



# The Adventure & Strategy Club

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## AMENDMENT AND UPDATE SERVICE

### MEMBERS' PACK No 26 - MARCH 1994

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MARCH 1994

Dear A & S,

Browsing through back copies of the club journal (a happy and worthwhile pursuit!), the recent discussion on bugged games between Cal and Iain set me to thinking about the whole issue of "fixes and patches", bugs etc., or rather NOT thinking - and therein lies the rub!

Despite having subscribed to ASC for several years now, I don't know which version of what games are bugged and I am probably not alone in thinking that when I've been banging my head (albeit pleasantly) against a particular brick wall, that the fault lies with me rather than the programme. So this is a plea for a section on bugs/patches in the reference manual, to include, perhaps, an article on how to debug a programme, whether you can "fix" non-disk based software, whether you can tell which version of a game you have etc. Also perhaps a database of games known to have bugs, along with what they are and ways of fixing them (even if it's only a case of writing to the relevant software company).

On the same theme, it would be good to see more articles discussing the effects of the new technologies (such as CD-ROM) on the adventuring scene. There are probably many PC owners out there who are being tempted by the hype in the computer press - it would be nice to see the issues discussed "in-house" as it were. By the way, thanks for the article on sound cards. Any chance of a follow-up Neil, discussing in more general terms which standards are most readily supported, FM versus waveform cards, 8 bit versus 16 bit technology etc.

Finally, a plea from the heart to all you adventurers out there. SUPPORT YOUR HOME-GROWN SOFTWARE COMPANIES. It amazes me that award-winning software like Borphee's THE FOUR SYMBOLS sells so few copies. Despite the PC version being enhanced with extra puzzles, by last November's convention the game had only sold FOUR copies. In these days when games can cost £30 - £45, £5 doesn't seem too much to encourage him to write another. (I have no connection with Borphee by the way!). Happy adventuring.

DAVID JEENES, NORWICH

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In answer to David's letter on the subject of bugs and patches I feel that this is an excellent suggestion and in my view one that I think we should do something about. In fact we will be running a section on this matter starting very soon, so if you have or know of a game with bugs in tell me about it. How nice it is to have so many letters, keep them coming in! In a similar vein if you have something to say, either to complain, congratulate or inform, either phone me, write to me or send it on disk. (Neil Booth, Editor).

026/B-17

Dear A & S,

I think the magazine and club is a good idea. I'm fed up with buying a game for £30+ and then being expected to pay £10 for a hint book for the one or two points that I (usually) get stuck on. It smells a bit like a racket to me.

I would also like to add my comments to the debate on "ULTIMA UNDERWORLD II". Yes, it is a good game but it is totally ruined by the bugs and should never have been released with the bugs in. In my opinion, companies which release such bugged software don't deserve to do well. It will be a long time before I buy another Origin game, despite rave reviews.

JOHN LEIGH, TYNE AND WEAR

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Dear A & S,

Does any member know of a strategy/war game creator for the PC? I wish to write my own boardgame type, hex based games but have been unable to find anything suitable. If you have the answer please contact Hazel at the club address who will pass the information on to me. Thank you.

D.I.BELLO, ITALY

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Dear A & S,

In one of your recent members packs it was mentioned that a Spectrum emulator existed for the PC by G. Lunter. Unfortunately I have been unable to find the address of the company concerned and I would be grateful if you could supply me with details.

J. MORRIS, KINCARDINE

The Spectrum emulator mentioned by Ian Osborne in his summary of emulators in Pack 21 can be obtained from B.G. Services, 64 Roebuck Road, Chessington, Surrey KT9 1JX. The full registered version costs £15.00 and comes with a batch of useful utility programmes.

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MARCH 1994

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\* The Wizard laughed...."Come to the land in which I dwell. Release the castle from my spell. Use your eyes, the scene is set. What You See Is What You Get". This is your invitation to travel through the boundaries of time in Jean Child's new text and graphic adventure WYSIWYG. The game features graphic locations rather than room descriptions - hence the title Atari ST (£3.00). Order EXCUSE ME - DO YOU HAVE THE TIME? (£3.00) reviewed on page D-240 at the same time for the special offer price (£5.00). Send cheque or postal orders to Jean Childs, 24 Waverley Road, Bagshot, Surrey GU19 5JL.

\* The final game in the ISHAR trilogy is due to be released in April for the PC, Amiga and Atari ST by DAZE MARKETING. There are many new features in ISHAR 3 including animated sequences, quantum leap time travel, teleportation, character manipulation and spectacular locations. You can import your favourite party from the previous two games or choose from over a hundred different characters of different races and classes, all with differing skills and personalities. The story follows on from ISHAR 2 after you have killed Shandar the evil wizard. In fact Shandar's spirit still lives and it plans to inhabit the physical form of Wohratax the last remaining immortal black dragon who is 2,000 years old. If he succeeds his power will be total and Ishar doomed forever.

\* ACCOLADE have released COMPANIONS OF XANTH for the PC (£39.99). There will be a PC CD-ROM version in April.

\* US GOLD have released LucasArts SAM AND MAX, a cartoon style adventure based on the comic book characters. Sam (a sarcastic dog) and Max (a rabbit with a weird sense of humour) are Freelance Police who must solve a couple of disappearances from the carnival's freak show, namely Bruno, the world's frozenest bigfoot, and Trixie, the giraffe-necked girl. PC (£42.99). A CD-ROM version will be released in March (£45.99).

REBEL ASSAULT from LucasArts is available now for the PC CD-ROM (£45.99). Set in the Star Wars Universe, the game uses digitised film footage, and sound taken directly from the films. As part of Blue Squadron you take on the Imperial Walkers on the ice world of Hoth and eventually the Death Star itself.

ARENA - THE ELDER SCROLLS will now be released sometime in March. PC only (£47.99).

\* The latest of Larry Horsfield's adventures, REVENGE OF THE SPACE PIRATES is available now from FSF ADVENTURES. This is the sequel to STARSHIP QUEST, in which your mission is to rescue the Princess Jaeline who has been kidnapped. Available for Spectrum tape or Plus D disk (£2.99) and Spectrum +3 disk (£3.99). Also available for Amiga with free emulator (£2.99).

\* DREAM WORLD ADVENTURES are in the process of converting all their Spectrum text adventures to run under emulation on Amiga. Please write for further details to the address on page A-13.

\* MINDSCAPE have some good news for Amiga owners. CAPTIVE II: LIBERATION which was originally planned for the Amiga CD32 only, has just been released for Amiga A500, A600, A1200 and 4000 computers (£29.99).

CHESSMASTER 4000 TURBO features eleven fully detailed chess sets including Napoleon, Chinese and Staunton, with eleven textured board designs such as Marble, Teak and Surreal to choose from. You can play computer opponents with the playing styles of Fischer, Karpov and Kasparov, link your computer to a friends, or play via a modem. Available now on PC for windows. (£34.99) The game requires a PC 386SX 16 MHz, 4MB RAM and a VGA graphic adapter with 256K of video RAM. Mindscape recommend a 40 MHz 386DX or better processor, 8MB RAM, a SVGA graphics adapter with 512K of video RAM and a windows video accelerator in 256 colour mode for optimum performance. You will also need Windows 3.1 and DOS 5.0 or later. Other versions will be available later in the year.

GENESIA is a game for 1 to 3 players in which you pit your wits against 2 opponents in a quest to find the seven jewels of Neort. You own a small land and must expand and grow by creating a strong economy, building armies and forming alliances while keeping the population happy. In the shops now for the Amiga A500, A500+, A600, A1200 and A1500 (£25.99), with a PC version due in the third week of March (£34.99).

Available now is a PC windows pack containing DEJA VU 1 and 2 (£39.99).

THE SOFTWARE TOOLWORKS have released THE CD-ROM CHALLENGE PACK containing the following games on one CD. ROBOCOP 3D, EPIC, F29-RETALIATOR, PUSH-OVER, CHESSMASTER 2100, PAPERBOY 2, D/GENERATION, CONTRAPTION ZACK, and MIGHT AND MAGIC II. (£39.99).

\* LEGEND's GATEWAY 2 is now available for the PC CD-ROM.

\* Just released from VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LTD is the PC CD-ROM adventure CONSPIRACY starring Donald Sutherland. You play the part of GRU Captain Maksim Rukov who has a murder to solve within a corrupt department of the KGB (£44.99).

DAEMONSGATE from GAMETEK has just been released for the PC (£29.99) and PC CD-ROM (£39.99).

\* PSYGNOSIS will soon be releasing WIZARD, a role-playing game in the Ultima style. Details to follow.

\* UNICA have released 2 PC CD-ROM "action movie" type adventures. CRITICAL PATH and QUANTUM GATE. (£49.95).



\* ZENOBI SOFTWARE has released the first batch of Spectrum games with emulators for the PC. The emulator used is a shareware version and has certain features disabled so you will have to register for the complete version. Registration details and fee are on the disks. The first batch of games listed below are for 3.5" 720K disks (£2.99) per title. Please remember to add 25p per game for postage and packing when ordering.

Jekyll and Hyde	The Khangrin Plans	Murder, He Said
Bugsy	Aura-Scope	Celtic Carnage
Legacy For Alaric	Staff Of Power	The Beast
Theme Park UK	Lightmare	Arnold The Adventurer
The Lost Twilight	The Apprentice	Agatha's Folly
The Dogboy	Leopold The Minstral	The Dark Tower
The Darkest Road	Corporal Stone	Very Big Caves
Jester Quest	Phoenix	Balrog and the Cat
Magic Isle	The House	Retarded Creatures
Violator of Voodoo	White Feather Cloak	Pendant of Logryn
Gods of War	Jack The Ripper	

ZENOBI have introduced a new service for Amiga owners who long to play their favourite Spectrum text adventures on that format. Send your game plus £5.00 and you will receive your original game, plus a disk containing the converted version plus a free emulator. Please send disks by 'recorded delivery' to prevent loss.

