmere Rd, Royton, Oldham,
Lancashire OL2 6SR

BOB ADAMS, AMSTER PRODUCTIONS: 81 Uplands, Welwyn Garden City,
Herts. AL8 7EH Tel: 0707 334 799

BORPHEE COMPUTERS: 64 County Road, Ormskirk, Lancashire L39 1QH

CORE DESIGN LTD: Tradewinds House, 69/71a Ashbourne Road,
Derby DE3 3FS Tel: 0332 297797

DAZE MARKETING LTD: 2 Canfield Place, London, NW6 3BT
Tel: 071 328 2762

DOMARK SOFTWARE LTD: Ferry House, 51-57 Lacy Rd, Putney,
London SW15 1PR Tel: 081 780 2224

DREAM WORLD ADVENTURES: 10 Medhurst Crescent, Gravesend, Kent
DA12 4HL. (Cheques to M. Freemantle)

ELECTRONIC ARTS: 90 Heron Drive, Langley, Berkshire SL3 8XP
Tel: 0753 549442

EMPIRE SOFTWARE: The Spires, 677 High Rd, North Finchley,
London, N12 0DA Tel: 081 343 7337

FSF ADVENTURES: 40 Harvey Gardens, Charlton, London SE7 8AJ
Tel: 081 858 1532

GREMLIN GRAPHICS SOTWARE LTD: Carver House, 2-4 Carver Street,
Sheffield, S1 4FS Tel: 0742 753423

HIT SQUAD: 2 Castle Street, Castlefield, Manchester M3 4LZ
Tel: 061 832 6633

ICE (INTERNATIONAL COMPUTER ENTERTAINMENT): Bridge House,
Merrywalks, Stroud, Gloucestershire GL5 1QA Tel: 0453 756993

INFOGRAMES: 18a Old Town, Clapham, London SW4 0LB
Tel: 071 738 8199

LEVEL 9 COMPUTING: P.O. Box No 39, Weston-Super-Mare,
Avon BS24 9UR Tel: 0703 338 969

MICROPROSE LTD: The Ridge, Chipping Sodbury, Avon, BS17 6AY
Tel: 0454 326 532

MINDSCAPE INTERNATIONAL: Priority House, Charles Avenue, Maltings Park, Burgess Hill, West Sussex RH15 9PQ Tel: 0444 246 333

MIRAGE TECHNOLOGIES (MULTIMEDIA) LTD: PO Box 202, Congleton, Cheshire CW12 4YR Tel: 0260 299909

OCEAN SOFTWARE LTD: 2 Castle Street, Castlefield, Manchester M3 4LZ Tel: 061 832 6633

PSYGNOSIS LTD: South Harrington Building, Sefton St, Liverpool L3 4BQ Tel: 051 709 5755

RED HERRING: 504 Ben Jonson House, Barbican, London EC2Y 8DL Tel: 071 256 8427

RIVER SOFTWARE: 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL Tel: 0304 840319

SIERRA ON-LINE: Unit 2, Technology Centre, Station Rd, Theale, Reading, Berkshire RG7 4AA Tel: 0734 303171
(Hint line) Tel: 0336 417410

STRATEGIC PLUS SOFTWARE: 28 D & E The Courtyard, High Street, Hampton Hill, Middlesex TW12 1PD Tel: 081 977 8088

SYNTAX: 9 Warwick Rd, Sidcup, Kent DA14 6JL Tel: 081 302 6598

TARTAN SOFTWARE: 61 Baillie Norrie Crescent, Montrose, Angus, Scotland DD10 9DT Tel: 0674 74259

TOPOLOGIKA: P.O.Box No 39, Stilton, Peterborough, Cambridgeshire PE7 3RL Tel: 0733 244 682

UBI SOFT (UK) LTD: Finchley House, 707 High Road, North Finchley London N12 0BT Tel: 081 343 9055

US GOLD LTD: Units 2/3, Holford Way, Holford, Birmingham B6 7AX Tel: 021 625 3366

VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LTD: 338a Ladbroke Grove, London W10 5AH Tel: 081 960 2255

THE WIZARD'S GUILD LTD: Drachen Fells, 2 Mayfair Avenue, Pitsea, Basildon, Essex SS13 1QG Tel: 0268 728889

WoW SOFTWARE: 78 Radipole Lane, Weymouth, Dorset DT4 9RS Tel: 0305 784155

ZENONI SOFTWARE: 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX

NOVEMBER 1993

* THE GUILD has temporarily stopped trading for at least the next six months. An arrangement has been made for all Commodore 64 titles previously distributed by The Guild to be sold, under licence, by Jason McKensie of Binary Zone PD, 34 Portland Rd, Droitwich, Worcs WR9 7QW. Telephone 0905 779274

The Guild is completely discontinuing its range of Spectrum titles and some of these can now be obtained from Adventure Probe at the address on page A-13. Details of adventures which are to be available will follow. If you are interested in any of the games previously marketed by the Guild, we advise you to check with the above two distributors for price and availability before ordering.

* EMPIRE SOFTWARE are planning to release a high-tech cyberpunk single character RPG. CYBERSPACE is set in the year 2090 in an extremely crowded San Francisco. You can choose to play various seedy characters with dubious occupations. The game uses the whole screen with inter-action through overlaid computer read-outs. Due for release in January for PC (f39.99) and Amiga (f34.99).

By the time you read this CAMPAIGN 2 will be on the shelves. Incorporating many more features than its predecessor and you can battle your way through most conflicts over the last 50 years. PC (f39.99) and Amiga (f34.99).

* ACCOLADE will release COMPANIONS OF XANTH at the end of November for the PC (f39.99). Based on the best selling novels by Piers Anthony, you interact with Elves, Ogres, Demons and Golems. Also included with the adventure is a paperback edition of Demons Don't Dream.

PROTOSTAR, an advanced level role-playing game from TSUNAMI, has been released. The Skeetch Empire have sealed the borders of Human space and are set for conquest. You play the part of a Protostar agent and your objective is to disrupt Skeetch supply lines along the Galactic Frontier. Available now on PC disk or CD-ROM (f39.99).

MAN ENOUGH is another TSUNAMI game from ACCOLADE in which you have to prove you are man enough to date the beautiful Jeri, the ultimate date. Before you get a chance with her though you have to date and test your social skills on her 5 beautiful girlfriends. Are you man enough? Due for release at the end of November for PC CD-ROM only (f44.99).

* EXCUSE ME - DO YOU HAVE THE TIME?, a new text and graphics adventure by Jean Childs, has just been released for the Atari ST (f3.00). See review on page D-240 for details.

* MINDSCAPE will now be releasing CAPTIVE 2: LIBERATION exclusively for the Amiga CD32 in December (f34.99).

STAR WARS CHESS is out now for the PC (f49.99). There will be a PC CD-ROM version released later in November (f59.99).

* MIRAGE are due to release SOLITAIRE'S JOURNEY which features 105 individual games of solitaire and includes Tournaments, Quests and Journeys. Available now for PC (f44.99).

THE RED CRYSTAL is a role-playing adventure which takes you across a vast landscape of hostile villages, seven castles with challenging towers and over 50 dungeons. The game features modem play for 2 players, or 1 or 2 computer players. Released November for PC (f44.99).

BATTLES OF DESTINY is due to be released this winter. The game is a global conquest simulation in which you must re-unify the strife-torn Hegemony and ultimately become Emperor. The main campaign is played over 20 different worlds and includes air, ground and naval combat. Available for PC in November (f44.99).

WORLD WAR II - BATTLES OF THE SOUTH PACIFIC is a historically accurate reconstruction on land, sea and air. Out now for PC (f44.99).

LUCKY'S CASINO ADVENTURE is a compilation of 5 different poker games, 8 different slot machines, Paigow, Bingo, Neno, Baccarat, 3 types of video poker, Money Wheel, Blackjack, Casino, Craps, Red Dog, Roulette and Caribbean Stud. Featuring over 20 megs of artwork and 20 different songs. For the PC at the end of November (f44.99).

HEIRS TO THE THRONE is a strategy game played on a randomly generated continent. You are Baron of an army with the mission to conquer the continent and become King. This is a complex game in which you set and collect taxes, develop villages and make investments on your climb to the top. In the shops now for PC (f44.99).

MIRAGE will also release UNIVERSAL MILITARY SIMULATOR COMPILATION PACK which contains U.M.S., U.M.S. II, Nations at War, The Planet Editor, Desert Storm and The American Civil War Scenario disks for U.M.S. II, plus nearly 200 additional scenarios. To be released in December for the PC, Apple Mac, Amiga and Atari ST. Prices to follow.

AEGIS: GUARDIAN OF THE FLEET features tactical and real-time combat in the Falkland Islands, Tripoli and the Persian Gulf as part of both Desert Shield and Desert Storm. Available in November for PC CD-ROM (f59.99). There will be a PC version later in the year.

JACK THE RIPPER from MIRAGE, detailed on page C-108, is now due to be released in December for the PC (f44.99).

* THE ADVENTURE WORKSHOP has now released '**TWAS A TIME OF DREAD**', the text adventure by Clive Wilson, (Spectrum version reviewed on page D-126), for PC on 3.5" or 5.25" disks (f5.00).

* DAZE have released **CRYSTALS OF ARBOREA**, the first game in the ISHAR series, on their Games Worth Playing label for the PC, Amiga and Atari ST. All versions (f9.99).

* MICROPROSE will release **STARLORD** for the Amiga during March 1994. Details to follow.

RAILROAD TYCOON DELUXE for PC is now in the shops priced at f39.99 for the full package but if you have the original **RAILROAD TYCOON** you can return the original disks to MICROPROSE and buy the upgrade for f19.99. There are no other versions planned at the moment. The original version of **RAILROAD TYCOON** won the Best Simulation Game category in the 1991/1992 Golden Chalice Awards.

The Amiga version of **DOGFIGHT** has now been released (f34.99).

* ON-LINE ENTERTAINMENT LTD have another compilation of Dr Peter Turcan's war games due for release at the end of November. The pack contains **ARMADA**, **WATERLOO** and **GETTISBURG**. Available for PC, CD-ROM, Amiga and Atari ST (f34.99).

Mid December will also see the release of **100% AVIONICS**, a compilation of different flight simulations for the PC, CD-ROM, and Amiga (f34.99).

* **DETROIT**, the automobile company simulation, will be released from IMPRESSIONS on 14th December for the PC (f39.99) with an Amiga version to follow.

Due for release on 23rd November is **GLOBAL DOMINATION** for the PC (f39.99) and Amiga (f34.99).

* In November **PSYGNOSIS** will release a role-playing game from the Prague based team **MORBID VISIONS**. Your task is to save the seedy cyberpunk world of Perihelion with your party of 6 genetically engineered humanoids. Prices to follow.

The Amiga version of **INNOCENT UNTIL CAUGHT** will be released at the end of November (f29.99).

* INFOGRAPHICS are releasing a special edition of ALONE IN THE DARK (reviewed on page D-173), which includes a free game called JACK IN THE DARK that is an introduction to ALONE IN THE DARK 2. It is due for release in mid-November (f44.99) on PC and CD-ROM. In JACK IN THE DARK you play a small girl who gets locked in a sweet shop on Hallowe'en with some very evil toys. Your job is to trick the toys and rescue Father Christmas who has been locked away. The game uses the same animation tool as ALONE IN THE DARK. ALONE IN THE DARK 2 will be 3 times as large and 4 times as fast as its predecessor. To be released in mid-January on PC and CD-ROM, prices to follow.

* New Spectrum releases from Zenobi this month, all at f2.49 on tape and f3.49 on disk, are as follows:

THE HOUSE by Jack Lockerby, (to be reviewed soon). You notice a competition in a newspaper with a wonderful house as the prize. Just send f5 to enter. Well you do - and of course you win. Little do you know what lies before you....

THE APPRENTICE (128k only) by Jeremy Piper. You are the lowly apprentice to a grand wizard. One day an experiment goes wrong and your master is no more. You are given two choices, either to terminate your apprenticeship or to be placed in the Tower of Alama from which you must escape. Which one will you choose?

LOST IN TIME by Laurence Creighton. Set in the year 2193, a young scientist works away in his laboratory perfecting his time machine, the Sonic Mobilizer. On completion he takes his first trip to the year 1993. On his arrival he is mugged and the Sonic Mobilizer is stolen. How can he get back to his own time?

THE HOUSE and LOST IN TIME are also available on Amiga (disk includes free emulator).

A new compilation from ZENOBIA, TRAVELLERS TALES, comprises all four of the PHOENIX adventures: PHOENIX (reviewed D-104), VIOLATOR OF VOODOO (D-129), AZTEC ASSAULT (D-170) and CELTIC CARNAGE (D-221). Available on Spectrum tape or +3 disk (f4.99).