**MELTDOWN** by Laurence Creighton is set just after a plane carrying used plutonium rods that were on their way to be re-processed has crashed. Unfortunately the rods went 'critical' on impact and your task is to find them before **MELTDOWN** occurs. Spectrum tape, +D disk and Amiga (£2.49), +3 disk (£3.49).

**LEOPOLD THE MINSTREL** by Jamie Murphy is about a young man's dream. Leopold wanted to become a minstrel. In fact that is all he ever wanted to be. Through his childhood he sat enthralled as he listened to the ballads and tunes of the local minstrels, especially Old Sam, the oldest minstrel of them all. One day Leopold plucked up the courage to ask Old Sam to train him and Sam agreed. After months of training, tragedy struck. Old Sam's lute had a mysterious accident and Leopold's apprenticeship looked like coming to an end unless he could get the lute repaired. Spectrum 128 tape, +D2 disk and Amiga (£2.49), +3 disk (£3.49), PC (£2.99).

**JESTER QUEST** by Mark Cantrell is about a fat little chap named Jeremy, a jester by trade, in fact the only jester in the land. One day while Jeremy is telling his very ancient jokes to the court of King Bawd the doors are flung open by Userper, the great jester of the Southlands, who soon has the court rolling about with mirth. Poor old Jeremy is promptly fired and is sitting in the Prancing Odour drowning his sorrows when his fairy godmother appears (looking very much like a pink elephant wearing a tutu) with a cunning plan that will enable Jeremy to get his job back. Spectrum tape, +D disk and Amiga (£2.49), +3 disk (£3.49), PC (£2.99).

In KOBYASHI AG'KWO by Clive Wilson you are returned to the world of YGOR which is now under the rule of the Etherions, a strange, slightly humanoid race. They offer a trial for those wishing to experience the ultimate. Your task is to find and recover four artifacts before the allotted time runs out. Can you succeed? Spectrum tape and +D disk (£2.49), +3 disk (£3.49), Amiga (£2.49).

LYCANTHROPY by Jonathan Scott is the tale of one man's quest to find a cure for his disease. With the help of a faithful friend you will meet centaurs and golems, eagles and humble frogs who will each play a part in your quest. Spectrum tape and +D disk (£2.49), +3 disk (£3.49).

\* INTERPLAY have announced that their role-playing game STONEKEEP will not be released until the summer. The game has now become so large it will be for the PC CD-ROM only.

\* MICROPROSE will be releasing an enhanced PC CD-ROM version of SUBWARS 2050 at the end of April which will contain an additional scenario disk. Price to follow.

Early March is the release date of STARLORD, the huge strategy game programmed by Mike Singleton. Set in a feudal future, you start the game owing allegiance to an Earl and must progress through fair means or foul to become Emperor. PC (£44.99). There may be a PC CD-ROM version later.

\* DOOM is an all action game for up to four players via a modem, network, or serial cable. The game uses an enhanced Wolfenstein engine and near full screen scrolling, with texture mapping and superb sound. The game is shareware for which you get one mission (Knee Deep in the Dead). Registering for the full game costs £34.95 for which you get two additional missions (The Shores of Hell) and (Inferno). Available from all good shareware catalogues or direct from Arcane Distribution Ltd., 314-318 Peel Road, Peel House, West Pimbo, Skelmersdale, Lancashire, WN8 9PT. (Please add £2.00 for postage and packing) or telephone (0695) 51999.

\* SIERRA have now released POLICE QUEST IV for the PC. (£39.99).

\* FSF ADVENTURES have converted the following titles to run on Amiga under emulation: MAGNETIC MOON (reviewed on page D-87), STARSHIP QUEST (reviewed on page U-17), AXE OF KOLT (reviewed on page D-99), RUN BRONWYN RUN! (reviewed on page D-146) and THE SPECTRE OF CASTLE CORIS (reviewed on page D-132). All five titles are available on two disks, with free emulator (£7.49).

\* In the shops now is THE JOURNEYMAN PROJECT from GAMETEK. Set in a peaceful 24th century, you belong to an organisation that is about to join an inter-galactic federation. A group of criminals are trying to prevent this by travelling back in time and changing history. Can you foil their plans? (£39.99).



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ZORK II.....	Ad.....	012/U-5
ZORK III.....	Ad.....	013/U-10
ZZZZ.....	Ad.....	011/U-1



## **PRIVATEER**

From : Origin/Electronic Arts  
Category: Strategy  
Version : PC (Hard Disk, 4MB Ram)  
Format : Disk  
Price : £49.95 (plus £19.95 for Speech Pack)  
Reviewer: Iain Mackenzie

I'm sure that there is not anybody out there who doesn't know about PRIVATEER, but just in case, it is a space trading game with combat and missions. Let's be honest about this - PRIVATEER is ELITE with graphics and sound for the 90s.

Those of you who have played ELITE, will be at home immediately starting with flying from planet to planet trading food on mining planets in the early stages, to carrying contraband and avoiding (or fighting) the Militia for higher rewards later on in the game.

I thoroughly enjoyed playing PRIVATEER. The graphics and sound are on the whole superb and the combat sequences play like a dream. It really has that "just one more mission" feel to it. Additionally, the ability to upgrade your ship as well as weapons really entices you to go for the high risk trips.

However, I have two criticisms. Firstly, the main plot consists of about 20 missions that must be undertaken to complete the game, and this is fine as the story does hold together quite well. However, the player would be forgiven for not realising that there were any missions at all in the game, as it requires a lot of cash and firepower to be able to meet a character called Sandoval in another star system where the missions begin. It could take literally weeks to reach that level, by which time, a lot of players will have given up! Secondly, it is that again Electronic Arts are ripping us off. £50 is too much to pay for a game, and then to ask another £20 for a speech pack that most other games have built in, is adding insult to injury.

Nevertheless, if you can get this software cheaply and you have powerful hardware, I would highly recommend it, particularly over the new ELITE II. But, that is starting a whole new argument!

**IMPORTANT NOTE:** Please bear in mind before you purchase this game a minimum of 4 meg RAM is required as with quite a few games about nowadays, and also a fast processor is recommended. In fact as with STRIKE COMMANDER a fast 486 is most paramount, because with anything less, the graphics - particularly in combat - move too slowly and really detract from the atmosphere of the game.

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

**STRATEGY : 17/20**  
**PUZZLES : N/A**  
**STAR RATING : \*\***

## FRONTIER ELITE II

FROM : Gametek/Konami  
CATEGORY: Space simulation  
VERSION : PC, Amiga, Atari ST  
FORMAT : Disk  
PRICE : £39.99 (PC), £29.99 (Amiga, Atari ST)  
REVIEWER: Graham Perry on Amiga

The long awaited sequel to ELITE has finally arrived in a well-packaged format with a clear and concise manual, a gazetteer of selected worlds, some simple but "atmospheric setting" science fiction stories, plus a dense star map which gives an immediate indication of the size and extent of the challenges.

The game objective is similar to its illustrious predecessor and finds you (the grandson of Commander Jameson) at Sirocco Starport on planet Merlin in the Ross 154 system with 100 credits and a poorly equipped ship. Your task is to improve your space credibility through trading, combat, mining etc. How you achieve this is very much up to you - there is no set linear progression here! You can visit shipyards for refits, repairs or upgrades, trade in the stock market for up to 30 types of commodities (some illegal in certain systems) or view the notice boards for taxiing packages or passengers if the price is right. The attention to visual detail is first class regarding ships, planets, buildings, space stations and star maps while the text information on planetary data is very extensive. Flight, trading control and information gathering is icon driven, easy to use and quickly accessible, though combat is tricky with enemy ships hard to target and even harder to destroy.

One innovative feature includes an uneasy peace between two political factions, Empire and Federation, which have carved up most of the known universe between them and maintain a recording system which notes deeds and misdeeds that you embark on. This galactic determinism causes you to think carefully about the outcomes of games strategies that you adopt. Despite the technical excellence of FRONTIER ELITE II, its ambitions and aims, its unlimited freedom of movement, and attention to realism and details, I didn't find the game particularly interactive or challenging. In fact, at times it can be repetitive and tedious. I realise that this is probably a minority view so if you enjoyed Elite and want a vastly bigger and better product on the same lines then FRONTIER ELITE II is a first rate space simulation. However, I wonder how much attention it would have received without the subtitle ELITE. By today's very high standards, it looks and feels distinctly average. Oh yes and I miss the Thargoids!

ATMOSPHERE : 15/20  
PLAYABILITY : 14/20  
PSR : 14/20

STRATEGY : 15/20  
REALISM : 18/20  
STAR RATING : ?



## INDY CAR RACING

FROM : Papyrus/Virgin  
CATEGORY : Simulation  
VERSION : PC  
FORMAT : Disk  
PRICE : £49.95  
REVIEWER : Iain Mackenzie

Well, I suppose it had to happen sometime - my favourite game has been knocked off its perch! Yes, "FORMULA 1 GRAND PRIX" has been surpassed by "INDY CAR RACING". It is superb. The game really requires a fast 486 based machine with 4 meg of RAM to get the most out of the detailed bitmapped graphics, as the speed of the movement suffers with anything less. In fact, on my 66 MHz machine it is still perhaps not as smooth as FORMULA 1 GRAND PRIX but this is because there is so much more going on, with bitmap graphics replacing the polygons of the MicroProse game.

This simulation - and it really is that - was written by the same authors who produced "INDY 500" several years ago. If, like me, you didn't rate that game very highly, you might be put off by that fact. Well, don't be, as "INDY CAR RACING" is light years ahead of "INDY 500".

There are several circuits in the Indy racing season, all faithfully reproduced here. As these tracks contain several street, oval and race circuits, there is a great variety in the conditions and challenges you must face in your attempt to be Indy champion. The attention to detail is nothing short of astounding. In the pits, you can customise everything from the stiffness of the individual suspension rods to the compound of individual tyres! Each circuit demands a very different setup which needs a lot of practice and careful planning if you are to stand a chance of winning the race.

Once you are happy with your car, you can qualify for and enter the race itself. This is where the game really impresses. The excitement of the race is tremendous, with the whines from other car engines getting louder as you approach, and the practised critical gear changes all sending your pulse rate higher and higher! One of the main advantages that INDY CAR RACING has over "FORMULA ONE GRAND PRIX" is the intelligence of the other drivers. In "FORMULA ONE GRAND PRIX", if a collision occurred, all other cars would just plough into the melee but in this game they do their best to avoid trouble - not always successfully!

If you are interested in racing simulations, buy this game. It's a classic!

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

STRATEGY : 19/20  
REALISM : 19/20  
STAR RATING : \*\*\*

## DANCES WITH BUNNY RABBITS

FROM : Simon Avery  
CATEGORY: Adventure  
VERSION : Amstrad CPC, Commodore 64  
FORMAT : Tape or disk  
PRICE : £2.00 (Amstrad tape), £4.00 (Amstrad disk), £2.00 (C64)  
REMARKS : Amstrad version available from WoW Software, C64 version  
available from Binary Zone PD, address on page C-117  
REVIEWER: Mark Rooney on Commodore 64

You are Texas Timmy, a young child who would like nothing better than to go and play with your friends like any normal child. However your father has forced you into the role of a cowboy and to make matters worse he has now taken away your teddy bear. You must find a way to make your father proud of you - but how? There have been rumours going around town hinting at untold riches in a cave somewhere in the badlands. Surely, if you could find this you would get your teddy back.

As you need to live up to being a cowboy, you will have to obtain some firearms. Although you are too young to drink, the saloon can always offer something, even to someone as young as yourself. You may even find that you prefer to wear other clothes than your own. Along the way you will meet some Indians, some friendly and some very dangerous. A bargaining situation occurs and you may even end up bargaining for your life.

This is a short adventure but it is packed with humour of a most unusual kind. The author, Simon Avery, has brought a slightly warped sense of humour to the game which really adds to the enjoyment. Some of the puzzles are so out of the ordinary they will require you to lose your sense of reality and think illogically.

It is very easy to remember where the locations are with reference to your current position. This is not due to the adventure being small but because the atmosphere within the game makes such an impression. If you get stuck then there is a list of verbs which you can access, which may help you to solve certain puzzles. Some of the puzzles were tricky and the answers not always obvious. Often these were the puzzles which needed you to use verbs not included on the list.

Although it probably will not take you long to complete this adventure, it is definitely worth having a look at because this is one of the funniest adventures I have played for a long time. I just hope that more adventures will be written that combine both good humour and excellent atmosphere like this one.

ATMOSPHERE : 15/20  
VOCABULARY : 15/20  
PSR : 17/20

GRAPHICS : N/A  
PUZZLES : 16/20  
STAR RATING : \*\*



## **KINGMAKER**

FROM : US Gold  
CATEGORY: Strategy  
VERSION : PC, Amiga, Atari ST  
FORMAT : Disk.  
PRICE : £37.99 (PC), £34.99 (Amiga, Atari ST)  
REVIEWER: Graham Perry on Amiga 500

KINGMAKER is based on a popular boardgame which I first enjoyed playing around 15 years ago, and which re-creates a very turbulent period of history, namely the War of the Roses. A comprehensive 150 page manual with clear game instructions and suggested strategies also contains an excellent historical review of the background to the conflict. The overall aim is to unite the kingdom through the possession and coronation of the last royal piece from a total of nine potential heirs, Lancastrian and Yorkist.

After a choice of set-up options, the "cards" are dealt and you begin to build your army and plan your campaign. For example, a noble with an attack strength of 20 can do very little - but add a title (Earl of Westmorland - 40), a political office (Constable of Dover Castle - 50), enjoy the patronage of a cleric (Bishop of Norwich - 50) and the support of mercenaries (French foot soldiers - 100) and your noble totals an attack strength of 260. This is more than enough to capture key towns or royal castles and combined with allies of similar strength is sufficient to take on rival factions in open battle where random battle odds decide the outcome. Your foes can be executed, held to ransom or set free. An alternative to the random element is "advanced battle rules", a clear departure from the board game, allowing you to actually take control of your forces on the field of battle. An important variable at the start of each player's turn is the event stage, the most disruptive of which, are Scots or French raids and peasant revolts which summon key personnel from your stacks and transfer them to the affected geographical area. Fragmented armies can be picked off by superior forces, while reinforcements introduced at crucial times can swing the balance of power several times per game.

Opponents move very slowly on the Amiga 500, though I believe they are quicker on higher spec machines. Enemy moves are consistent but a little predictable. In the boardgame, flexible, quick and bold strategies lead to success and I feel that an element of excitement and spontaneity is missing from computer opponents. However, this is an excellent conversion overall, not least because every game is different due to the range of variables available. An intelligent and lasting challenge but the boardgame is more fun.

ATMOSPHERE : 16/20  
PLAYABILITY : 14/20  
PSR : 15/20

STRATEGY : 16/20  
PUZZLES : N/A  
STAR RATING : \*

## SUBWARS 2050

FROM : Microprose  
CATEGORY: Simulation  
VERSION : PC (DOS 5.0, 386 Hard disk with 1 meg Ram and  
VGA required)  
FORMAT : Disk  
PRICE : £44.99.  
REVIEWER: Hugh Walker

As its name suggests, SUBWARS 2050 is a futuristic submarine combat simulation. The world of 2050 is in the control of a few multinational corporations who employ mercenary submarine pilots to protect their own interests and to thwart those of their rivals in the exploitation of marine resources - this is where you enter the scene.

The hydrodynamically designed submarines of 2050 resemble jet-fighters more than any kind of sea going vessel and although the controls (via Keyboard, Mouse or Joystick) are very simple, using them to produce the desired result proved my undoing in a combat situation. This was mainly due to my innate incompetence with any form of flight simulation and partly due to the programming which accurately reflects the absence of friction in water... there ain't no brakes!

The training schedule which all new pilots must undergo is extremely well explained in the accompanying guide and following this should give you a sufficient basic grasp of the controls. Sadly once you get out of training, eager to get on with a real mission, things are very different when your target shoots back: therefore an extended period in the combat simulator is highly recommended.

Although the controls resemble those of a flight simulation, mercifully, (for me anyway) the game does not require you to 'take off' or to 'land'; you start in the water and finish in the water or in my case usually covering a large area in a lot of little pieces!

When considering a game's quality, one of the most important factors is whether or not it has that "Je ne sais quoi" which makes it possible not to just have another go, in spite of the deeply traumatic humiliation which you know must inevitably follow.

It may take from now till 2050 but I'll show 'em one day!

ATMOSPHERE : 12/20  
PLAYABILITY : 15/20  
PSR : 17/20

STRATEGY : 16/20  
REALISM : 18/20  
STAR RATING : \*\*



## A SERPENTINE TALE

FROM : Diane Rice/Zenobi Software  
CATEGORY: Adventure  
VERSION : Spectrum 48, Commodore Amiga  
FORMAT : Tape or disk  
PRICE : £2.49 (Spectrum tape or Plus D Disk), £3.49 (Spectrum +3 disk), £2.49 (Amiga disk with free Spectrum emulator)  
REVIEWER: Sue Roseblade on Spectrum +3

This second text adventure by the author of THE BLACK TOWER centres around your attempts to reach the city of Hiarken. You have decided to take a well-earned rest and board ship looking forward to the relaxing voyage ahead of you. All is well until a violent storm blows up, the ship founders and you are the only survivor. Thus you begin the game, adrift in a small boat ...

The start of this adventure is probably more difficult than later stages, so it is a good idea to type HELP to begin with. This brings a helpful friend to your side and later in the game the same command rewards you with a list of useful inputs. When you do finally manage to leave the boat you will, for a while, be in an even worse predicament but if you persevere you will eventually end up on dry land with a chain of puzzles to solve.

The very first thing you will notice in this adventure is the fancy font which I found rather difficult to read, even on a decent monitor. Fortunately the HELP message tells you that there's an alternative character set that you can select, so I played it using that one. The screen layout, on the other hand, is very well done with a nice use of colour and decorative symbols.

The game was written using QUILL, so has fewer sophisticated commands than the usual PAW'd adventure (no GET/DROP ALL, for example). Also it is important to note that the game will only save to tape, even when you are playing from a +3 disk, so make sure you have a tape recorder connected. Having said that I had no trouble at all, either with the command system or data saving.

My main criticism of the game is that it lacks atmosphere and the extra incentive of a fascinating plot just isn't there. After the watery start, the main body of the adventure involves problems related to farming! You have the usual village square with Inn, Store, Smithy, Church and cottages. In fact it soon becomes an everyday story of country folk, although there is an unexpected surge of magic at the end.

A pleasant adventure but nothing special.

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

GRAPHICS : N/A  
PUZZLES : 13/20  
STAR RATING : \*

## **LOST IN TIME**

**FROM** : Coktel Vision/Sierra  
**CATEGORY**: Adventure  
**VERSION** : PC, PC CD-ROM  
**FORMAT** : Disk  
**PRICE** : £44.99 (PC), £49.99 (CD-ROM)  
**REVIEWER**: Geoff Hyman on CD-ROM

Towards the end of the 21st century, time travel becomes possible and a highly valuable new element is discovered. The only problem is that it is too dangerous to use, being radioactive for 3000 years. The criminal Jarlath has stolen a sample of this material, taken it 3000 years into the past and hidden it in an Egyptian sarcophagus. The Space-Time Police have identified you, Doralice Prunellier, as the main instrument to foiling Jarlath's evil plans.