* UBI SOFT have released two new compilations. THE LORDS OF POWER contains RED BARON, a World War I based flight simulator, SILENT SERVICE II (reviewed on page D-102), RAILROAD TYCOON (reviewed on page D-106) and THE PERFECT GENERAL in which you re-enact famous battles such as El Alamein. PC 3.5" (f39.99), Amiga (f34.99).

The second compilation has a staggering 7 games for the CD-ROM (f49.99) and will be in the shops by the time you read this. THE GOLDEN 7 contains RED BARON, LEISURE SUIT LARRY 5, HEART OF CHINA (reviewed on page D-90), KING'S QUEST 5 (reviewed on page U-32), SHANGHAI 2, SARGON V, a very sophisticated chess game, and GREAT COURTS 2, a tennis simulation.

* TOPOLOGIKA have released Atari ST versions of the following games. COUNTDOWN, RETURN TO DOOM, PHILOSOPHER'S QUEST, ACHETON, KINGDOM OF HAMIL and SPYSNATCHER, all at £15.00 per title. LAST DAYS OF DOOM & HEZARIN and AVON & MURDAC at £20.00 each double pack.

The following compilations have now been released for the Atari ST: COUNTDOWN, RETURN TO DOOM and PHILOSOPHER'S QUEST priced at £30.00. ACHETON and KINGDOM OF HAMIL priced at £20.00.

SPYSNATCHER is a new text adventure which was inspired by the book of the same name. You are summoned to M17 headquarters and told that the plans for the new Sonic Macrothrodule have been leaked and you alone must find the mole. For Atari ST (£15.00).

* VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LIMITED will be releasing INDY CAR RACING for the PC in mid-November (£44.99).

CANNON FODDER, a SENSIBLE SOFTWARE game is also due for release mid-November for the Amiga (£39.99).

January will see the release of CONSPIRACY which features the voice of Donald Sutherland for the PC CD-ROM (£44.99). Details to follow.

THE 7TH GUEST (reviewed on page D-222) will be released for the MAC CD-ROM (£70.00) at the end of January.

The PC CD-ROM version of LANDS OF LORE will be released featuring full speech throughout the game, using the voice of Angelica Huston. Release date mid January, price to follow.

* ELECTRONIC ARTS have just released several titles for the PC. ULTIMA 7 - SERPENT ISLE (£39.99), WHERE IN THE WORLD IS CARMEN SANDIEGO (deluxe edition) (£45.99), WING COMMANDER ACADEMY (£34.99), PATRIOT, a Desert Storm simulation (£44.99), SEAL TEAM, a Vietnam war simulation, and PRIVATEER (£49.99). There is also a speech pack that can be obtained for PRIVATEER (£19.99).

The Amiga version of SPACE HULK is out now (£44.99).

A new Origin role-playing game has just been released. In SHADOWCASTER you can metamorphose into 6 different life forms to defeat the foe. PC (£44.99). No other formats are planned.

* US GOLD will be releasing FANTASY EMPIRES the first D&D game to feature a Dungeon Master who will mediate throughout the game. Played against 1 - 4 adversaries chosen from 20 different computer controlled opponents, you command dozens of troop types and construct a variety of buildings. The game is played in real time with strategic map views and overhead perspective. The game will be released at the end of November for the PC. Price to follow.

* DREAM WORLD ADVENTURES are releasing three brand new text adventures during November. All are available for Spectrum 48/128 on tape (£2.50), Plus D disk (£2.50) and on +3 disk if you send a blank disk (£2.00) to the address on page A-13.

THE FINAL BATTLE is the concluding part of the Dragonslayer Trilogy by Martin Freemantle, winner of the 1993 Adventurers' Convention Award for Most Promising New Author. In this adventure you must retrieve a medallion from the clutches of the goblins.

SETTLEMENT XIII is a two-part adventure by Sharon Harwood. It takes place after the end of a devastating Third World War, when survivors are just beginning to re-establish new and viable communities. One of these communities has mysteriously failed to make contact with the Mother Centre for two weeks and you are the agent chosen to travel to their location in order to investigate.

In CURSE OF THE SERPENT'S EYE you play the part of time-jumping cadet Jenny Peril, just about to enter your final exams in the holographic simulation unit. You must locate the eye of the serpent and activate a portal, which will give you a first grade pass.

* LEISURE SUIT LARRY 6 - SHAPE UP OR SLIP OUT! (no, not a typing error) from SIERRA ON-LINE will be released at the end of November for the PC (£39.99) and CD-ROM (£44.99) and SIERRA say that this is the sexiest instalment yet. In this game Larry wins a two week vacation in a posh spa resort surrounded by ten gorgeous girls.

THE SHADOW OF YSERBIUS is an enhanced and expanded edition of the popular on-line epic. This fantasy role-playing game includes THE FATES OF TWINION, an all-new chapter in the Yserbius epic. Out now for PC £39.99.

Also from SIERRA at the end of November is the fantasy adventure QUEST FOR GLORY IV - SHADOWS OF DARKNESS. Set in a mythical Transylvanian valley, you can battle, steal or conjure your way to success as one of three different heroes: a fighter, a thief or a magic user. Each uses unique skills to win, so your quest is different each time you play. PC only (£39.99).

KINGS QUEST VI is also due to be released during November for the PC in CD-ROM format (£49.99) and an Amiga version that will be released during the 1st week of December (£34.99). In this game you assume the role of Prince Alexandra and journey the seas to find your lost love Princess Cassima before she succumbs to the evil ways of Vizier Alhazred. There are 5 different isles to explore and a host of sub-plots.

* DIGITAL INTEGRATION have released SILENT SERVICE II, RAILROAD TYCOON and ASHES OF EMPIRE on their Action 16 label for the PC and Amiga, all at £16.99.

STRONGHOLD

FROM : US Gold/SSI
CATEGORY: Strategy
VERSION : PC (Hard Disk, 2MB 386, Mouse and VGA required)
FORMAT : Disk
PRICE : £34.99
REVIEWER: Geoff Hyman

STRONGHOLD is a kingdom simulator in a Dungeons & Dragons setting. Although produced by SSI this game is quite unlike any of their previous D&D games and is not a role playing game. The box picture leads one to expect a strategy game like Castles, but it turns out to be far superior and more on a par with Dune II.

When you start a new game you can choose to play on one of five pre-generated worlds or you can pick a random world, which will generate a fresh one each time. For each world, you can control the level of difficulty by selecting the number and intelligence of the monsters that you will encounter. The game retains the basic aspects of D&D: you can 'roll' your characters abilities (strength, intelligence etc) and pick their class (fighter, mage etc) and alignment (lawful, neutral and chaotic). Experience and training also play their part, but that's about all.

Each of your chosen characters need to be placed at a location suitable to build his or her stronghold. The initial part of the game involves construction, cultivation and mining and generally building up your financial base and the numbers of units at your command. The graphics and sound are both of high quality. Medieval building's styles are combined with attractive and moody landscapes. Perspective views that depend on the height of the terrain add to the feeling of realism. Combat takes place automatically, where mages crouch and throw out sizzling lightning bolts, swords clang and bowstrings twang. When you overpower an enemy stronghold it can be demolished in a most satisfying manner. However this is just the time you may need to be extra careful as any surviving monsters from that destroyed stronghold often make a beeline for your own strongholds, so it is a good idea to conduct early 'mopping up' operations.

The game is completely controlled by mouse and the interface works well, but needs to be studied at the outset. The units in each location can be set different priorities for building, recruitment and training. Units can either be 'homed' at particular locations or 'readied' to be brought into battle. If you are doing well the population cheers and your leader gets promoted, accompanied by a touching ceremony. If you neglect your city in the heat of battle, your buildings fall into rack and ruin and you can hear them creak. It is time to make repairs.

ATMOSPHERE : 16/20
STRATEGY : 14/20
PSR : 16/20

PLAYABILITY : 16/20
PUZZLES : N/A
STAR RATING : **

DIARMID

FROM : Dennis Francome/Zenobi Software
CATEGORY: Adventure
VERSION : Spectrum 48
FORMAT : Tape or Disk
PRICE : £2.49 (Spectrum tape), £3.49 (+3 disk)
REMARKS : Also available on the Spectrum +3 compilation NOPE,
HERE'S ANOTHER ONE together with FOR PETE'S SAKE, and
THE KRAZY KARTOONIST KAPER (£4.99)
REVIEWER: Sharon Harwood

" 'Twas when time was new-born and Finn MacCaumhal had led the Fianna to overcome the Dark Forces that threatened our land. That was the time when the Fenian hero, Diarmid, whispered in the ear of Finn MacCaumhal that after long service in the cause of Erin, he would fain return to the house of his mother, where his betrothed, the fair and lishesome Grainne, awaited him..." As you may well have realised purely from the introduction, this fantasy adventure is well written and the author has gone to a great deal of trouble to make the text atmospheric. The game begins as you reach your mother's house and it is here you will discover your betrothed's disappearance. Naturally it is your job to find her and you immediately set out to do so. The first character you meet will not only help you with an immediate problem but will return later on in the game, so it is important that you help him in any way you can.

Once you have managed to gain access to the Lost Lands you will meet a great many colourful characters who will help you to complete your mission providing you have helped them in some way. In fact a great deal of the gameplay revolves around a "You scratch my back, I'll scratch yours" philosophy, something that can be quite enjoyable in moderation but becomes tedious if used too often. Luckily, I found that it wasn't too difficult to live within this particular game but it was, unfortunately, overshadowed by my pet hate - a lot of names that are difficult to pronounce and hard to remember. I find it difficult to get into a game where I am not sure of the characters' names and consequently get the good guys muddled up with the bad ones. I found this happened with this game. I never quite managed to become fixated with the story or become excited at the prospect of rescuing yet another maiden in distress, so never really enjoyed the game on the whole.

Despite my lack of enthusiasm for the fantasy storyline, I have to admit that this is a well-written, colourful PAWed game. It accepts the usual verb/noun and multiple inputs and would only benefit from a slightly more user-friendly parser. Such verbs as "greet" and "scoop" only serve as annoyance to those who know what they wish to accomplish but are unable to input the command correctly.

ATMOSPHERE : 15/20	GRAPHICS : N/A
VOCABULARY : 15/20	PUZZLES : 14/20
<u>PSR</u> : <u>13/20</u>	<u>STAR RATING</u> : ?

ISHAR 2 MESSENGERS OF DOOM

FROM : DAZE MARKETING
CATEGORY : Role-playing game
VERSION : PC, Atari Falcon, Amiga 1200, Amiga, and Atari ST
FORMAT : Disk
PRICE : £32.99 (PC, Atari Falcon, and Amiga 1200) £29.99 (Amiga and Atari ST).
REVIEWER : Hazel Miller on PC.

After the adventures in Ishar - Legend of the Fortress in which a small band of adventurers defeated the evil Krogh, peace and prosperity has reigned over the seven islands which make up Arborea. One day Zurbaran, the new ruler of Ishar, is visited by Jon the Alchemist who tells of trouble brewing in the islands and asks him to sort it out.

You begin the game with just Zurbaran, and he has to find four other companions to make up the party of five. As in Ishar there can be quite a lot of in-fighting among the group if they are not compatible, but when the present adventurers vote on a prospective new member you get a good idea if there will be trouble if the vote is split. A good group are fiercely loyal to each other and if you want to drop a party member often you are out-voted by the rest.

The islands differ from each other quite a lot. Initially you have a map screen which shows only the island you start on, and Zack's island which has a huge city with a prison at its centre. Before you can travel to the other islands you have to find the map for it, and once found it appears on your map screen and you can travel there. As the maps are scattered over the islands there is a lot of to-ing and fro-ing involved with many adventures in between. It is quite exciting finding a new map as the islands are very different from each other. On Jon's snow covered island you go mountaineering with many a slip to your death. On Thorm's beautiful tree top island you use walkways high up in the tree tops with glimpses of the lovely land below. The city on Zack's island is full of interesting shops where you can buy clothes, potions, weapons and even pets. You need most things on offer at some stage and you are never short of something to do.

The graphics are really special. The PC version has 256 colours and as the day progresses bright daylight turns to an evening sunset that change the landscape from gold to grey, fading towards the horizon as the light fades. Then the house lights go on and shine through the pretty glass windows while you tramp the streets in the dark gloomy night. At the dead of night the lights go out until dawn breaks with equal glory. Magic! A game not to be missed.