When the game starts, you awake on board a ship on the Caribbean Sea but somehow transported back to the year 1840! The ship is carrying the sarcophagus. The captain of the ship is under orders from Jarlath to sink the ship off the coast of Europe, near a manor that Jarlath has acquired. As Dolarice, you will need to help organise a ship's mutiny and then to defeat Jarlath on a nearby Caribbean island. An appreciable part of the game also takes the form of a "flashback" to Dolarice's visit to the manor in 1992. Nearby Dolarice discovers a shipwreck containing a strange treasure... Anyway it makes for a surprisingly credible story.

The game uses short film clips of live actors, speech, and a mixture of real and hand-painted scenery, which all blend together very well. The interface is completely icon-driven and includes a map that can be clicked on to return to places, once you have first reached them. There is a diary icon in which key encounters and vital clues are recorded and can also contain your own notes. One unusual aspect of the game is the way inventory items work together. Some items contain others e.g. a cigarette pack holds a matchbox and a bag holds a flower. Items can also be made or built from other items but all this is soon mastered.

The puzzles vary from the easy to the very difficult but help is at hand. The game allows you to play up to three "jokers" that give you valuable clues about some of the puzzles but you should wait until you really need to use them. You can't cheat by re-loading a saved game as you will not get your used jokers back. An annoying feature, for CD-ROM users, is that several megabytes of hard disk space are still required to install the game, reducing one of the main advantages of this medium. A playing guide to this game is provided on pages T-39 to T-42 in the Reference Book. All in all, an entertaining game of top quality.

**ATMOSPHERE** : 18/20  
**VOCABULARY** : N/A  
**PSR** : 16/20

**GRAPHICS** : 17/20  
**PUZZLES** : 14/20  
**STAR RATING** : \*\*



## THEME PARK USA

FROM : Jack Lockerby/Zenobi Software  
CATEGORY: Adventure  
VERSION : Spectrum 48, Commodore Amiga  
FORMAT : Tape or disk  
PRICE : £2.49 (Spectrum tape or Plus D disk), £3.49 (Spectrum +3 disk), £2.49 (Amiga disk with free Spectrum emulator)  
REMARKS : PC version, with Spectrum emulator, available shortly  
REVIEWER: Bob Adams on Amiga with Spectrum emulator v1.7

THEME PARK USA is a follow-up to THEME PARK UK and I assume it is by the same author. However, as Zenobi's advertising blurb fails to mention the author and neither has the Amiga version got a loading screen, I am unable to confirm this point.

As the title implies, THEME PARK USA is set in America and as fizzy-drinks and fast-food are mentioned, one assumes it is in a modern or slightly futuristic time period. At least that is the scenario that was in my mind as I started playing it. The opening screen informs you that you've been flown over to use your skills gained in the UK Theme Park and to test them against this even harder USA version. The "park" is divided between four "zones"; Yellowstone Park, The Rocky Mountains, New York and Hollywood.

You are given a time limit of 10 hours to complete the adventure. Time is deducted at the rate of one minute per input - including house-keeping inputs such as "Save", "Inventory" etc, which I felt was rather unfair. Also, if you sit staring at the screen without typing anything in, the clock ticks down in real-time. I didn't notice this until I ran out of time after 563 moves, instead of the expected 600!

The blurb states that the game may be tackled in any order but in fact there is only one correct way to complete it. The hard part is finding out what that order is. The puzzles are not too difficult but the parser is very unfriendly. I was delayed more by playing "spot the syntax" than by the puzzles themselves. However, I did get stuck a couple of times and when I was informed of the answers I felt less than impressed. The first was when I had to use magic to "escape" from a tunnel. As this was so incongruous to the setting, the possibility just didn't occur to me. The second sticking point appears to be a bug! At the Hollywood Studios, you have to "Open Door". If you close this door after entering, the exit disappears and you cannot complete the game. Be warned!

Overall, this game left me feeling disappointed as it lacked atmosphere and I felt I was just competing in a battle against the author, instead of being a part of an adventure. Or perhaps I was expecting too much after the good reviews of THEME PARK UK?

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

GRAPHICS : N/A  
PUZZLES : 10/20  
STAR RATING : ?

## THE HAND OF FATE (KYRANDIA II)

FROM : Westwood/Virgin  
CATEGORY: Adventure  
VERSION : PC (Hard Disk, 2MB 386 and VGA required)  
FORMAT : Disk  
PRICE : £39.99  
REVIEWER: Hugh Walker

Well it looks like its going to be one of those days. You come home, from wherever Kyrandians go in the day, to discover that your cottage has been ransacked and all your magical thingamywotsits have been stolen; and if that is not enough as soon as you step outside you see parts of the landscape disappearing right in front of your eyes.

This is a typical day in the life of our heroine Zanthia. A reliable source informs you that the cause of all your troubles must be those Anchor Stones at The Centre of The World, so this is where she must go.

To start you will need to find your spell book, also your cauldron so that you can begin to cast some magic; unfortunately portal spells are not possible as there are never enough blueberries around when you want them. The only option left is a long walk!

The game uses the simplest of icon systems involving the single arrow which can be clicked anywhere on the screen and the appropriate message is given. There is no option to chose what you are going to say to other interacting characters but what Zanthia comes up with is normally what you want to hear; you can also give yourself clues about what you should be doing in a location by clicking upon Zanthia's body. She will make two comments, one of which will be useful.

The game is quick to capture you and will keep you coming back to see if you can just solve that puzzle you got stuck on earlier. It is not hard and the puzzles are logically solved. It is really quite difficult to fault it.

Although the sense of humour sometimes leaves a little to be desired it is generally pleasant and always fun. Westwood have still not reached the staggeringly high standards of Lucasfilms but have left poor old Sierra at the traffic lights.

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

GRAPHICS : 19/20  
PUZZLES : 16/20  
STAR RATING : \*\*\*



## THE FINAL BATTLE

FROM : Dream World Software  
CATEGORY: Adventure  
VERSION : Spectrum 48/128  
FORMAT : Tape or disk  
PRICE : £2.50 (tape, Plus D disk), £2.00 (send your own +3 disk)  
REMARKS : Due to be converted to Amiga under emulation.  
REVIEWER: Sue Roseblade

THE FINAL BATTLE (not to be confused with the 16-bit graphic adventure of the same name) is the last adventure in the trilogy which includes DRAGON SLAYER (reviewed on page D-159) and DEATH OR GLORY (reviewed on page D-194). Following the storyline set in the other games, you are still attempting to recover the lost Medallion of Immortality, which has been stolen by the Black Goblin King. Your battle to gain access to the goblin castle and defeat the king will not be fought with conventional weapons but with skill, cunning and a little magic.

This is a standard PAWEd text adventure and may be played without you having seen the two previous games, although it's probably more fulfilling to play through the complete set in order.

The adventure begins with some traditional woodland explorations with a swarm of wild hornets, a wise woman in her shack, an aggressive goblin and a tree-dwelling dwarf. As this was followed by a derelict cottage plus overgrown garden, I was beginning to feel I had been here too many times before ... until I met the Wizard. Then, with a bit of magic, I was off to the goblin castle where things became considerably more exciting and my interest was re-awakened. In other words, the latter stages of the game are an improvement on the somewhat uninspired beginnings.

There are one or two good puzzles but on the whole I felt that the gameplay depended rather too much on finding hidden objects. There were not enough messages built in to make this rigorous searching entertaining. In most of the key locations there was a wealth of well-described scenery to investigate but on almost every SEARCH or EXAMINE command you are greeted with the standard "nothing there" response. In one place, LOOK UNDER GATE was required to find the sought object, I would have been far happier if the author had built in some amusing responses to the dozen or so other things I had inspected in my hunt.

My main comment is that it's a shame the excellent location descriptions weren't matched by an equally imaginative set of messages. A nice adventure, worth a look but not the best of the three.

ATMOSPHERE : 14/20  
VOCABULARY : 11/20  
PSR : 13/20

GRAPHICS : N/A  
PUZZLES : 12/20  
STAR RATING : \*



## **STAR TREK: JUDGMENT RITES**

**FROM** : Interplay  
**CATEGORY**: Adventure  
**VERSION** : PC  
**FORMAT** : Disk  
**PRICE** : £49.99  
**REVIEWER**: Geoff Hyman

The voyages of the Starship Enterprise continue in this long-awaited sequel to STAR TREK 25TH ANNIVERSARY, which was reviewed on page U-29. In some ways JUDGMENT RITES is similar to the previous game, having the same graphical format and slightly clumsy icon-driven interface. But in all other respects the game has improved. Firstly, a big plus, you can now choose between no space combat, limited, or full combat options. So if, like me, you prefer to get down to the adventures, you can avoid all those boring shoot-em-up scenes. Secondly the game supports sound, but this is limited to an excellent introduction. Thirdly and perhaps most importantly the adventures have much greater depth and there are alternative ways of completing each mission. Combined with a system for scoring your performance, this offers fresh challenges.

The game comprises eight missions: Federation, Sentinel, No Man's Land, Light and Darkness, Voids, Museum Piece, Though This be Madness and Yet There be Method in It. Each game has a different author, giving an enjoyable variety of different styles. The landing party varies in the different missions and could include any of Kirk, Spock, McCoy, Scotty, Sulu, Uhuru or Chekov as well as some fresh faces and the occasional Klingon.

In the first mission, a visitor from the future warns that the Federation will be destroyed in eight days time. You encounter Elasi Pirates and must investigate and eliminate the cause of some strange space-time distortions. The Sentinel mission involves a visit to a planet inhabited only by a primitive stone-age race, but who built all those strange machine and force fields?