ATMOSPHERE : 18/20
PLAYABILITY: 18/20
PSR : 19/20

STRATEGY : 17/20
PUZZLES : 19/20
STAR RATING: ***

GATEWAY II HOMeworld

FROM : Accolade/Legend
CATEGORY: Adventure
VERSION : PC
FORMAT : Disk (Hard disk required)
PRICE : £34.99
REVIEWER: Geoff Hyman

GATEWAY II HOMeworld is Legend Entertainment's sequel to GATEWAY, based on Frederik Pohl's award-winning science fiction trilogy. The story is based on the unexpected discovery of traces of the Heechee, an alien and highly advanced civilisation, who have gone into hiding leaving a vast space station in orbit between Venus and Mercury. The space station was named Gateway, run by the multinational Gateway Corporation. The space station contained many faster-than-light space ships and prospectors were attracted to use them for exploration, often a hazardous undertaking. In the previous game you were one of these prospectors and had begun to learn why the Heechee have vanished and of the threat imposed by the dreaded Assassins. You had succeeded in disabling the Assassins Watchtower before it destroyed the entire human race. This required the activation of an abandoned Heechee cloaking system that would hide half of the Milky Way from the Assassins sensors. The Heechee apparently never made use of this system, but instead hid inside the event horizon of a black hole.

At the start of this game a mysterious black artifact has suddenly appeared just outside the orbit of Pluto. Is this another Heechee craft or have the Assassins sent out a new probe? Whilst the Earth's leaders plan to send out a ship to explore the artifact, a deranged terrorist cult has been formed, dedicated to inviting the Assassins to take over and "cleanse" the Earth. You find yourself caught up in these events, having to beat the terrorists to launch the exploration craft. Once on the Artifact you discover more about the Heechee and the Assassins and soon take a trip into the black hole yourself. Play the game if you want to learn more about the story, as the books are currently out of print.

The game employs Legend's windows interface. This allows sentences to be built up with a mouse, or they can typed in from the keyboard. Movement directions can be made by clicking on a compass rose. Pictures of locations appear in a separate window and there are a few very good full screen, animated graphic sequences of space stations and space craft. There is support for the majority of graphics and sound cards and a hint book is also provided. The puzzles can get quite tough, so you may be tempted to use it. The guide is well organised, so that you can get clues in a range of detail, according to your needs.

ATMOSPHERE : 15/20	GRAPHICS : 16/20
VOCABULARY : 17/20	PUZZLES : 15/20
<u>PSR</u> : <u>16/20</u>	<u>STAR RATING</u> : **

RJ's ULTIMATUM

FROM : Dorothy Millard
CATEGORY: Adventure
VERSION : Commodore 64
FORMAT : Disk or tape
PRICE : £3.00

REMARKS : Previously marketed by The Guild. See page C-109 for details of new distributor

REVIEWER: Mark Rooney

You are unemployed and are just lazing around the house doing nothing. The dole has cut you off and your parents are getting sick of you. Then comes the day when your parents decide to take action and throw you out of the house. The only way you can move back in is to get a job, a prospect not to your liking. You have no choice because it's too cold to stay on the streets and so you decide to try - anyway, how hard can it be to get a job?

This is another adventure written by Dorothy Millard using Gilsoft's Quill package. The adventure doesn't cover a particularly large area but nearly all the locations do contain some sort of puzzle, including how to use the local transport to travel to other areas of the town. You also have to find somewhere to stay and avoid being mugged or arrested.

Throughout the adventure you are informed as to what part of the day it is, from morning to dark. It was this that I found caused problems. Some of the puzzles can only be solved at certain times of the day because of opening and closing hours. This becomes a bit of a pain, knowing that you need to get into a certain building only to find out that it is shut and will not open again until the next day. For example, you receive a ticket for the disco during the late hours of the night but you have to wait until evening time on the next day to use it. The days go very slowly if you cannot find anything else to do in the meantime. Another puzzle which involved time was the bus journey. You had to get the correct bus to get a certain object and you only had one chance per day to get it.

Whilst playing the adventure you do have some fun, or at least you should. There are various leisure activities you can participate in, although they don't provide you with any suitable atmosphere.

The game itself is not too difficult and shouldn't take too long to complete. As you can probably tell from this review, I didn't find RJ's ULTIMATUM to be a great game and would not recommend it as a "must buy". There are better adventure games out there, including others by Dorothy Millard.

ATMOSPHERE : 10/20
VOCABULARY : 10/20
PSR : 10/20

GRAPHICS : N/A
PUZZLES : 12/20
STAR RATING : ?

ERIC THE UNREADY

FROM : Accolade/Legend
CATEGORY: Adventure
VERSION : PC
FORMAT : Disk
PRICE : £34.99
REVIEWER: Stuart Whyte

ERIC is Legend's latest text adventure whose previous adventures include the hilarious SPELLCASTING series and GATEWAY (D-148). Eric is a nerdy knight who is totally useless - everything he does turns bad and luck is never on his side. Unfortunately his fellow knights know how unlucky Eric is and only assign him the worst quests... Until one day the fair princess is kidnapped and Eric is the knight assigned to rescue her.

As with all good fairy tales there's a beautiful princess, an evil witch, a dragon and an ice cream shop(!). The humour is very tongue in cheek and there are lots of jokes ranging from corny to very corny! The game even manages to parody some other famous adventure games, films and books.

Graphics, sound and music are all good and even the interface has been improved since the previous games - you can now click on the various parts of the picture to examine and double click to perform an action (i.e. double clicking on a character will allow you to talk to them). You can also use the interface to click on words and construct sentences but I find this side of the interface ineffective and prefer to use the keyboard. However this word list can be switched off - but it can be useful as it can give a clue as to which verbs you need to use in which situations.

Puzzles are on the whole good but often quite surreal in places. Even so there is a weird logic that pervades the game which means the puzzles can nearly always be completed with a little thought. Amusing responses to incorrect inputs nudge you along in the right direction and the parser is impressive.

On the whole ERIC THE UNREADY is an excellent game and is a worthy addition to any adventurer's collection. Legend seem to be the only large company left who continue to develop text adventure games and they should be applauded for the quality of their titles. However some people may argue that text adventures are old fashioned nowadays and that the graphic point and click adventure is the way of the future - ERIC however is better than many graphic adventures I've played (such as many Sierra games) and although its interface is not as friendly as these games it shines in many other ways. Highly silly and highly recommended.

ATMOSPHERE : 18/20	VOCABULARY : 17/20
GRAPHICS : 14/20	PUZZLES : 15/20
<u>PSR</u> : 17/20	<u>STAR RATING</u> : **

024/D-238

CODE-NAME ICEMAN

FROM : Sierra
CATEGORY: Adventure
VERSION : PC, Amiga, Atari ST
FORMAT : Disk
PRICE : PC (£29.99), Amiga and Atari ST (£24.99)
REVIEWER: Simon Hurrell on Amiga

Due to a global oil shortage the Middle Eastern country of Tunisia has found itself in the centre of growing tension between the USA and Russia. Things have now taken a turn for the worse with the kidnapping, by a Russian-supported terrorist group, of the US Ambassador to the area and the demand of 10 million dollars for his release. The game opens with you, a crack US Navy commander, about to have your holiday in the sun cut short in order to take charge of the rescue mission.

CODE-NAME ICEMAN is the third adventure penned by Jim Walls of POLICE QUEST fame. If you've played either of these games you'll appreciate the author's rigid attention to detail. However in this case I think he's taken realism a little too far, but more of that later. The game comes on five disks and is hard-drive installable which I would imagine should speed things up considerably, but surprisingly ICEMAN runs reasonably quickly using a second floppy drive to keep disk changes to a minimum. The graphics are good, sound effects limited and music appalling - all in all a typical Sierra adventure.

I've classed the game as an adventure but a large part of your time is spent in controlling an advanced nuclear submarine, which includes plotting courses using an enclosed chart, preparing for attack or defence and routine maintenance of the craft. All of this is very detailed and well-documented in the game's manual but, as I mentioned earlier, this realism has been taken to extremes. For example, in one scene you have to navigate the sub through an iceberg strewn ocean - this took 30 minutes of just turning the craft left and right - yawn! It's not just navigation where the game meanders. In another episode you have to play dice with a crew member - another 45 minutes of mind-numbing boredom as the game runs its tedious course.

Having had my moan, I must point out that the plot had me wanting to continue further into the game, despite the fact that the vocabulary is rather limited. However, CODE-NAME ICEMAN left me with the feeling that here was a poor simulation with an adventure screaming to get out.

ATMOSPHERE : 15/20
VOCABULARY : 12/20
PSR : 13/20

GRAPHICS : 16/20
PUZZLES : 12/20
STAR RATING : ?

EXCUSE ME - DO YOU HAVE THE TIME?

FROM : Jean Childs
CATEGORY: Adventure
VERSION : Atari ST
FORMAT : Disk
PRICE : £3.00
REMARKS : Available by mail order from Jean Childs, 24 Waverley Rd,
 Bagshot, Surrey GU19 5JL
REVIEWER: Sue Roseblade

You and your three friends have disturbed an eccentric scientist who is on the verge of perfecting a time machine. At first he imprisons you but later decides to use you as unwilling subjects for his experiments! You are instructed to follow him through time and to collect five items representing beauty, knowledge, bravery, achievement and friendship.

The game takes you into five different time zones: an island in the South Pacific in 1765, Central Mexico in Aztec times, wartime Britain, Mount Kilimanjaro in 1988 and a Japanese village in 1868. Each zone is accessed by means of a cassette, which you must find hidden somewhere in the previous zone. In each zone you will also find one of the five treasures, plus other more useful objects.

There are many hidden clues scattered about for you to decipher. Some of the location descriptions are fairly short but the game is punctuated by colourful, lengthy and informative messages, which indicate that the background to each section has been very well researched.

The adventure was written using STAC, with graphics consisting of a nice illustration for each time zone. These pictures can be turned off and the text size can also be altered if you wish. All the usual facilities, such as RAMSAVE and use of IT and ALL commands are included. The game appears to have quite a limited vocabulary but I had no trouble whatsoever in finding the correct input, so found it very user-friendly.

The only unusual command is CONFER, which you must use regularly in order to consult your three companions. Sometimes their suggestions are not very helpful but in several cases their responses are essential in order for you to solve the puzzle in question.

My only real criticism is that at times the antics of my three companions did seem a bit reminiscent of something out of an Enid Blyton novel. Otherwise, I enjoyed this game. It achieves a good balance of all the qualities of a well constructed text adventure. Recommended to all poor text-adventure-starved Atari ST owners!

ATMOSPHERE : 14/20	GRAPHICS : 12/20
VOCABULARY : 13/20	PUZZLES : 14/20
<u>PSR</u> : 14/20	<u>STAR RATING</u> : *

024/D-240

FLASHBACK

FROM : US Gold/Delphine
CATEGORY: Arcade Adventure
VERSION : PC
FORMAT : Disk
PRICE : £37.99 (PC), £30.99 (Amiga)
REVIEWER: Iain Mackenzie on PC

FLASHBACK is a follow-up to the hugely successful ANOTHER WORLD which I reviewed back in pack number 14. This time, as Conrad Hart, you must solve a series of puzzles to move through the 7 levels of the game and save the planet once more.

FLASHBACK is very much an arcade adventure in the "to open the door you must get the key, but the key is on a ledge, and to get to the ledge at least 2 nasties must be zapped" mould of game.

Although graphically and sonically Flashback is very well executed, I found it rather unoriginal and ultimately quite boring, having played several games like it over the last few years.

It is possible to vary the difficulty level but effectively all this does is to limit the number of baddies you have to deal with - the puzzles always remain the same.

I suppose the most impressive aspect is the fluidity in the movement of the main character, which makes PRINCE OF PERSIA 2 look positively primitive! Another plus point of the game is that the need to be "pixel perfect" in the positioning of your character - a major failing of ANOTHER WORLD has largely disappeared I am happy to say.

Two further criticisms I have are the inability to save the game at the end of a session and the ridiculous protection system which has caused me (and others) to lose large chunks of hair! Delphine are without doubt the worst offenders in the awkward copy protection stakes. Every one of their games has been the same. Please Delphine, do something more sensible, as this sort of thing really does put people off playing your games.

In summary, if you have never played this type of game before, FLASHBACK is a good example of the genre, but, if like me you prefer something a bit more original, then look elsewhere.

ATMOSPHERE : 12/20
VOCABULARY : N/A
PSR : 10/20

GRAPHICS : 15/20
PUZZLES : 12/20
STAR RATING : *

THE PATRICIAN

FROM : Daze
CATEGORY: Strategy
VERSION : PC
FORMAT : Disk
PRICE : £34.99
REVIEWER: Stuart Whyte

THE PATRICIAN is a trading game set in the 14th century cities of the Hanseatic League. From your meagre beginnings of one small merchant ship you must ply the ship lanes buying cheap in one port and selling at a profit in the next, to build yourself up to being the Alderman of the entire Hanseatic League. However becoming the Alderman is far from easy - other computer players (or up to three other human players) compete against you to gain the most profitable trading links.

During your travels you can get married, throw massive banquets to improve your social standing, bribe corrupt politicians, loan money from various moneylenders, buy more ships to increase your fleet etc... In other words there's quite a lot of depth. The history of the game has obviously been well researched (the manual reads like a university dissertation on the subject) and this research adds to the game.