In No Man's Land, Kirk encounters an old enemy who has created a bizarre reconstruction of a small town in Germany in a First World War setting. In Light & Darkness, rival holographic projections reveal a tale of a race that has become divided and must be reunited with the aid of bio-technology equipment. In the final mission Kirk must pass a test set by a highly advanced civilisation, leading to a major new ally of the federation.

The special Collector's Pack includes a video of Star Trek II. Great entertainment, even if the format does seem slightly dated.

**ATMOSPHERE** : 14/20  
**VOCABULARY** : N/A  
**PSR** : 14/20

**GRAPHICS** : 13/20  
**PUZZLES** : 15/20  
**STAR RATING** : \*\*

## LABYRINTH OF TIME

FROM : Electronic Arts  
CATEGORY: Adventure  
VERSION : PC CD-ROM (4MB Ram, VESA compatible video card),  
Amiga CD-32  
FORMAT : Disk  
PRICE : £39.99  
REVIEWER: Iain Mackenzie on CD-ROM

LABYRINTH OF TIME starts very nicely with atmospheric graphics and sound depicting an underground railway station, as you wind your weary way home after another tedious day at work. Then suddenly, after entering the train, a vision appears in front of you, telling tales of King Minos and his evil deeds against humanity. The vision is Daedalus, who insists that you sort out this Minos character whether you like it or not! (Still, I suppose that there wouldn't be a game if you refused). From there on, you are launched into an adventure jumping back and forth between several time zones to foil Minos's plans.

I should say, that the rendered graphics in LABYRINTH OF TIME are superb. There are several sumptuous SVGA images for each location, and as these vary from an old Western town, through a Cretean maze, to a fifties diner, there is plenty to look at and be amazed by. The CD audio soundtrack consists of about 4 long orchestral pieces. They are also impressive as far as they go, but maybe there should have been more, as after several hours play, they do become rather repetitive.

Although I enjoyed playing the game through to the end, I feel that there is just not enough in it to justify the purchase price. The puzzle element in the adventure is fairly limited, and you inevitably get the feeling that you are watching a very impressive display of rendered graphics with a bit of a game attached. Having said that, I did get stuck on a couple of occasions, and had to seek the advice of Electronic Arts to continue.

The interface works very well, with all actions made by the mouse from 2 sets of panels at the bottom of the screen. As an aside, LABYRINTH OF TIME is the first game I have come across that 'auto-detects' hardware settings, particularly sound board configurations. Now that is a great leap forward, as it all worked perfectly from start to finish.

In summary, I would recommend LABYRINTH OF TIME with the reservation that you do not get many hours play for your money as the puzzle/strategy elements in the game are fairly limited.

ATMOSPHERE : 16/20  
VOCABULARY : N/A  
PSR : 16/20

GRAPHICS : 18/20  
PUZZLES : 14/20  
STAR RATING : \*



## WAYNE GRETZKY ICE HOCKEY 2

FROM : Bethesda Softworks  
CATEGORY : Simulation  
VERSION : PC, Amiga  
FORMAT : Disk  
PRICE : PC (£29.99), Amiga (£25.99).  
REVIEWER : Mike Barton

CRASH, CRUNCH, OOOOF. Head spinning, chest heaving you check the ice to find that play has moved downrink to your goal and Canada scores, GOAL! The crowd roars and all you can do is scowl at LeCocq the Canadian Centre who cross-checked you into the barrier. Quickly looking around you call Timeout allowing you to change the tired players for a fresh offensive line.

Being a fan of simulations, flight not football, it was a pleasant experience to review a sports simulation. The 44 page manual is well laid out and forms part of the game protection system. The game description is detailed, covering the layout of the rink, playing positions and the principles of play. Quite a large part of this section covers penalties (bad boys). The quick start section advises you to study the players reference guide, boot up the game and use the default settings.

After getting beaten for a couple of games I decided to read the manual sections that came after the quick start. The menu section contains all of the modifiers you require to learn the game and raise the difficulty as your proficiency increases. The game setup menu allows you to set your control level of the team, from player control to coach only. It allows you to vary the team quality between High School and Professional (when playing at professional fights may break out). You may even vary the quality of the referee. You can set the play period length from 5-20 minutes and also the speed between normal, slow or novice (slowest being the best to learn at). You can even select the helmet/jersey colours of your team. The team construction menu allows you to edit the player "lines" down to the level of player stats (strength and weaknesses). These may be selected during play using the lines or stats menu. You can print team rosters and stats for reference during the game. The play edit menu allows you to develop offensive and defensive plays. Substitution, team behaviour and even instant replays are also available.

The 'Playing the Game' section covers the use of mouse, joystick or keyboard within the game and then goes on to give excellent hints and tips on how to play and coach to win. An excellent game for both simulation and strategy players which I thoroughly enjoyed playing. A must for sports fans.

ATMOSPHERE : 18/20  
PLAYABILITY : 17/20  
PSR : 15/20

STRATEGY : 14/20  
REALISM : 16/20  
STAR RATING : \*\*



## FASCINATION

FROM : Coktel Vision  
CATEGORY: Adventure  
VERSION : PC, Amiga, Atari ST  
FORMAT : Disk  
PRICE : £35.99 (PC), £29.99 (Amiga, Atari ST)  
REVIEWER: Ian Osborne on Amiga

On a flight from Paris to Miami, a dying passenger gives you a vial containing a revolutionary but potentially dangerous potion, begging you to deliver it into the right hands. The vial's significance becomes apparent fairly early on in this modern-day adventure and its contents are shocking to say the least.

Surprisingly for a computer game you play a woman, namely Captain Dolorice May. Less surprisingly, the result is extremely sexist. Dolorice is described as "the sexiest air hostess on the Paris to Miami flight". Using the shower in her room results in the slideshow of semi-nude stills which are of no relevance to the storyline) and her sexuality is referred to throughout.

The game's point and click interface is easy to get to grips with; drag the pointer over a significant object or detail and it is highlighted. Drag an item from your inventory onto it and click to use or combine. This makes progress a little unsatisfying; if you are stuck, just find all significant objects on the screen and combine them with the items in your inventory until something happens. At worst you find yourself attempting an action for no better reason than it's the only thing possible, the puzzle only makes sense after it is solved. As a result the game is exceptionally easy until you get to the end, where you're confronted by a ridiculous, insane puzzle that can't be solved unless you play the piano, or at least know which keys play what notes.

The game's other major failing is its linearity. All adventures are linear to some extent but a good game disguises this fact and lets the player feel in control of his or her own destiny. FASCINATION prevents you leaving a location until you have carried out specific actions, even if there is no logical reason to do so. This ruins the game's otherwise impressive atmosphere.

The program does have its good points. The storyline is strong, the graphics exciting and using screens shaped like relevant articles (eg the car park scene takes place on a car-shaped screen) is a master stroke. At the end of the day, though, this is not enough. FASCINATION is too easy, too short and too idiosyncratic to be anything more than a curiosity. Buy it if you see it for under a tenner and have nothing else to do.

ATMOSPHERE : 11/20  
VOCABULARY : N/A  
PSR : 10/20

GRAPHICS : 16/20  
PUZZLES : 7/20  
STAR RATING : \*

## FOOTBALLER OF THE YEAR 2

FROM : GBH  
CATEGORY : Simulation  
VERSION : Commodore 64, Amstrad CPC, Spectrum 48, Atari ST, Amiga  
FORMAT : Tape or Disk  
PRICE : Commodore 64, Amstrad CPC, Spectrum 48 (£3.99),  
Atari St, Amiga (£9.99).  
REVIEWER : Ian Osborne on Amiga

Unlike usual football simulations, FOOTBALLER OF THE YEAR 2 puts you in the role of a single player, the aim being to win the prestigious (and eponymous) title and help your team to fame and fortune in the process. When playing for your team you earn £200 for each match with a bonus of £50 for each goal you score. Make the international side and the wages are higher, which is a good thing - money is very important in the game.

Before each match you get the option to buy and/or play 'goal cards'. Indeed, managing your money and career forms the heart of the game. Each card played offers a tactical screen showing a set piece for you to reproduce on the field. You don't play out the whole match, just the goal-scoring opportunities. The opposition are extremely unsophisticated and (of course) you only control one player, though scoring within the time limit takes a little practice. Extra money is earned by gambling - choose the 'double or nothing' option and you're given a football-related question. Get it right and you double your stake, which you can then gamble further. Several random incidents occur during the season which can increase or decrease your bank balance or offer the chance to transfer to another team without paying the usual £5,000 fee. To transfer successfully you must score a set number of goals in your next game or answer several trivia questions. If successful you get a lucrative transfer fee. Although initially enjoyable, the game's shortcomings soon become apparent. Being unable to affect the team's overall destiny is frustrating at times and the programme has several quirks. For example, some games act as trials for the international team. If you are offered a trial and your side isn't playing that week, you automatically fail! The ability to look at league tables before making certain decisions would be a boon too.

FOOTBALLER OF THE YEAR 2 is fun for an hour or two but too predictable when you get the hang of it. The allocation of the award is a little suspect too. During my finest season to date I transferred to an unsuccessful team and wasn't even nominated, although I averaged a goal a match. I did far better the following year when representing a league and cup-winning side, although I put in a weaker performance. Is this really on? Not a bad game but limited in scope and lastability.

ATMOSPHERE : 8/20  
PLAYABILITY : 17/20  
PSR : 9/20

STRATEGY : 7/20  
REALISM : 9/20  
STAR RATING : \*



## ZENOBI SOFTWARE

John Wilson formed Zenobi into a full-time company in 1988 but it existed as a part-time enterprise for about two years prior to that. To begin with the only games published were written by John himself and became well-known for their humorous content and extraordinary attention to detail.

In 1989, economic considerations made it necessary to publish the works of other authors, the first of which were LIGHTMARE by Scott Johnston and ALIEN RESEARCH CENTRE by Shaun McClure and Ian Smith. All the earlier titles were available on the Spectrum 48k and 128k machines only.

Later the catalogue was expanded to include a range of adventure games for the Atari ST. Some of these were converted Spectrum games and others were newly written specifically for the ST. Following this a selection of Public Domain and Shareware software for Atari ST was made available by Zenobi.

The next venture, in 1992, was the distribution of a variety of PD and Shareware for the Amiga. Meanwhile, the Spectrum adventure lists continued to grow at a healthy rate.

In 1993, a new and exciting development took place with Spectrum text adventures becoming accessible to Amiga owners via a Spectrum emulator. Zenobi began to distribute a number of original text adventures with a free emulator on each disk. As a result, Amiga owners are now able to play a large number of classic Spectrum adventures (over 80 titles to date) by such authors as Jack Lockerby, Clive Wilson, Laurence Creighton, Linda Wright, Ian Brown and John Wilson himself.

This has been extended into a "Personal Conversion Service" where Zenobi will convert any original Spectrum adventure, sent to them with the appropriate fee, to allow it to be played on Amiga.

Zenobi has one of the fastest growing lists of text adventures available for the Spectrum, Atari ST and Amiga machines. There is an increasing emphasis on releasing compilations of games by various independent authors.

The most recent development from Zenobi is the release of Spectrum adventures with emulators for the PC. In the same way as was done for Amiga, the PC owner will have a large selection of traditional text adventures to explore at a very basic price.

The main aim of the company is to keep the adventure market alive and thriving and the following quote from John Wilson himself sums up his position perfectly:

"Basically I am a story-teller and always have been, and there is no greater joy than to have another person derive pleasure from what you, the story-teller, are relating."

(March 1994)



Full reviews of the following Zenobi titles can be found in the Reference Book. Mini reviews (Section U) have not been listed here.

AZTEC ASSAULT	Traveller In Black	019/D-170
THE BALROG AND THE CAT	John Wilson	009/D-60
THE BEAST	Linda Wright	008/D-47
BEHIND CLOSED DOORS (THE SEQUEL)	John Wilson	012/D-82
THE BLACK TOWER	Diane Rice	025/D-257
THE BOUNTY HUNTER	Jack Lockerby	008/D-46
BRIAN & THE DISHONEST POLITICIAN	Scott Denyer	016/D-135
CELTIC CARNAGE	Traveller In Black	023/D-221
CRACK CITY	Garry Cappuccini	011/D-76
CRYSTALS OF KINGS	Keith Burnard	026/D-274
THE DARK TOWER	Jack Lockerby	015/D-115
THE DARKEST ROAD	Clive Wilson	018/D-164
DIABLO!	Mark Cantrell	008/D-45
DIARMID	Dennis Francombe	024/D-234
THE DOMES OF SHA	Jack Lockerby	001/D-6
THE ELLISNORE DIAMOND	Jack Lockerby	013/D-96
END DAY 2240	Acesoft	023/D-228
THE ESCAPING HABIT	Jack Lockerby	022/D-213
FROM OUT OF A DARK NIGHT SKY	John Wilson	010/D-66
THE HAMMER OF GRIMMOLD	Jack Lockerby	006/D-32
JACK THE RIPPER	St Brides	002/D-8
JESTER'S JAUNT	June Rowe	018/D-153
KIDNAPPED	Jack Lockerby	023/D-231
THE LAMBERLEY MYSTERY	Ian Eveleigh	013/D-91
THE MAGIC ISLE	Palmer Eldritch	016/D-138
THE MAGIC SHOP	J.Taylor	013/D-98
MAROONED	Laurence Creighton	020/D-189
MENAGERIE	Ian Brown	006/D-30
THE MINES OF LITHIAD	Jack Lockerby	017/D-143
THE MISER	Jack Lockerby	007/D-43
MURDER ... HE SAID!	Jack Lockerby	020/D-183
THE MUTANT	Jack Lockerby	009/D-57
ONE OF OUR WOMBATS IS MISSING	Mike Gerrard	011/D-74
PERSEUS	Dennis Francombe	026/D-276
PHOENIX	Traveller In Black	014/D-104
PROJECT NOVA	Mark Cantrell	021/D-197
A SERPENTINE TALE	Diane Rice	026/D-267
SHARD OF INOVAR	Clive Wilson	004/D-16
SILVERWOLF	St Brides	015/D-117
TAX RETURNS	Steve Clay	022/D-218
TEARS OF THE MOON	Clive Wilson	017/D-140
THEME PARK U.K	Jack Lockerby	025/D-253
THEME PARK USA	Jack Lockerby	026/D-269
TREASURE ISLAND	Jack Lockerby	012/D-84
TWAS A TIME OF DREAD	Clive Wilson	015/D-126
THE UNBORN ONE	Clive Wilson	022/D-211
VENOM	Clive Wilson	005/D-28
THE VIOLATOR OF VOODOO	Traveller In Black	016/D-129
WEAVER OF HER DREAMS	8th Day	005/D-27
THE WHITE FEATHER CLOAK	St Brides	014/D-109

## YOU ARE NEVER ALONE WITH A MODEM. (by Bob Adams)

What does mention of the word "modem" mean to you? Do you immediately think of hackers breaking into the local bank to bolster their flagging account, or of young wizz-kids entering a government computer and starting World War III, or even horrors of horrors, dirty old men passing pornography over the same telephone lines that you use to chat to Great Aunt Emily?

Well, if you believe the "media", you must think of at least one of those scenarios and yet strangely, 99.9% of all modems are never used for any of those things. So, what do we modem owners actually do with them and is there anything to owning one that can be of benefit to the adventurer?

### Using a modem:

Adding a modem to your computer turns your machine into a very powerful tool indeed. No longer are you restricted to software that only arrives via a floppy disk. With your computer connected to the world-wide telephone network, the amount of free software available to you is only limited by your ability to pay the phone bill.

There is no restriction either on the makes of computers involved. Modems use a common carrier or signal and they can connect to all the current popular computers, via the serial port. This has the added benefit that practically any model of home microcomputer with an RS232 can talk to any other model, for example an Amiga can talk to a PC. If ASCII files are transmitted, then these files can be read by a word processor on the receiving computer. Obviously, the same cannot apply to games. A PC copy of GRUEKNAPPED! will transfer okay via modem to a Spectrum but of course, it'll never run on the "wrong" machine in a month of Sundays.

Modem users fall into two main categories. Firstly there are those that exchange files directly between themselves, by merely telephoning the other user and then allowing the modems at each end to take over the call. Once connected, the two users can exchange files, programs, whatever, or just sit at their keyboards and type a conversation with each other. That second bit may seem a bit daft at first, especially when most people can talk a lot faster than they can type but stop and think about it for a moment. What about the deaf? They normally couldn't use a telephone but typing on-line gives them the sort of freedom they could previously only dream about.

If your typing speed is slow or the budget is tight - and whose isn't? - then there is no need to type at one word per minute on-line and increase BT's outrageous profits still further. The letter can be typed, saved before making the call and up-loaded in seconds. Then you can call back to collect the reply at a pre-arranged time.



That way, the files are exchanged but at a minimum cost - even for long distance. It costs less than sending a letter by post and you could have your reply in a matter of minutes instead of a normal turn round time of several days.

However, the most popular usage of a modem is for connecting to a Bulletin Board System (or BBS for short). Once again, if you believe "The Cook Report" or similar recently televised bad publicity, these are all dens of iniquity just waiting to corrupt the next caller who happens by. In fact, the truth is quite the opposite but sadly for TV programme makers, it is also far less sensational!

BBS's are fantastic places for getting all sorts of help and advice on just about every subject imaginable. Multi-megabytes of storage are available, jammed pack full of messages, files and programs for just about every purpose and all free to the down-loader.

It is a well known fact that most of the public domain libraries that advertise their wares in the glossy mags, obtain their software from BBS's. Due to the delays of adverts appearing, that "new" program has probably been available for you to download for at least three months. Cover disks often suffer the same fate. To the modem owner, they are out of date before they even appear. Sometimes in the case of virus checkers, they can be up to three updates behind!

By the way, did you notice I never referred to a single bit of pornography or pirate software being available? Why? Because they are not available! There are thousands of BBS's being run in the UK alone and the system operators (sysops) are as much against this sort of thing as are the anti-piracy organisations such as F.A.S.T. They run their BBS as a hobby and work very hard to keep their file areas clear of anything illegal.

Apart from using a BBS to fill up your hard drive, they have another very important function - message areas. This is where you can leave a public message to other users of the same BBS or if you're lucky, the BBS will be connected to one of the "Nets", such as FidoNet. To you the user, this means that not only will your message be read by every person who logs on to that BBS but it will also be transmitted (or echoed) all over the UK and could even go all around the world.

FidoNet is an international network of hobbyist computer owners totalling about 25,000 world-wide. Every night (usually between 2 - 3am) all the messages are packed up and sent on to the next computer in the link. Depending on the subject under discussion, it is quite a funny feeling to ask a question on a BBS in London, say on MSDOS, and receive a reply from somebody in Australia. This will take a few days for it to reach the land of Neighbours and return again but remember, the cost to you has only been the call to your local BBS.



What about something more instant, or even a direct message to somebody you know either in the UK or abroad? Certainly. If you're willing to pay a joining fee and subscription, several commercial on-line services are available to the modem owner. Originally intended for business and University users, they now have a huge hobbyist membership as well.

CIX is probably one of the most popular and once joined, it is possible to send either public or private mail via the Internet. I once sent a private message to AGT in California and received a personal reply in less than two hours! Now that's what I call fast but of course, it's only available for a fee. If speed is not important then the FidoNet BBS's do an admirable job and are generally available free of charge.

### Communications Software:

Apart from the obvious ingredients of a phone line, a computer and a modem, you'll also need some software. This is usually called a terminal program or "comms" software. What it does is, it allows your computer to talk to the modem, so that you can configure it to operate the way you want it to. The better the software, the more features that can be automated.