However, the majority of the game is spent travelling between cities buying and selling and this where the game is very annoying - there are eighteen possible commodities you can buy and sell (such as cloth, fish, wine etc.) but finding a port where you can buy at a lower price to the sell prices in other ports is laborious and involves writing down all the numbers from each port as you encounter them. Each time you return to a port the numbers can change and this can become very frustrating very quickly! Even when you have found a profitable trade route you'll find it doesn't last long - either the other traders all start using the same route and flood the market or the prices at the other ports will mysteriously start dropping until you make no profit!

Graphics and sound are alright but the flawed trading gameplay (which is the majority of the game) detracts heavily from the overall enjoyment. If you fancy a game with ships and trading then I would recommend PIRATES instead which is now available on the Kixx budget label.

ATMOSPHERE : 12/20	STRATEGY : 14/20
PLAYABILITY : 6/20	PUZZLES : 8/20
PSR : 6/20	<u>STAR RATING</u> : ?

BETRAYAL AT KRONDOR

FROM : Sierra/Dynamics
CATEGORY: Role-Playing Game
VERSION : PC (386, VGA), MS-DOS 5
FORMAT : Disk
PRICE : £44.99
REVIEWER: Hugh Walker on 486DX 33 MHz

Those who have loved the Raymond Feist RIFTWAR books and gasped at the graphics of UNDERWORLD 2 are likely to greet this game with gasps more like "Urgh!!!" rather than of amazement. I did.... but oh how wrong I was! I had expected the game to be based on those books and so did not accept the characters as authentic Feistian folk. Instead this game is a whole new storyline which is set between A DARKNESS OF SETHANON and PRINCES OF THE BLOOD.

The instructions are concise, informative and even useful.... and also include a synopsis of the Riftwar stories for those foolish enough to have not already read them.

The game is divided into 9 Chapters, each setting a main-task but also offering many side-quests which you may ignore at your peril. Following them up will not only add to the interest of the game but also improve your characters' chances of surviving to complete the main task.

Chapter 1 begins just north of La Mut with Seigneur Locklear having just met Owyn, an apprentice magician, whilst trying to escort Gorath (apparently a Moredhel prisoner) to Krondor in spite of the assassins whom the Moredhel leader, Delekhan, has put in their way.

For most of the game you continue to have 2 fighters and 1 magician - who may appear weak at first but whom you must protect with the best armour - and equip with the most potent spells - you can find or buy especially if you encounter an enemy magician or two... or more. It is essential to take out spell-casters quickly or at least get up close to stop them casting their spells (for which they must be at least one square away from an enemy) meanwhile, they will be trying to do the same to you! I particularly enjoyed the puzzle-chests...(I shall leave you to find out what that means).

If you are tired of having to roll up attributes or choose between LAWFUL-GOOD or CHAOTIC-EVIL etc. (whatever that means) and you enjoy a game with a bit of strategy and a strong storyline then this is the game for you. Buy it, install it and ENJOY IT!!!!

ATMOSPHERE : 18/20
PLAYABILITY : 18/20
PSR : 18/20

STRATEGY : 19/20
PUZZLES : 19/20
STAR RATING : ***

RINGWORLD: REVENGE OF THE PATRIARCH

FROM : Accolade/Tsunami
CATEGORY: Adventure
VERSION : PC
FORMAT : Disk (Hard disk 386 and VGA required)
PRICE : £39.99
REVIEWER: Geoff Hyman

RINGWORLD is based on Larry Niven's award winning science fiction stories. Two decades have passed since Louis Wu, a human, and Chmeee, a member of the cat-like Kzinti, visited the strange planet known as the Ringworld. It was there that they encountered the mysterious Puppeteers and learnt much of their technology. This resulted in an era of peaceful cooperation between humans and Knin, culminating in the construction of Hyperdrive II. However the Puppeteer's notorious breeding experiments have outraged the evil Kzin Patriarch, who embarks on a vengeance plan against Chmeee and the Puppeteers. This involves the secret construction of a heavily armed version of the Hyperdrive II, known as the Destroyer. The Patriarch summons his henchmen and orders them to W'kkai Rift where they must seek out and kill Chmeee.

You play the part of the mercenary Quinn, an old friend of Louis Wu. You have been left an urgent message to visit and warn Chmeee, but on arriving at W'kkai Rift you find that he has already disappeared! Chmeee's family come to your aid and you manage just to escape from the Patriarch's forces and launch the Hyperdrive II. A hologram of one of the Puppeteers appears - they are seeking your help. Your next move is to visit the Ringworld and obtain a number of 'stasis boxes'. Eventually you triumph over the Patriarch, but many questions remain unanswered. What ever happened to Wu and Chmeee? Who built the Ringworld and for what purpose? What do the Puppeteers really want and why do you never meet them face to face? Will you lose any sleep if you never find the answers?

The game makes use of a point and click interface, which is simple but slightly cumbersome to use. The hand-drawn graphics and animation are generally of high quality, in some cases excellent. The sound effects and music are also OK, but not outstanding. The game's atmosphere begins to wear thin with some of the encounters with aliens - enemies are never frightening and often they just appear too stupid to be credible. Was this really how Larry Niven intended them to be portrayed? The puzzles are not the most challenging, but you do need to stop and think occasionally. The game has a degree of entertainment value but with astute play can be completed after a few hours. This 'interactive story' just does not provide enough incentive to become involved.

ATMOSPHERE : 13/20
VOCABULARY : N/A
PSR : 13/20

GRAPHICS : 16/20
PUZZLES : 12/20
STAR RATING : *

LANDS OF LORE - THE THRONE OF CHAOS

FROM : Westwood/Virgin
CATEGORY : Role-playing Game
VERSION : PC (Minimum 386, VGA), MS-DOS 5, CD-ROM
FORMAT : Disk
PRICE : £35.99 (PC), £44.99 (CD-ROM)
REVIEWER : Hugh Walker on PC 486 33 MHz

THE THRONE OF CHAOS is heralded as the first in the LANDS OF LORE series of fantasy role-playing games. This is enormously good news as it suggests that there will be more of the same. At first it doesn't seem to deserve its "Epic" description - until you realise for just how long you have been playing it and looking through the on-screen maps reveals just how much territory you have covered.

First you must choose your champion from the four characters offered. They each have their own relative merits and weaknesses. I chose Ak'shel, more for his magic ability than his looks - he is a humanoid lizard-like creature - and it may be that one of the other three might have had an easier time of it than my choice, but we coped! You will also pick up some companions later.

Having made your selection, King Richard summons you and sends you off to get a "certain something" for him from his loyal subject to the south. However, the blacksmith in Gladstone castle does have such awfully nice weapons on offer - at a price; so a bit of bashing around the woods surrounding the castle is called for in order to raise a bit of cash... and to get the hang of using your talents against the relatively easy opponents encountered therein. At the time, they don't seem that easy but the improvement in your keyboard/mouse co-ordination skills plus that of your hero's attributes will be essential when the game gets going in earnest.

Not that much later actually! In keeping with Westwood's proven track record the timing of the game is impeccable and just as you begin to relax, secure in the knowledge that you have the measure of these chaps who keep messing you about, the game chuck's some previously unencountered "Nasties" at you who will really disturb your erstwhile complacent composure and necessitate a bit of a rethink about your strategy as you reload your last saved position! Ginseng to cure poisoning should come high on your shopping-list of essential equipment (unless you can cast a Level 3 Heal spell) as does the phone number of someone who has already played the game.

I do so like a game which presents a challenge and keeps smug complacency in check, albeit often through utter humiliation.

ATMOSPHERE : 18/20
PLAYABILITY : 17/20
PSR : 18/20

STRATEGY : 17/20
PUZZLES : 14/20
STAR RATING : ***

HEROQUEST

FROM : GBH Gold
CATEGORY: Role-playing Game
VERSION : PC, Amiga, Atari ST
FORMAT : Disk
PRICE : £11.99 (PC), £9.99 (Atari ST, Amiga)
REVIEWER: Ian Osborne on Amiga

Although far simpler than the usual RPG, Gremlin's conversion of the boardgame HEROQUEST is an addictive game in its own right, despite several irritating flaws. There are 14 quests to be attempted in any order, though working through from the beginning is advisable. You control a Wizard, a Barbarian, an Elf and a Dwarf. There's no choice of characters and the only way to customise them is by changing their names. The characters take it in turns to move and can carry out a single action per turn, such as fight, or search for traps or treasure. Each quest has a specific goal though there are no puzzles as such.

The Elf and the Wizard choose spells from 4 pre-set groups, getting 1 and 3 sets respectively. These are standard fantasy fare such as Walk Through Rock and Veil Of Mist and cannot be added to during the game. Self improvement is achieved through finding gold and buying stronger weapons and equipment between missions - there are no levels of experience. HEROQUEST is an RPG for the masses not the enthusiast, though it's certainly none the worse for this. Its simple-but-effective combat system isn't in real time and requires less manual dexterity than Eye Of The Beholder type games. The 3-D perspective and auto-mapping make it extremely easy to get into but after a few hours its failings become all too apparent.

No allowance has been made for passing objects from person to person - you can't even drop something and allow another character to pick it up! Your inventory is infinitely expandable which makes this slightly less annoying, but when your Wizard lies dying while your Dwarf has all his hits and two potions of healing it becomes very frustrating. As always, the Wizard's a weak fighter and extremely limited as to what weapons he can use, and as advancement is through getting new equipment he soon runs out of things to buy, leaving him no means of improvement and lots of gold he can't spend or pass on. The quests get pretty samey after a while too, with all the monsters acting alike.

Despite these flaws HEROQUEST is a thoroughly absorbing experience that eats away the hours. It's easy to beat so won't last too long but is worth a look at this price, especially if you are not keen on traditional RPG's. With more attention to detail it could have been a world beater but as it stands it's still a fair purchase.

ATMOSPHERE : 10/20	STRATEGY : 4/20
PLAYABILITY : 17/20	PUZZLES : N/A
<u>PSR</u> : <u>14/20</u>	STAR RATING : **

MINDSCAPE INTERNATIONAL

Mandscape was founded in 1989 by Geoff Heath, formerly a music publisher who had moved into the computer software industry some seven years earlier. After the early months Mindscape secured the European distribution for the American company Software Toolworks and moved into the Coach House premises in Sussex.

By 1990, Mindscape had merged with Software Toolworks in the States and had expanded its facilities to handle manufacture and distribution of an increasing catalogue of products. By now it also had exclusive sales, marketing and distribution agreements with companies such as Renegade, The Bitmap Brothers and Maxis.

An impressive increase in personnel and turnover meant that, in 1992, Mindscape moved into larger premises at Priority House. Mindscape now develop and distribute products for Nintendo, Sega, Commodore Amiga, Atari ST and IBM PC and compatibles. Their range of software titles covers arcade, adventure, role-playing, and sports, as well as an educational typing tutor and an innovative piano teaching system.

Mandscape are committed to the future of CD products and were responsible for the ground-breaking SHERLOCK HOLMES CONSULTING DETECTIVE. They now have offices in France, Germany, Australia and Japan, as well as in the States.

In the 1991/1992 Golden Chalice Awards, Mindscape won the top award for Best Overall Game with KNIGHTMARE. They repeated their success in 1992/1993 when they again won the Best Overall Game award, this time with ULTIMA UNDERWORLD.

The following Mindscape titles have been reviewed in the Reference Book Of Adventure:

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(November 1993)

024/E-56

AGT MASTER'S EDITION V1.5.

FROM : Softworks. 43064 Via Moraga, Mission San Jose,
California, 94539
CATEGORY: Text adventure writing utility
VERSION : PC only. 286 CGA minimum but EGA/VGA (or better)
graphics and a sound card are needed to fully use all
features
FORMAT : 3.5" & 5.25" disks
PRICE : 50 US dollars (or 35 dollars to registered AGT users.)
ASSESSOR: Bob Adams

In this review I will include the extra features available with the new upgrade to Master's version 1.5 from 1.0 but I will start with an overview of how the greatly enhanced Master's edition compares with the old standard "AGT", now renamed "Classic" to avoid any confusion. I will also assume that the reader is accustomed to using the Classic version. I've done this for two reasons; the first is to keep this article to a reasonable length and the second is because I feel that it is far better for an adventure author to get to know the cheaper shareware Classic version before deciding to buy the more feature packed and commercial Master's.

The most obvious difference between the two editions is that the Classic was a pure text adventure utility whereas with Master's you can include graphics, animation's, special fonts, music and/or sound effects.

The improvements do not stop there. Several new features have also been added to the text utility as well, giving greater freedom to the author of how their finished adventure will appear and perform. Much bigger adventures are possible with 300 Rooms, 200 Nouns, 900 Messages and a vocabulary of over 1000 words being available. This is almost twice as large as is possible with the Classic AGT.