For instance, I have a script that when I set it running, allows me to call up a BBS, collect all the messages in the areas that I'm interested in (and ignore the ones I'm not), download the messages and any files that other users have left for me, upload any messages that I've written and then log-off (drop the phone line). Whilst this is happening, there is no need for me to do anything as the whole script is automated. This is not only very convenient but also saves money, as a computer can pass instructions much quicker than a human. Shorter on-line time means lower phone bills!

Strangely, commercial comms software is not very good and mostly over-priced. The shareware market is a much better place to find excellent comms software and with the ability to try before you buy, you can experiment and find the best one for you. Needless to say, no two comms users ever agree on which is the best program to use so really it is a case of choosing the one that suits you the best.

### What Now?:

So, what is in it for you? There are several ways a modem can help the adventurer, mostly as outlined above but there are also one or two unique things available. Several BBS's now have a separate area just for adventurers to chat and ask each other for help etc. Then there are the echo areas on FidoNet, CIX, etc where you can talk to people from around the world and finally, a few of the large software houses are getting in on the act.

Sierra is probably the best established in this regard. They have their own BBS in the UK and it is free to join. It is full of Sierra product news, information, hints, full solutions, in fact everything you need, all just waiting for you to log on and download. BBS's run by the software houses have been going for years in the USA so it is good to see that things are now getting started in the UK. I'm sure that others will soon follow.

If I have whetted your appetite and you decide to go ahead and find yourself searching for the number of your local BBS, before you make that call please stop for a moment and consider this; the sysop running that BBS is just like you and me. He has devoted his time, equipment and money to provide you with some cheap entertainment. Please do not do anything on his BBS that will cause him embarrassment, additional work or expense. Nobody minds a beginner making mistakes (we've all done it!) but some people delight in trying to deliberately foul up the system. Those people we can do without.

See you on-line...?

#### Some useful BBS's for Adventurers:

SIERRA: 0734-304-227

This is Sierra's UK support board. It contains an excellent system for providing on-line help for all Sierra adventures, where you can pick from a menu exactly the hint that you need. There is an area for downloading files for program patches and demos, a news area and special discount offers. There is also a message area where you can post queries and then dial-in later for an answer.

VIRGIN: 081-694-4033

This is the European support board for Virgin's computer games and provides hints, demos and patches as well as a message area. This board is also free.

WESTPOINT CREATIVE: 0743-360287

Customer support board for Creative Technology Ltd, who make soundcards and CD-ROM drives. This has a very extensive area of files for downloading, covering hints for many adventures, demos and free software upgrades. There is limited time available without charge and you have the option to subscribe if you need more.

MARCH 1994

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#### THE GOLDEN CHALICE AWARDS:

We would like to thank all the members who have sent back their voting forms but the response has not been overwhelming. Consequently we are leaving the voting open until the first week in April so please send in your votes as soon as possible. If you require a new form we shall be happy to supply one, or you may telephone us your votes if you prefer, but PLEASE vote whichever way you choose.

#### LETTERS PAGE:

When members telephone the office they often mention they enjoy the letters pages. We would like to include 2 pages in every issue, so the solution is in your own hands. Why not tell others about a favourite game or problems with loading you may have found. If your game needed a patch disk or had a bug, other members would be interested to know.

#### CONTRIBUTIONS:

Although we have an extensive database of solutions, we are always pleased to receive hints and tips and solutions for old and new games from our members. If you have written a starter guide, playing guide or full solution that you think is suitable for publication we would be very interested.

#### SUGGESTIONS:

We are always pleased to receive suggestions on how we may improve our packs. Please tell us if there is something you would like to see more of or if you have an idea for a new section.

#### REVIEWERS:

We would like to thank the members who have offered to review games for us, but there are no vacancies at the present time. When we need reviewers we will ask you to re-apply in the notice board.

#### HELP WANTED:

We are looking for a solution to EYE OF THE BEHOLDER III. Can anyone help please?



## **THANKS:**

We would like to thank Bob Adams for his article on Modems in this issue.

We should also like to thank everyone who contributed to the Hints 'n' Tips section.

## **BUY - SELL - SWAP:**

**WANTED** - I am looking for LANCELOT to complete my Level 9 collection. I would prefer a PC version, but an Atari STE version would also be acceptable. Please write to Mr. J. Morris, 35, Keith Street, Kincardine, Nr. Alloa, Clacks, FK10 4NB with details and price.

\*\*\*

**FOR SALE** - I would like to sell the Amiga version of WONDERLAND. Please telephone for details. Sylvia Parry on 081 870 4641, evenings or weekends only.

\*\*\*

**FOR SALE** - Power Computing 40 meg hard drive for the Atari in good working order, £120. I will also include a boxed set of Kuma's ST productivity software which contains ST-Word, ST-Calcul, ST-Graph and ST-Base if wanted, plus 5 games. Please call Hazel on the club number after 6.p.m.

\*\*\*

**FOR SALE** - I would like to sell The Seventh Guest for the PC CD-ROM for £20.00 plus postage and packing. As new. Telephone Debbie Lawford on 081 859 8531 evenings only.

\*\*\*

**FOR SALE** - I would like to sell Might and Magic - Clouds of Keen for £20.00, postage and packing included. As new. Please telephone Hazel at the club number if interested.

\*\*\*

I have The Third Reich (£12.00), Railroad Tycoon (£8), and D/Generation (£6.00) for sale. They are all Amiga games. Leave a message for David at the club number.

\*\*\*

All members are invited to use the Buy-Sell-Swap service, which is free of charge, to advertise their hardware and software items.

**LOST IN TIME**

Coktel Vision

**Introduction: The Briscarde, Caribbean Sea 1840**

Dolarice wakes up in the past. Through a wall, she talks to Yaruba, the slave. Above, Dolarice meets Melkior, the agent.

<u>Object</u>	<u>Location</u>	<u>Use</u>
Pliers	Inventory	Get the nail. Get a wooden pin.
Pipette	Inventory	Later
Paint Remover	Inventory	Later
Nail	Hold	Later
Lamp	Hold	Finds the sponge. Enters the bilge
Sponge	Hold	Soak it in the bucket of water
Wet sponge	Hold	Removes the poster from wall
Palm Oil	Bilge	Frees the bilge pump
Corkscrew	Bilge	Removes knot of wood behind poster
Knife	Yaruba	Carves a step in the mast
Wooden pin	Mid deck	Later
Oar	Mid deck	Later
Towel	Mid deck	Pulls ring
Soap	Mid deck	Make soap shavings on rusty cannon
Soap shavings	Mid deck	Opens sliding door to meet Melkior

**Start of Flashback: The Manor de La Pruneliere 1992**

Dolarice recalls the manor she inherited. From the lighthouse she spots a shipwreck and tries to take a boat ride to explore it.

<u>Object</u>	<u>Location</u>	<u>Use</u>
Apple	Gate	Feed to horse blocking gate
Cigarette Pack	Gate	Holds matchbox and metal foil
Battery	Gate	Holds acid. Powers electromagnet
Pipette	Gate	Get acid to dissolve gate lock
Dart	Gate	In manor door. On cork in barrel
Log	Manor door	Put in fireplace inside manor house
Portrait	Manor door	Take the wire. Reveals vault lock
Handle	Manor door	Core of the electromagnet
Wire	Portrait	Conducts current to electromagnet
Vinegar	By Lighthouse	Replaces battery acid
Barrel	By Lighthouse	Stand on in crypt
Electromagnet	Build it!	On manor door to get key to house
Foil	Cig pack	Repairs fuse in manor house
Roasting spit	Manor House	Breaks lighthouse window. Basement
Copper wire	Manor House	Later
Resin Box	Manor House	Helps repair a leaky hose
Rod	Manor House	Rest it on the fireplace
Extinguisher	Manor House	Later
Cider bottle	Crypt	Holds cork, to get rust remover
Rust remover	Crypt	Frees mechanism to basement gate
Hose	Lighthouse	Tie to door and lift to gain entry
Razor	Lighthouse	Cut curtain by lighthouse lamp
Paint remover	Lighthouse	Helps remove algae in basement
Rag	Lighthouse	Helps repair boat

<u>Object</u>	<u>Location</u>	<u>Use</u>
Kerosene	Lighthouse	Later
Wooden shoe	Lighthouse	Holds key and bails out water
Glass shard	Lighthouse	Use on algae after softening them
Fibreglass	Crypt trunk	Use with resin to repair leaky hose
Repaired hose	Make it!	Fill well with water to get cork
Cork	Well	Helps repair leaky boat

#### The Fisherman's House, after boat ride

The boat was wrecked, but Dolarice escapes with some new items.

<u>Object</u>	<u>Location</u>	<u>Use</u>
Ship in bottle	Dresser	Later
Nuoc Mam	Dresser	Flavours bread
Handkerchief	Basket	Later
Nail	Basket	Releases chandelier
Bread	Basket	Flavour it and throw to the birds
Chandelier	Ceiling	Examine it
Anchor	Chandelier	Turn it into a grappling hook
Floats	Chandelier	Later
Candle	Chandelier	Later
Rope	Cabin roof	Tie to anchor
Hook	Make it!	Climb cliffs

#### Back at the Manor

Dolarice lights the fire, solves a weighty problem and finds another way to reach the shipwreck.

<u>Object</u>	<u>Location</u>	<u>Use</u>
Handkerchief	Inventory	Soak with kerosene and put on fire
Razor	Inventory	Cuts a club from the repaired hose
Club	Well	Smashes a bottle to get matches
Matches	Bottle	Lights the fire to expand the rod
Barrel	Basement	Put it on the flagstone
Extinguisher	Basement	Later
Candle	Inventory	Plugs the hole in the barrel
Shoe	Inventory	Helps to add weight to the barrel

#### The Shipwreck

Dolarice finds the treasure and meets the notorious Jarlath.  
Is this shop really the remains of the Briscarde from 1840?