The first thing that you'll need to get used to when you start to program is the use of LABELS instead of numbers. Where everything in your database used to be referred to by its number such as ROOM 27, NOUN 50, MESSAGE 199, etc, now it is no more. Instead it becomes ROOM [The Kitchen], NOUN [knife], MESSAGE [You pick up the knife], etc. The new use of labels has two advantages; first your code becomes portable and a section of it can easily be transferred to a new adventure and second, it makes bug hunting much easier.

A typical bug in an adventure's early days is when you examine a dead body and you get the response "It is a piece of Red Leicester"! This can sometimes happen because in your database the body is NOUN 93 and the piece of cheese is NOUN 98 and the two have become transposed. A simple typing mistake that should now be avoided by the change to labels.

There is a separate program provided called AGTLABEL. This little beauty will convert an old AGT database written with the Classic version and change all the old numbers to the new label format, which saves you having to re-write it from scratch.

Other new features include:

TALK TO and ASK. Creatures can now have the ability to be either talked to or asked questions. Although it was possible to do this before by programming it yourself, these functions are now built-in.

An AFTER command is now available which is very useful for those extra things that you wanted to happen after all the players input had been acted upon.

TEXT MACROS can be defined for use instead of typing the same sentences time and again. They can also be used for updating the players variables or counters such as strength, hunger etc and mean that you do not have to search the database for every occurrence of the item when you want to change it.

SUBROUTINES (plus nested subroutines) are now included and can be used for various purposes such as, "Game Over", Player Dies" or "Game Win" routines.

Re-definable FUNCTION KEYS.

New input editor with "OOPS" feature.

The DEBUG feature can be frozen, preventing naughty players typing "ListRooms" etc and cheating!

CUSTOMISED DEFAULT MESSAGES. No longer do we have to "die in a puff of orange smoke" or be told "You don't have that!". All these messages are still available but now you can change them to suit your own adventure style or grammar.

MENU DRIVEN player input. You can now create a drop down menu with a list of verbs and nouns that are applicable actions for that room. This will greatly assist the player who is frustrated by knowing what to do but not being able to guess the correct input. INITIAL DESCRIPTIONS for rooms, nouns and creatures. This allows you to create say, a room description that changes after your first visit to it. This is much better than having to program (and waste) two different rooms to achieve the same result.

So as you can see from the above, there are a lot of extra features included in the Master's edition before we even mention the graphics etc.

OPTIONAL GRAPHICS. Each room, noun, creature or special event can have an associated illustration or animated picture. The PCX format is used and this means that thousands of "clip art" pictures are available to you from PD libraries etc, if you cannot draw your own. Care will need to be used with this feature as obviously a 256 colour VGA picture cannot be viewed on a 4 colour CGA screen but attempting to do this will not make AGT fall over. The FLI format animation's however, will only display on a VGA screen or better. If either graphic type is not available on your monitor, then AGT just "beeps" and carries on the adventure.

OPTIONAL MUSIC and SOUND EFFECTS, using .MUC files are now available plus, new to version 1.5, is built-in support for an ADLIB or SOUNDBLASTER sound card if fitted. This means you can also use .CMF, .MID or .VOC files as well. If no sound card is fitted, then the PC speaker is used instead.

CUSTOM FONTS. Only available if viewed on an EGA or better monitor. A collection of about thirty different fonts are included, plus a font editor for designing your own or to edit the existing ones.

THE MANUAL. Once again like its predecessor, the manual is truly excellent. It looks a bit daunting at over 170 pages of A4 but it is worth spending time with, as everything is covered in detail and with lots of helpful examples. Only available on disk at present but it is easy to print out your own hard copy.

WHAT NEXT? Unlike previous editions of AGT, no plans have been made to convert AGT Master's to any other computer format.

CONCLUSION: I'm very impressed with AGT Master's. Even without the inclusion of graphics and sound etc (which I've only had limited success with due to my running the program on an AMIGA with only a PC CGA emulator) the improvements, additions and general flexibility of programming have answered nearly every complaint or niggle that I had about the old Classic version - not that I thought that that was a bad program I hasten to add - so well done Softworks.

For the text-only purist, AGT Master's V1.5 is in my view still well worth the price of upgrading just for the text utility improvements on their own.

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PIRATES CUT THEIR OWN THROATS! (By Mandy Rodrigues)

You may think that the title is a rather strange statement. It isn't really. We all know that software piracy is rife - I suppose it will always be with us to some extent until programmers manage to come up with a fool-proof method of software protection that will beat the hackers. Legion, the notorious software pirate has boasted in the past - in print - that he makes a point of hacking into every programme he comes across - despite the fact that many of them only cost a couple of pounds to buy. Pirates are proud of the fact that they can beat the programmers protection - it becomes almost like a point of honour that they must crack into every game they can get their hands on. Unfortunately, not only are there that kind of pirates who do it just for personal satisfaction but worse still are the cheerful souls who copy anything they can get their hands on and pass copies on to everyone they know. It makes you cringe when you think that everyone who receives a copy will in turn make copies to send to a whole new batch of friends of theirs. OK you may think that with a piece of software costing anything up to £50 there might be some justification there. I don't agree, as most software companies do make the effort to produce demonstration disks so that people can see what they are buying first.

The most painful part of piracy is when an author has worked for months to produce a new game and is selling it for a measly couple of pounds, hoping perhaps just to cover costs and within a few weeks pirated copies are whizzing around the country. There really is no excuse for this kind of behaviour. I know from first hand experience just how devastating piracy can be to the author. When I first released "Black Knight" and it was selling a couple of copies here and there I kept a record of who the purchasers were. One month later I saw a plea for help on the game in Keith Campbell's column in the old C & VG magazine from a person in the, then, Yugoslavia! Boy it didn't take long to get pirated copies out of the country. Not too long ago I had a phone call for help for "Black Knight" from a lady who told me that she was enjoying the game. That "so-and-so" had sent here a copy and that it was so good she had already sent copies off to "so-and-so" and "so-and-so". She then proceeded to ask me if I had written any more so that she could look out for more of the same. I was completely flabbergasted! Whilst being flattered that she was so enthused about the game I was extremely annoyed. When I pointed out that I objected to people pirating my software there was a long, pregnant pause and then with a muttered excuse she rang off.

Most the saddest part of all is that pirates are actually causing the death of their beloved computer. I know I am not going overboard with that statement. It has been said before in reference to the fact that a lot of companies refused to support the Atari ST in the past because piracy was rife and they lost so much money because of this. It takes an awful lot of money to produce a piece of software commercially. Not only in basic costs,

time and energy but in the fantastic sums that have to be laid out in advertising, promotion and the like that go towards the launch of a software package. When, because of piracy, so few copies of a game are sold that the cost of producing the thing in the first place are not recovered and a loss is made, a company will think very carefully before venturing down that road again. The Atari ST has been reduced to an enthusiasts-only computer in the United States. It sounds just like the old Oric users groups we used to have and we are talking about a 16 bit machine here! Atari are producing the new Falcon machine but software companies and distributors such as Domark have no intention of supporting it. If several other major companies decide to do the same then the Falcon is finished almost before it has got off the ground.

It happened with the Archimedes version of 3D Construction Kit. I only discovered this when some Archimedes owners wrote to me to say that, following an upgrade on their machines to RS 3 the programme no longer worked and asked if their programmes could be exchanged for another version that would work. Sadly the answer that came back from the programmers and distributors was this: As only a couple of hundred copies of the Archimedes version had been sold, despite the market being flooded with pirated copies, neither Incentive Software/New Dimension International or Domark had any intention of producing any other versions for that particular machine. A huge amount of money had gone into producing that version and that had been lost! So the Archimedes pirates have ruined things for the honest user of that particular machine! It is very sad. If they continue to copy software at that rate I wonder how long it will be before that fabulous new computer becomes obsolete because eventually all software companies will drop it like a piece of red hot coal? It really makes me think. How many types of computers in the past have vanished through the same thing? Is there something WE can do about the situation to prevent the same thing happening to OUR computer? Is there anyone out there who can honestly say that they have never used a pirate copy of some form or other? I can't! In the past I have from time to time had a few dodgy disks lying about the place but, thankfully not any more. It took people making copies of my own programmes to wake me up and put me straight.

Do you, like myself, groan every time you have to turn a wheel which is printed darker black on black and try to read the dark numbers in order to enter a code to load a game, or have to skim through pages and pages of code to match a question on screen or the other hundred and one different procedures we have to go through to load software? As long as pirates continue the way they are doing then we have to put up with it. If anyone out there is contemplating copying software to pass on to a friend then all I ask is that they stop and think for a moment or two - are they perhaps sounding the death knell of their beloved computer? Will just that one little copy make a difference? The answer is YES! If everyone thought in this way then piracy would stop, and very quickly indeed.

Chapter One: "Escort Gorath to Krondor"

Actually, escorting Gorath to Krondor is about the last thing you should do in Chapter One!

By following the first few moves suggested in the game manual you will have picked up some booty from your first body and have opened your first puzzle chest. Give Owyn the best armour and head south. After meeting Squire Philip, you will see a figure in blue just after the junction to La Mut. Left-click on the figure. If nothing happens move forward and left-click again - repeat if necessary - until you get the "They agreed to attack..." message. Then hold down the Forward cursor to rush forward into battle. Your Stealth will not be high enough to gain any advantage this time but there is only one Moredhel and your Stealth will have gone up a notch towards the next increase in level.

Once battle is joined, press "G" to superimpose the grid squares on the Combat screen. Owyn has only one combat spell at this stage - "Curse thine eyes". Cast it to blind the Moredhel and move Locklear and Gorath into range to "Thrust" at the warrior. They will miss a lot at this stage so keep Owyn back to recast his spell when it wears off. When you have scored a few hits, bring Owyn up to "Thrust" with his staff as he needs the practice. You should win this fight without too much difficulty but will need to sleep to restore Stamina. Save. Strip the body, but right-click on any rations to check that they aren't "Spoiled" or "Poisoned" before taking them. Replace armour and weapons if what you find are better than what you have....but keep the old stuff to sell. Save. Continue South.

North of the next junction there is a chest in the woods to the West. Locklear should be able to pick the lock. Take what you find, equip the good stuff and head back to La Mut, stopping to pick up some goodies from the pile of earth at the side of the road.

In La Mut search the bridge to find some gold (move the cursor over the bridge until it turns into a magnifying glass, then left-click). Click on "Shop" then sell everything you can do without. Exit. Enter the fortress to be told about a stolen ruby. This is your first side-quest. Exit. Go into the Inn, talk to the Dwarf then talk to the Landlord. He tells you more about the thefts and offers to train you for 75 sovereigns. You probably don't have that much...yet!

Click on "Bard"; you will be thrown out but it will improve your skill and eventually you will find that Inns will actually pay you money for playing. Exit La Mut and head South. Just north of Zun you will be ambushed by 2 Moredhel. As before, blind and thump. Strip the bodies. Camp. You can buy food in Zun if you are getting short. Gorath has the best Weapon-craft so give him the

whet-stone to sharpen his and Locklear's swords. SAVE. Click on houses - you may get thumped or you may find something. If no one is about there may be in a later chapter. South of Zun, just past the junction is a trap. You will need the grid, press "G" if it isn't already there. Only one of your party has to get through each trap. DO NOT TOUCH THE WHITE LINES!!! In a valley Northeast of the junction there is an earth-pile, 2 Moredhel in ambush and an unlocked chest containing a Flamecast spell-scroll....useful in combat - as long as Owyn doesn't miss and Locklear or Gorath aren't standing too close to your target!

Go back to La Mut. Sell...sell...sell, but the shop only buys Kingdom weapons. Do you have 75s. yet? If not, head north to Yabon. The shop here buys any weapons at fairly good prices and there are a number of Moredhel lurking about to provide you with "trade goods" on the way.... once you have killed them! You must have 75s. by now so go back to La Mut for combat training. If you can afford it, buy a hammer for Gorath to knock some shape into your armour. Then go into the mines south of La Mut. You don't really need a torch but it is a bit dim without one.

The dwarf here offers to improve your weapon craft for 50s. There are some fairly tough characters lurking around the mines so go carefully and try to get the combat-advantage by left-clicking on them before rushing in.... and save frequently! The chaps in yellow trousers are spell-casters so take them out first.

Strip the bodies and if you cannot carry all you find, put the surplus in a chest - preferably a lockable one. Unlocked chests can give a nasty surprise - by being empty when you come back to them and the sacks created as temporary storage when you put something down can become empty overnight. Even word-locked chests are unreliable once opened. This is not a bug! It is a design feature of the game since they weren't intended for you in the first place.

When you leave the mines to go to La Mut to sell what you have collected, the bodies are cleared away, so any goodies left on them will be lost forever. Furthermore, this happens every time you move from one play area to another, but you are always given the option to go on or go back.

Locked chests and doors may be picked if you do not have the correct key. Save before trying. Locklear is the best at it. Right-click on the lock to see if you have the key or if it is pickable. If it is "complicated" then you probably can't pick it and there is a danger of breaking the pick-lock (lock-pick?). The chest may also be trapped and blow up. Owyn can detect traps by casting "Scent of Sarig", and once detected the trap MAY be disabled if your best lock-picking skill is high enough.

When you have dealt with the humans in the mines and if you are feeling lucky you might like to have a go at the Brak-Nurr. This beast is tough. You will need to be at maximum Health/Stamina and

as camping only restores to 80% of maximum you can either use a herbal pack before going to La Mut to sell your booty, pay to sleep at the inn there or use restoratives.

Left-click on the Brak-Nurr - Save - rush in and cast a full strength Flamecast (pray that Owyn doesn't miss). Move up to hit it (and stop it casting fireballs) and keep hitting it until you either kill it or re-load to try again. When you kill it the dwarves reward you with GOLD!!!

You should now be able to afford some of the various items on sale in some shops to improve the effect of your weapons, especially if you haggle over it first. If the item you are haggling for becomes unavailable, click on exit then click on buy/sell and try again.

Back to the ruby - well, the landlord in La Mut told you to go to Loriel.

From Zun you can either head north via Yabon and Tyr Zog or east via Hawks Hollow. You will have to fight either way and I recommend the former as you will have to go to Hawks Hollow after Loriel and I do so prefer a round-trip. East of Yabon is a track leading south to a house where the occupant wants to know what is in a chest near Hawks Hollow. Further east is a trap with a Moredhel spell-caster standing in it. Owyn blinds the magician, Locklear stays still, Gorath moves up to hit him, taking 2 turns to get into position in order to avoid any chance of touching the white line. Since the magician cannot cast spells with Gorath standing next to him, Locklear and Owyn stay still while Gorath continues to hit him.

Once through the trap you will find a chest to south of the road. It - and the one further east - is a word lock chest, these are quite fun really! You already have the Flamecast spell but you will be able to sell the scroll you find when you get to Sart.

In Tyr Sog you can buy food and a spade. Digging up the graveyard will gain you a pair of stealth enhancing Weed-walker boots. By the way, one of the graves does contain an evil spirit who will give you quite a tough fight but the experience will do you good!

The bridge south of Tyr Sog is guarded by Moredhel, as is the road south of the bridge. There is a temple west of the road. Once you have entered a temple you will be able to teleport to that temple from any other temple which offers teleport facilities, should you wish to - and at a price.

The shop in Loriel is selective about what it will buy and offers poor prices. If it's money you want, you can run back to Yabon to sell what you collect from bodies but then you will probably need to buy food in Tyr Sog....it's up to you. The gem merchant in Loriel tells you to find Isaac. He is on the road north of Hawks Hollow. So off you go.

There is a chest on the way and lots of Moredhel but when you get there, Isaac tells that he needs the ruby to pay for his sword to be repaired in Highcastle. As you are now very good at weapon-craft you can sharpen his sword for him so he gives you the ruby.

On the way to La Mut you investigate the chest at Hawks Hollow, finding it guarded by some mercenaries and trapped. Even with Scent of Sarig it will probably blow up, but it possibly won't kill you if you are all at 80% Health/Stamina. When you fight your way to La Mut you will be rewarded for returning the ruby and when you get back to the house east of Yabon you will be given a book which when each character uses it, it increases every skill attribute. The same book is on sale in Darkmoor for hundreds of sovereigns. Hang on to it or put it in a safe place because at the end of chapter one you will drop off Locklear and pick up James (Jimmy-the-Hand from the Riftwar Books, now "going straight") who is good at lock-picking but little else and could do with the benefit of reading this book. By the way, Locklear leaves his possessions in his room so you do not need to strip him before ending Chapter One.

If you follow up on Isaac's mention of Highcastle you will encounter Moredhel en masse. You should find some nice weapons and everyone should have Elf Armour by now. Furthermore, the road east from Eldpoint is blocked by Trolls. There is a way of dealing with Trolls easily. It took me a long time to find it. Wild horses wouldn't drag this secret from me - unless they said please very nicely.

A trip into Dimwood will be rewarded by some rather nice armour, weapons and spells along with some rather interesting combat encounters! There is much more to do - and this is still Chapter One! I haven't told you about the temple east of Zun or the Hermit east of that temple who charges very reasonable fees to repair your armour; and then there is the temple between Hawks Hollow and Eggley who have a couple of little jobs for you if you TALK to them, one of which is not entirely unconnected with the chap called Devon whom Isaac told you about having met in Eggley.....but you wouldn't want me to spoil it for you, now would you?!

By the way, on the map which accompanied my game has Eggley and Tanneurs transposed. The on-screen map is correct, Eggley should be north of Tanneurs. Enjoy the game. It is like reading a book - it is enormous. Have fun!

Compiled by Hugh Walker.

It doesn't really matter which character you choose as they all improve their skills with practice.

Once you have seen King Richard and been told to fetch his Ruby of Truth from Roland in the south, you should go to the Library and pick up the magic map, get your chit to use the ferry from Geron and then go to the Herbarium and spend your 40 silver crowns on Ginseng. Then off to the woods.....!

Pick up everything you find. Swarms can be used in combat by right-clicking them on the face of your character. However, they have a commercial value as the blacksmith, Victor, will buy them from you for 25 crowns each when you return to the castle later.

In the woods you will meet boars and thugs as you blunder around. Cast "Spark" then hit with your dagger but be prepared to turn and run if you are getting too unhealthy. If you run far enough they may not follow, or at least may take long enough to find you to allow you to sleep to restore enough magic and stamina to survive the next encounter.

To the west is a "Thug's Cave", you have to defeat the thugs to get in but once inside you may safely rest. Left-click on the lever to open a false wall. Pick up the lantern and anything else not nailed down. Moving around builds up the on-screen map and if you have not already seen it, checking your map will show the position of a switch on the wall. Press the switch (a small circle on the stonework) to open a niche and reveal a key.

There are two pads here. You stepped on one as you came down the passage to this room. Put a swarm and a stone on this to weigh it down and as long as the other is not depressed a false wall opens revealing a passage with another pad. Stepping on this pad opens the wall at the end of the passage but as soon as you step off this wall closes and no matter how much you drop on it the pad will not stay down when you step off.

Go up to the blank wall and turn anti-clockwise. Press the switch on the wall to create another switch on the other wall, turn to press this to create yet another button. Turn to press this and the false wall disappears revealing a chest which you may unlock with the key from the niche. Collect the goodies and go back to the castle. The guard on the gate will need a password to let you in but as long as you have the Lands of Lore manual this will be no problem!

Sell what you don't need to Victor, the blacksmith, including your dagger, and buy the mace.

When you return from this quest, the Herbarium is closed unless you go there first instead of going straight to King Richard on

your return - which is what you are supposed to do. So, as this should be your last chance to shop in the Herbarium, you may like to buy some more Ginseng since this not only heals a bit but also cures poisoning, which will start happening to you soon in your next quest.

Anyway, the ferry awaits and using your "Writ" you sail south to land in yet more woods. Save. To the east there is an inn where you meet and recruit Timothy. Click on the right hand door to be given a compass then click on the left hand door (or on EXIT) to leave.

Head west to find Orcs and Lizards. Use Spark on the lizards. They have a nasty habit of pinching your weapons but you can get them back when you kill the lizard. On the way westwards there is a shop in the woods which sells a shield and boots for 10s each. Don't bother to buy the bow, even if you can afford it.

At least one Orc will drop a mace. Give this to Timothy to use instead of his rapier. Saving often and running away to rest a lot SHOULD eventually get you to Roland's place. This has been ransacked by Orcs...some of whom are still there! Tough fighting follows. Try not to get trapped between two parties of Orcs, if necessary run outside to rest before going back into the fray. Going into an empty room and closing the door is not good enough as these Orcs are bright enough to open the door and interrupt your restful repose - by trying to kill you.

There is a button on the wall in the Northeast room which opens Roland's hiding place. Here lies Roland suffering from a terminal chest condition. He tells you with his dying breath that the place has been attacked by Orcs (in case you hadn't noticed) and that the Ruby of Truth has been stolen. Take Roland's key and empty his strong-box, loot the place of weapons and anything else removable before returning to the marina to catch the ferry home. Geron only gave you a one-way ticket so the ferry costs you 100 crowns each!!!

Give the password to enter the castle but before going into the throne room pinch all Timothy's equipment as he is going to leave you now.

Enter the throne room to witness the fair damsel, Dawn, driving off the evil witch, Scotia. King Richard has been poisoned <<<Gasps! Shock! Horror!>>>. Someone (guess who!) has to find the magic elixir which can save him; meanwhile Dawn et al cast a spell to encase King Richard in a magical crystal coffin to suspend the effects of the poison until you can come up with the cure. (David Eddings fans may now be experiencing an overwhelming sense of deja vu).

You must go to the Draracle to get the formula for this elixir and Dawn's apprentice-magician will accompany you. He is a Thogmog - who have four arms. Four-armed is fore-warned, I suppose, and he knows the spell to open the entrance to the Draracles cave.

Although he can hold two weapons he can only hit once per turn in combat but his Might-factor is the combined effect of both weapons and he can carry two shields! Before you leave, Dawn gives you a spell-book. Now you have "Spark" and "Heal". Give Timothy's rapier and shield to the Thogmog then go to Victor and sell the maces and anything else you don't want but keep a spare sword. Buy the broadsword for yourself.

Once inside the cave all is quietUNTIL.... you press a switch to open a false wall. There are rat-men here. They have poisonous bites. You will be awfully glad you bought all that Ginseng while you could because although a Level 3 "Heal" cures poison, it drains a lot of magic.

You will come to a room with pits. Round the corner is a recess with 3 buttons, one on each wall. Press the one on the left wall first then turn clockwise to press the others in sequence. This removes a pit allowing you to proceed along a passage until you step on a floor-plate which opens a door behind which lurks a horde of Bandits - well it seemed a lot at the time. Stepping off the plate closes the door but only if there isn't a Bandit standing in the doorway. Doors cannot be used as weapons in this game! When you want to go through the door you will need to weigh down the plate. A Swarm will do nicely. Look out for Rat-men. If you haven't already fallen down one, then you will need to go down those pits which you so cleverly avoided as a button down there opens a tunnel which leads to a beast's lair where clicking on the right-most of three pods releases Lora - very pretty, not too bright and quite weak.

Avoiding the scent of burning bras, EXIT to go back up the tunnel, give Lora the spare sword and a shield then press the button on the north wall to reveal a ladder going up. There will have been a population explosion of Rat-men upstairs so save before going up. Retrace your steps to the recess and do the business with the buttons (avoid pits).

Just past the door you step on a plate which fires projectiles at you, it fires again when you step off but doesn't do too much damage. Two Rat-men await if you haven't already dealt with them. Well, from here on you are on your own. Any walls with large cracks can be broken down with the Sledgehammer (which you should have found by now). You may need to swap back to a bladed weapon quickly to deal with what lurks behind the broken wall. Some pits are illusions - putting an object on them is one way of finding out which aren't - stepping on them works too - save first though!

Compiled by Hugh Walker.

GRUE-KNAPPED!

Bob Adams

STARTER GUIDE (For ST or PC version. Amiga, Spectrum and Amstrad versions may differ slightly.)

You begin your adventure in the Grue's hovel, where you have been imprisoned. Search the rubbish to find a rusty key. Go east into the Eating Area. Get the black hat from the table, examine it and wear it. Now you will be able to see in the dark.

Read the note on the wall. Go north into the Slop Shop. Examine the computer and get it. Go east into the Big Mac Room, examine the raincoats to find a torn packet. Examine the packet, read the message and get the crisp.

Go west and west again into the Art Gallery. Examine the paintings - examine the landscape, the portrait and the abstract. The latter shows a quay, so examine the quay and you will get a silver key. Go north into the Paddy O'Doors Room and get the nutcrackers.

Go east into the Fancy Dress Room, examine the cupboard and unlock it with the silver key. Open the cupboard and search it to find a pair of tights. Look behind the cupboard to find a wand. Go east into the games room and get the whip.

Return to the Eating Area and go east. Examine the oven. You can open it but leave it for now. Go east to the Well Room. Examine the well and examine the flash in the water to see that it is a fish. You will need to return to this later too.

Next go north into Queue Gardens and get the earth. Go east into the Potting Shed and get the pot. Put the earth into the pot. Go back to the Well Room and then go south.

In the Solutions Room, examine the advertisement and read it. Examine the shelves to find a box. Examine the box and you will see that it contains fertiliser. Open the box, get the fertiliser and put it into the plant pot. Now you can plant the crisp to grow a bacon tree.

Go east into the Belfry, where you will see a bat. Catch the bat by throwing the tights at it. Get the bat and go west and west again to the smallest room. Examine the puppy and try to get him.

Go west again to the Colossal Room and get the axe and the cage. Return to the Eating Room and continue the adventure by exploring to the south.

Compiled by Sue Roseblade

NOVEMBER 1993

It is with great regret that Sue Roseblade has decided to give up the editing of the Reference Book packs. For personal reasons she no longer has the time to devote to the work. Sue will however still contribute reviews, help and articles, and will be able to continue to run the mail and telephone helpline detailed on page A-1.

We would like to welcome Neil Booth as the new 16 bit editor from 3rd November. Neil is an experienced editor with a thorough knowledge of the 16 bit scene.

We should also like to welcome Graham Perry to our reviewing team. Graham owns an Amiga and is very experienced in war and strategy games.

THANKS:

Many thanks to Mandy Rodrigues for her article on piracy.

Also we would like to thank Sharon Harwood and Mark Rooney for their contributions to the Hints 'n' Tips section of this issue.

CHRISTMAS HOLIDAY:

Please note that our office will be closed from Thursday 23rd December, until Monday 4th January.

We would like to take this opportunity to wish all our members a very merry Christmas and a happy and prosperous New Year.

BUY - SELL - SWAP:

Members sometimes ask if they can be put in touch with other members who play similar games with a view to helping each other over difficult areas. Although this section is usually used for software and hardware sales, we would be happy to expand it to include the names, addresses, or telephone numbers of anyone interested.

Members often telephone the office to ask where a game can be purchased, especially older games that are no longer being marketed. As many members are up-grading their computers there must be many games, now redundant, that would be a treasure to somebody else. We cannot print long lists, but a sample selection with prices and a telephone number would suffice.

BUY - SELL - SWAP:

PC SOFTWARE FOR SALE:

I would like to sell Eye of the Beholder plus hint book f12, Kings Bounty and Pirates f5 each, all 3 games are on 5.25" disks. Price includes postage and packing. Contact Ray on 0923-253636.

I am selling my games collection due to lack of space. For the Atari I have lots of older adventures and some Infocom games in original packaging, contents intact, plus some strategy games. I also have some Amiga strategy and role-playing games including Railroad Tycoon, and The Third Reich, plus a few games for the PC. Either telephone Hazel at the club address or write for the list.

Amiga 500+ for sale upgraded to 2 meg. Very good condition in original box. It has an almost new second drive, a professionally fitted ROM sharer which allows you to play older games, and an Alfa Data mouse. Postage and packing is included. f250 or near offer. Write to David Baker, 84, London Road, Hailsham, East Sussex, BN27 3AH, or get in touch with Hazel at the club number for details.

WANTED - Bane of the Cosmic Forge for the Amiga. Please write giving details to Steve Morris, 90, Printers Fold, Lowerhouse, Burnley, Lancashire, BB12 6PG.

Amiga 500+ for sale in very good condition. This computer comes with an almost new second drive, 2 mice, the original mouse plus an Alpha Data, and over 20 games including adventures and RPG's. f300 including postage and packing. I am prepared to split. Contact Debbie Lawford after 7 p.m. on 081 859 8531.

Amiga 500+ for sale upgraded to 2 meg. Very good condition in original box. It has a second external drive, a ROM sharer so you can play any games, the original, plus an Alfa Data mouse. Also included are 5 RPG and strategy games including Civilization, (all in good condition). Postage and packing included. f270. Telephone Hazel for details.

I am still looking for The Quill on disk or tape for the Commodore 64. Please contact Mark Rooney, 34 Gransha Drive, Glen Road, Belfast BT11 8AL, or telephone 0232 619640.

In ISHAR 1 your party could only reach level 10 so you could change party members quite often without it affecting the game too much. In Ishar 2 you can reach much higher levels so it is important to choose a party you want to stick with. You do have to drop a member sometimes to pick up someone important to the plot but mostly the party you start with is the one you keep through a good chunk of the game.

I found 3 warrior types, a wizard and a scholar were a good mix, scholars gaining spells more quickly than priests. I also kept 10 loaves in each backpack so if the party were far from a town and the spell points were zero I could feed them all to get their strength back and continue the quest with 5 front liners using the wizard and priest as extra fighters. Often the fight back to a town proved fatal if the party were weak. Later you will gain a change of timescale spell that brings strength and spell points back avoiding the need to sleep and eat.

The first screen in the game shows 3 men attacking a girl. Ignore this for now as you cannot win the fight yet. Head for the village of Zabhorn to the north to recruit a temporary party then return and kill the men. Speak to the girl and she will give you a pendant before she dies. To get information from the island chief you have to get arrested by the ship's captain. Attempting to kill him is a good way to achieve this. The chief will tell you about a necklace which has been stolen. Go into the forest to the east and gain a level or two fighting the smaller creatures before tackling the huge lizard-like monster who has the necklace you need. Use long range weapons then close combat to kill him. Return the necklace to the chief and he will give you the ship in the harbour. While you are here pick the wild growing plants.

To the north of the harbour on a peninsular you will see a relic. Keep away from it for now. You have to be stronger, better equipped, and have a sleep spell to defeat the 2 guardians. Sail to Zak's island.

This city is your training ground for the tasks ahead and the place to pick up a permanent party. As you cannot sell equipment back to the shops I found it was worth saving to buy the best armour and weapons for the front liners as soon as possible. The library has a parchment on potions which you need. The bank nearby will pay good interest so leave any excess money here as long as possible. Of course robbing it will get a large amount even faster. The alleyway behind the bank is lined with guards and you must kill them all in one go to reach the back door. Don't attempt it until you are fairly strong.

The Blue Velvet nightclub holds many secrets and you must return here later in the game. Buy a magpie and some monks outfits from the shop and go to the nightclub at night. Kill the bouncer who

guards the entrance, then sleep and eat before returning the following night. You need full powers for the fight ahead. Once inside you will be arrested and thrown into prison. Send the magpie through the bars and he will return with the prison key. Put on the monks habits, open the cell door and look for the monk guarding a doorway. He will assume you are brothers and tell you to hurry. Go through the doorway and you will see a young girl being sacrificed on an altar. Take a prison key from the monk's belt and return to the corridors. There is a secret wall here that leads to an alleyway full of guards who must be killed in one go as you cannot retreat, so eat some bread and save the game before leaving.

To get the map of Jon's island, buy an eagle in the pet shop and sail to Irvan's island. Visit the magician on the eastern shoreline and pay him for his advice which you should carry out immediately.

Before venturing to Jon's island return to Zak's island and kit the party out with fur coats or they will die very quickly from cold. Buy ropes and attach them to each member before mountaineering. Sail to the southern landing stage, walk east and look for the cauldron lying in the snow. Retrace your steps and walk in the other direction. Look for a gap in the mountains and search for a rhinoceros. Kill him and take his horn. In these mountains you will find a living sword and 5 edelweiss flowers which will be needed later to make a vertigo potion for high altitudes. When you find the priest, make him a Humbolg potion and he will reward you with the map of Thorm's island.

On Thorm's island you learn more of the story line from the elders in the huts. From the landing stage take the eastern path to find a relic. Look around for a dead girl lying on a bridge fairly near the village who has the town hall key around her neck. You must go the long way round to reach her. From the harbour go north, east, north, east and find the stone druid. Wake him by clicking on the rhinoceros horn, then give him an iron shield which he will turn into a magic one.

Sail to Zak's island and enter the town hall in the north. Here you will find the stolen idol which must be returned to the temple. On Akeer's island, after wading through the flooded tunnels you will come to a dry chamber with 3 scales set into the alcoves. The third scale holds 3,550 po. Leave the money there and weight the other 2 scales with the same amount of money. Return to the tunnel which will now be dry and take the second opening to the southeast. A small opening that was previously submerged is now revealed. Through here is a huge area with many invisible walls and fierce enemies. It is best to leave this area alone until you are strong and fully equipped with the best armour.

Compiled by Hazel Miller

HEROQUEST

GBH Gold

Spectrum, Amstrad (£4.99), C64 (£9.99)

The 8-bit versions of the game are very much the same as the 16-bit outings, with all the missions and features included. Unfortunately a couple of extra flaws have crept in. The monsters are extremely unintelligent, allowing you to fire missile weapons through open doors and pick them off with impunity, and the interfaces are far clumsier than they need be when setting up. The Spectrum version has very good graphics given the limitations of the machine but the C64's are below par. Apart from this, the games are pretty much as reviewed in section D.
(C64 and Spectrum versions reviewed)

ATMOSPHERE 10/20 - STRATEGY 6/20 - PLAYABILITY 17/20 - PUZZLES N/A
PSR 14/20 - STAR RATING ** Reviewed by Ian Osborne

RETURN OF THE WITCH LORD

Gremlin Graphics

PC, Amiga, Atari ST

This data disk for the original HEROQUEST game almost defines the term 'more of the same'. Its missions are almost identical to its predecessor's, but with different dungeon layouts and objectives. It's a lot harder too, so is best tackled with heavily-armed veterans saved over from the original. The data disk originally cost £14.99 for the 16-bit versions and £7.99 on 8-bit formats but was later packaged with the original game itself. It isn't included in the budget versions.

ATMOSPHERE 10/20 - STRATEGY 6/20 - PLAYABILITY 17/20 - PUZZLES N/A
PSR 15/20 - STAR RATING ** Reviewed by Ian Osborne

CONQUESTS OF THE LONGBOW: THE LEGEND OF ROBIN HOOD

Sierra

PC VGA £29.99 (£5.00 from Sierra on 5 1/4 inch disk)

The writers of this game must have done a lot of research into the literature about Robin Hood. There are many very artistic backdrops and there is even a nine men's morris board included in the box. The characters are even mildly amusing at times. Does this add up to a good adventure? Not really. The game makes use of Sierra's point and click interface and works well, but the puzzles are not really challenging and the disjointed storyline just fails to be convincing. Deep into the game you may encounter a bug that stops you getting any further, although Sierra can supply a fix for it. Might be worth a look, if you can obtain a cheap version of the game, but not at the full price.

ATMOSPHERE 12/20 - VOCAB N/A - GRAPHICS - 15/20 - PUZZLES 10/20
PSR 11/20 - STAR RATING ? Reviewed by Geoff Hyman

WORLDS OF LEGEND - SON OF THE EMPIRE

PC (VGA 3.5), Amiga (£25.99)

Mindscape

Your party of 4 have return to the village of Brodfird for a well earned rest after their long hard battle to save the land of Trazere when their peace is interrupted by a messenger from the Empire of the Moon. The Emperor has been assassinated and you are asked to help, so you set off at once on another great adventure. I really enjoyed LEGEND (reviewed on page D/150). It had a unique spell system and some very tricky problems that have been carried on in this game. In fact this is more of the same, the only difference is the setting which has an oriental theme, but if you liked the original game you won't be disappointed with this one.

ATMOSPH 17/20 - STRATEGY 18/20 - PLAYABILITY 17/20- PUZZLES 16/20
PSR 18/20 - STAR RATING **

Reviewed by Hazel Miller

LEGEND OF KYRANDIA

Virgin Games

CD-ROM version (£44.99). Other versions reviewed page D-176

I reviewed LEGEND OF KYRANDIA in pack 19, and now that it has been released on CD, I thought it was worthwhile to re-assess the game. With full speech now available, the characters really come to life - especially with Evil Malcolm camping it up quite hilariously! I said in the original review that some of the puzzles were illogical, well now that I have had a chance to progress through the whole game I am even more convinced that a lot of the puzzles are unnecessarily contrived. In summary then, the CD version is only different in the respect that there is full speech throughout, and that is a big bonus, but I have to mark it down as there are so many adventures around that are more satisfying and more fun.

ATMOSPHERE 16/20 - VOCABULARY N/A - GRAPHICS 18/20 - PUZZLES 14/20
PSR 13/20 - STAR RATING *

Reviewed by Iain Mackenzie

DUNE

Virgin Games

CD-ROM version (£49.99). Other versions reviewed page D-136

Dune was reviewed back in pack number 16, but with the release of the CD-ROM version, a re-assessment was necessary. I should say from the start that with DUNE and 7TH GUEST you have 2 excellent reasons for buying a CD-ROM drive if you were in any doubt! Virgin should be congratulated for transforming an above average game into a classic. This CD has a superb intro, many video scenes lifted straight from the original David Lynch film, and full speech throughout. You really feel part of a whole cinematic experience, with the main characters coming to life through speech, and as the scenario develops, the search for spice becomes a thoroughly engaging, fun experience. An absolute must for anyone's collection.

ATMOSPH 19/20 - STRATEGY 17/20 - PLAYABILITY 18/20 - PUZZLES 17/20
PSR 18/20 - STAR RATING ***

Reviewed by Iain Mackenzie

RINGWORLD: REVENGE OF THE PATRIARCH Accolade/Tsunami

When the action starts you have just arrived at W'kkai Rift. You will soon need to launch the Hyperdrive II and visit the Ringworld, where you discover an ancient alien starship, protected by a stasis field. Exploration of the Ringworld will get you a number of stasis boxes, which provide the key to the alien starship and to the defeat of the evil Patriarch. Explore the Hyperdrive II, where you can obtain several vital items for your quests. Obtain help from Miranda and Seeker when required. Return to the Great Ocean after you have completely ransacked the Sky House. Various objects to stock your inventory are given below, under the location at which they first appear. Good hunting.

Location: W'kkai Rift

Stunner	Disables your opponents, if you have good timing.
Scanner unit	Call for help to leave the Map of Earth.
Signet ring	Establish your credentials at Chmeee's house.
Infodisk	Use in flycycles and the autodoc.

Location: The Canyon

Ladder	Climb up onto temple roof.
Rope	Climb safely down into the temple.
Necklace	Gets you past the forcefield.

Location: The Flesheater's Cave

Sharp bone	Cuts the rope holding the bat cage.
Vial	Protects you and wakes up Seeker.
Stasis Box 1	Neural Wave Nullifier, used later in the Canyon to regain control from the alien.

Location: The Sunflower Field

Stasis Box 2	Stasis Field Negator, used later in the Canyon to get into the alien starship.
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Location: The Great Ocean and The Sky House

Jar	Fill with green substance for the dolphins.
Slip of paper	Holds the combination to the safe.
Key	Unlocks the safe.
Translator	Give to Skeenar for the dolphins.
Stasis Box 3	Empty box, used later in the Canyon, to contain the Antimatter Concentrator.

Location: The Map of Earth

Old clothes	Put on for a disguise.
Straw	Makes fuel for a fire.
Soiled tunic	Gets you into the "Patriarch's" chambers.
Clean tunics	Not really any use at all, try offering to the "Patriarch".
Scimitar	I never found out what to use this for.
Short sword	Opens the panel in the bedroom.
Helmet	Used to understand the alien in the Canyon.
Candle	Ignites a fire, to let you escape.

Location: On board the Hyperdrive II
Bottle of Ale Give to Rock at the Canyon.
Medi-kit Treat Seeker at Flesheater's Cave.
Pressure Suit Lets you enter the Great Ocean.
Probe's arms Improves the grasp of dolphins in the Great Ocean.

Location: Back in the Canyon

Magnetic key Opens maintenance panel inside the alien starship.
Concentrator Concentrates antimatter, to vaporise the Destroyer.
Alien modules Protect you during the final confrontation.

EXCUSE ME - DO YOU HAVE THE TIME? Jean Childs

It is possible to re-enter the time machine at any stage, so you can safely leave all your objects and treasures in here. Of course, you must know where the machine is first, so make this your priority on entering each zone.

Remember to CONFER every time you are confronted with a problem.

On the island, look carefully in the lagoon to find a treasure. Look underneath the hut as well as inside it.

One of the branches in the caves is completely unnecessary and contains a red herring. Work out the only useful route and ignore the other turning.

The old man is short-sighted.

In Aztec times there are a lot of red herrings. The priest with the pot needs help - he's not very practical!

In wartime Britain, you can defuse the bomb by trial and error (using ramsave!). There is, however, a coded clue to it if you listen to the radio often enough.

Confer over the flagpole.

The bull can be scared stiff by overhead means.

On Mount Kilimanjaro, photography seems popular with the locals. The book cannot be removed but maybe you can find another way to retrieve the record.

In Japan, the cassette is buried. Tom is carrying an object which you may have forgotten about.

DIARMID

Dennis Francome

When you're hungry SPREAD the CLOTH.
SCOOP the BANK WITH THE SHIELD to help the salmon.
WRAP the HEAD of the ram IN CLOTH to free it.
THROW the NET AT the EAGLE.
In the cellar CALL BRAN and SHOW KERCHIEF TO BRAN. HIDE IN the BED.

REX NEBULAR AND THE COSMIC GENDER BENDERS

MicroProse

Rex is shot down into the sea of the Gender Bender's planet and must find the rare blue vase before he can escape. Fully equipped, Rex seeks a safe way to the planet's surface. On the surface, the binoculars will help Rex into the teleport.

After getting out of the prison cell, a change of gender will be called for. A return to the surface can then be made to collect further useful items. Rex is advised to reverse the process before visiting the city.

Knowledge of the following teleport codes may sometimes prove useful:

On the Surface:	2747	The Gender Bender Complex:	5433
Goldenpipe Spaceport:	2346	City under the Volcano:	2646
The Armoury :	4203	The Museum:	1783

The general location and function of most of the items that Rex can collect are given below.

Location: Rex's Spacecraft

Log	Read it.
Rebreather	Allows Rex to breath outside his spacecraft.
Burger	Filling for a tasty snack.
Binoculars	Lets Rex see far, when on high ground.
Timer Module	Used in the city to make a time bomb.
Shield Modulator	Install into the spaceport escape craft.

Location: Underwater

Dead Fish	Can hold a tasty snack.
Stuffed Fish	A tasty snack for a monster.

Location: On the Surface

Poison Darts	Helps Rex get back his stolen binoculars.
Blow Gun	Use to shoot poison darts.
Twinkiefruit	Bait for a trap.
Bones	Throw for a dog in the city.
Chicken	Used in the flooded city to hold a bomb.

Location: The Gender Bender Complex

Scalpel	Pry open grating in Rex's cell.
Security Card	Opens doors in the complex.
Audio Tape	Listen to it to get an explosive recipe.
Tape Player	Put tape into it.
Guard's arm	Use on scanner to open vault.
Alien Liquor	Ingredient for explosives.
Repair List	Read it for some useful teleport codes.
Credit Chip	Buy a bottle in the bar.
Target Module	Install into the spaceport escape craft.
Empty charge cases	Fill them to make two bombs.
Petrox	Ingredient for explosives.

Lecithin Ingredient for explosives.
Formaldehyde Ingredient for explosives.
Filled charge cases Ready to become two bombs.

Location: Goldenpipe Spaceport

Remote Control Powers up the spaceport escape craft.

Location: City under the Volcano

Penlight	Holds some old batteries.
Polycement	Repairs windshield of escape craft.
Rearview mirror	Use on laser beam to open safe.
Doorkey	Unlocks door to video store.
Phone handset	Holds fresh batteries.
Durafail cells	Recharge them in the phone handset.
Fake id	Gets Rex into elevator by shopping mall.
Bones	Another attempt to get past the dog?
Id card	Opens door at city edge, to get detonators.
Detonators	Makes bombs from explosives.
Bombs	Turn one of them into a timebomb.
Fishing rod	Holds long length of fishing line.
Fishing line	Moors boat to concrete block.
Timebomb	Put on ledge at sea window to flood city.

Location: The Flooded City

Chicken bomb	Gets Rex past the sea monster.
Bottle	Helps Rex get the blue vase.
Vase	Rex's quest! Get it before escaping.

* * *

ENDDAY 2240

Zenobi Software

HOLD REFLECTOR ABOVE HEAD to escape from the cell.

PRESS the YELLOW BUTTON AND BLACK BUTTON to disable the robot.

Change your appearance as soon as possible.

RJ'S ULTIMATUM

Dorothy Millard

Feed the ducks on the pond in the morning to find a disc which will enable you to get into the roller skating rink.

Talking to the tennis players in the evening could prove rewarding.

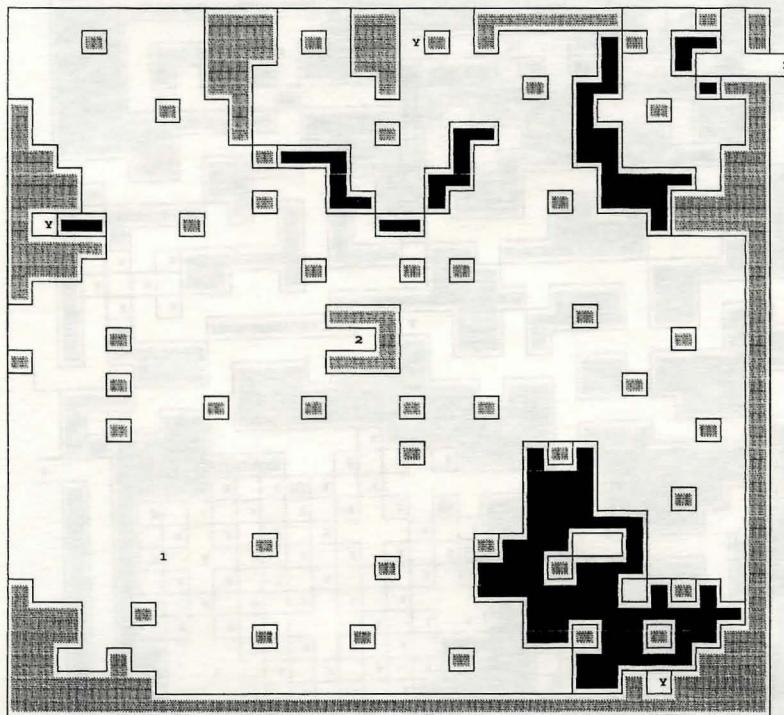
One good turn deserves another - give the derelict the newspaper for warmth.

Show your ID to Bozo to get it changed.

EYE OF THE BEHOLDER III: THE BURIAL GLEN

The maps on the following pages have been compiled with the assistance of the little-known Centre for Research on Myth Drannor, however any errors are entirely the responsibility of the present cartographer.

Head northwards in search of an axe which can be used to clear away the removable trees. Gain experience by defeating all the Grave Mists that haunt the area. If your party isn't strong enough, leave the mausoleum until later, but make sure that you can find it again! Powerful wands are hidden in the southeast. When you are ready, head northeast and take the forest trail.



Key

■ Fixed Tree ■ Removable Tree Y Item

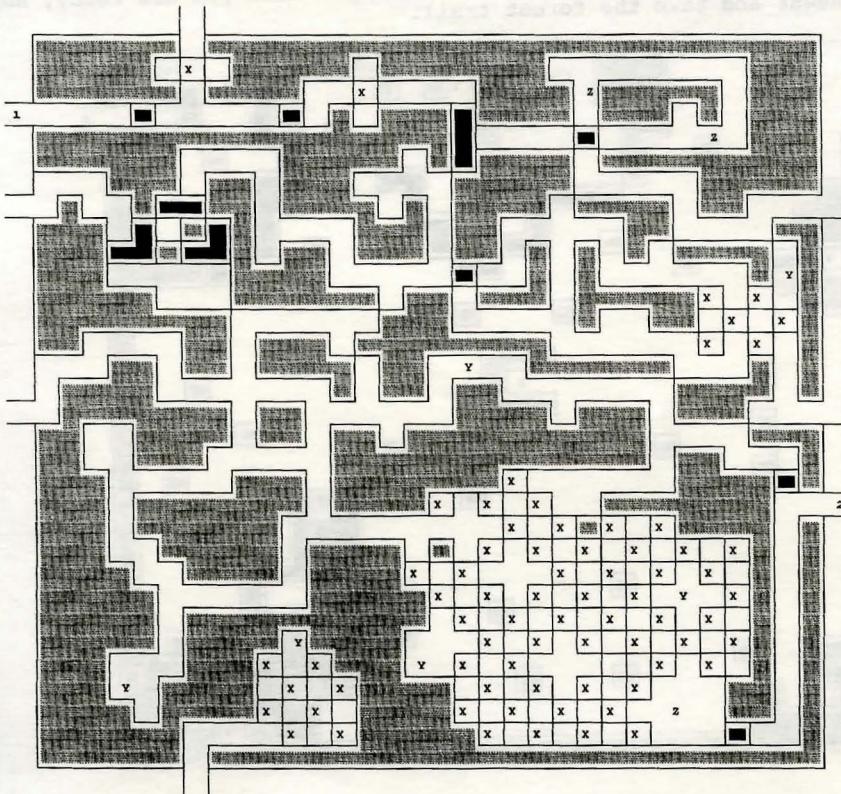
1 This is where you start your explorations

2 Entrance to the mausoleum: home of the undead

3 Hidden entrance to the forest trail

EYE OF THE BEHOLDER III: THE FOREST TRAIL

This map wraps round, once North to South and twice East to West. Thickets let you move diagonally or to jump two squares forward. North of the first thicket is a torch which burns down trees. Some trees grow when your back is turned, so keep burning! Keep going eastward and search a second small thicket, then head southeast through the large thicket. Meet a wise man and answer his question to reveal the way forward.



Key

■ Fixed Tree ■ Removable Tree X Thicket Y Item Z Meeting

- 1 The way back to the Burial Glen.
- 2 The entrance to the Guildhall Quarter Ruins

024/Y-24