<u>Object</u>	<u>Location</u>	<u>Use</u>
Floats	Inventory	Insulates from electricity
Copper wire	Inventory	Makes electrical bypass
Pliers	Mast	Cuts the wire on the chest
Pipette	Inventory	Gets water from puddle
Water	Pipette	Put on lock
Extinguisher	Inventory	Freezes lock
Club	Inventory	Breaks frozen lock



### After the Flashback: The Briscarde, Caribbean Sea 1840

Ingeniously combining various unlikely items, Dolarice obtains a fishy means to free Melkior. He explains more about his mission and a plot to counter Jarlath is hatched.

<u>Object</u>	<u>Location</u>	<u>Use</u>
Small hook	Melkior	Opens chest in hold
Oar	Inventory	Attach it to another item
Wooden pin	Inventory	Fasten it to something else
Ribbon	Chest	Use it to tie two things together
Pliers	Inventory	Use it to bend a small item
Nail	Inventory	Bend it with a suitable tool
Bent nail	Inventory	Combine it with some other items
Boat hook	Make it!	Reaches the halyard in the hold
Corkscrew	Hold	Holds the end of halyard.
Saw	Porthole	Frees Melkior

### The Briscard: The Captain's Cabin and Upper Decks

With help, Oswald will organise a mutiny against captain Philbert - a henchman of Jarlath's. Dolarice gets the parrot Gallipo and a gun and finally opens the barred trapdoor to Yaruba's cell.

<u>Object</u>	<u>Location</u>	<u>Use</u>
Brass key	Bathroom	Opens drawer of desk
Blotter	Desk	Try to read it in the bathroom
Dagger	Desk	Cuts a rug. False bottom of chest
Corkscrew	Halyard	Gets a key from opening in cellar
Master key	Cellar	Opens some doors on the upper deck
Powder	Chest in hold	Climb post to cabin from cellar
Handkerchief	Chest in hold	Combine with polish
Polish	Store room	Polishes the bathroom sink
Ring & seal	Office	Key from bathroom to music room
Golden cage	Office	Put on suitable table in cabin
Bowl	Bedroom	Container for sickening Gallipo
Salts flask	Bedroom	Put in bowl under Gallipo
Paint remover	Inventory	Add to bowl under Gallipo
Banana	Bedroom	Put in cage to attract Gallipo
Flag	Balcony	Covers cage containing Gallipo
Phonograph	Music room	Plays music to put Gallipo to sleep
Record	Music room	Use in the phonograph
Small box	Safe	Search it for the key
Small key	Side of box	Unlocks the small box
Revolver	Small box	Later
Silver key	Cabin chair	Opens wardrobe in cabin
Iron key	Wardrobe	Helps unlock barred trapdoor
Towel	Inventory	Pulls ring in mid deck
Covered cage	Cabin	Unlocks rod barring trapdoor

### The Briscard: Yaruba's Cell

Melkior returns, Dolarice figures out how to operate the gun, Yaruba is freed and you all escape to St Cristobald.

<u>Object</u>	<u>Location</u>	<u>Use</u>
Magnetite	Crevise	Releases catch on revolver
Revolver	Inventory	Frees Yaruba from shackles
Pliers	Inventory	Holds open the mast
Boathook	Inventory	Get the bottle from the top of mast
Cotton bale	Behind boxes	At base of mast to stop breakages
Rum bottle	Mast	Take the label off it
Wet sponge	Inventory	Handy for removing labels
Label	Bottle	The coordinates that Melkior needs

### The Island of St. Cristobald, the Caribbean, 1840

This is where the critical events unfold. Jarlath has married Velvet to inherit the plantation, but has neglected her. Velvet fell in love with Yaruba and they had a baby - an ancestor of Dolarice's? After various bits of mumbo jumbo, Dolarice rescues the baby and reaches the final encounter with Jarlash.

<u>Object</u>	<u>Location</u>	<u>Use</u>
Holocom	Melkior	Calls up Melkior, in sunlight
Coconut	Waterfall	Milk for Amilcar's pet manicou
Corkscrew	Inventory	Opens the coconut
Pipette	Inventory	Gets the coconut milk
Flag	Parrot cage	Keeps the manicou warm
Madjumbe	Waterfall	Fails to open secret passage
Gallipo	Golden cage	Pronounces Madjumbe correctly
Flat key	Gallipo	Gets gold pieces from cage
Gold pieces	Golden cage	Gains interview with Makandal
Old book	Delia's hut	Snatch it when Delia isn't looking
Mirror	Delia's hut	Scare the spider by his own image
Clothing	Delia's hut	The item that Makandal requested
Potion	Delia's hut	Drugs Makandal after using holocom
Glass	Makandal's	The item that Delia requested
Inverter	Delia's hut	Reverses some other items
Bequiet	Makandal's	Transform it into its opposite
Speakable	Make it!	Restores speech to Serapion
Salt	Serapio	Make it taste nicer
Sugar	Make it!	Feed it to the dog to get past him
Bag	Kitchen	Remove flower and fill with embers
Embers in bag	Kitchen	Put on the stool to capture snake
Snake in bag	Kitchen	Destroy it in the fire
Flower	Bag	Exploit Jarlash's fatal allergy

Compiled by Geoff Hyman



**SHERLOCK HOLMES CONSULTING DETECTIVE: VOL I**  
PC CD-ROM (£49.99)

Icom/Mindscape

This set of three strategy games was one of the first to be designed exclusively for the CD-ROM format, using lots of full motion video clips with live actors and recorded speech. On this disk there are three cases to solve: The Mummy's Curse, The Mystified Murderess and The Tin Soldier. The game package includes a number of reduced size versions of The Times newspaper, as they might have been printed in the late 19th century. This not only adds a touch of authenticity but also provides a medium for clues.

Each case starts with an introductory video clip, usually set at 221B Baker Street. Perhaps Watson has spotted an item of interest in The Times, or a visitor asks Holmes to take on a case. You can call on many helpers e.g. Inspector Lestrade, a criminologist; the Editor of The Times, a barrister; the Chief Clerk at the Office of Records; a gossip columnist and the Landlord of a seedy pub. When you have enough evidence you can take the case to court. If you satisfy the judge you can compare your solution with the best that Holmes could have done. This gives the game a high degree of replay value, as you try to match Holmes's performance.

Games can be saved to hard disk at any stage. It is a shame that it does not matter in which order you visit each location, which limits the strategic aspect of the game. Another weakness is that sometimes you must interview people to obtain leads, but doing so may prevent you from getting the best score. Restarting the game gets round this problem, but it still feels a bit of a cheat.

**ATMOSPH 16/20 - STRATEGY 14/20 - PLAYABILITY 17/20 - PUZZLES 13/20**  
**PSR 15/20 - STAR RATING \*\*** Reviewed by Geoff Hyman

**SHERLOCK HOLMES CONSULTING DETECTIVE: VOL III**  
PC CD-ROM (£49.99)

Icom/Mindscape

Sherlock Holmes and Dr Watson are back with another trio of mind-bending cases to entertain your little grey cells. The plots are more convoluted and the actors are even more fun to watch as they over-act their 19th century English parts. Holmes and Watson exhibit commendable reserve when confronted with displays of excess familiarity and even swap the occasional quip at the expense of Scotland Yard. Even the judge has been revamped and can be quite unkind when Holmes gets something wrong.

This disk contains three cases: The Solicitous Solicitor, The Banker's Final Debt and The Thames Murders. To be successful, you will need to rewind many of the video clips, listen carefully, take detailed notes, use all of your deductive powers and follow Holmes's advice: don't theorise without all the facts.

**ATMOSPH 17/20 - STRATEGY 15/20 - PLAYABILITY 17/20 - PUZZLES 15/20**  
**PSR 16/20 - STAR RATING \*\*** Reviewed by Geoff Hyman



**GALDREGONS DOMAIN**

C64 Tape (£2.99)

Players

This is a truly interactive Dungeons and Dragons type game. It is written by the award winning Xenomorph programming team including David Neale. The land is in turmoil, the evil wizard Azazel has been resurrected and now searches for the five gems of Zator which will give him ultimate power. You have been chosen to battle against the minions of evil to recover the gems and so save the lands of Mezron. Can you destroy the evil Medusa whose merest gaze turns flesh to stone? Can you outwit the High Priestess of Set who holds sway over a temple full of horrors? Dare you venture into the dark catacombs of Castle Secnar and cross swords with the dead?

I found the icon control system easy to use and was soon travelling around the land fighting, drinking and talking with the best of them. As you know the location of the first gem and in your travels gradually discover the location of the others this game plays out in a nicely logical manor. You are, however, free to wander accidentally into buildings containing monsters you are not yet skilled enough to defeat and die horribly. Save very regularly.

**ATMOSPHERE 15/20 - GRAPHICS 15/20 - VOCAB 5/20 - PUZZLES 14/20**  
**PSR 13/20 - STAR RATING \*** Reviewed by Mike Barton

**BATTLESHIPS**

Pocket Power/Elite

Atari ST, Amiga (£2.99), Commodore 64 disk (£3.99)

Is there anyone who hasn't played Battleships in its pen and paper incarnation? Starting with an equal number of ships, each made from connected squares and differing in size and shape, the players place their vessels on a grid and take it in turns to take pot-shots at their opponent by stating the co-ordinates of the square at which they're aiming. After a hit a wise player bombards that area until the ship is 'sunk', ie every square is hit. The person who sinks the opponents' fleet wins. The computer version is pretty much the same, except each player (computer or human) takes 24 shots at a time but loses four for each of their own ships sunk. This results in a much more fluid game - one shot at a time would be too stop-start on computer. There's also an animated sequence after each salvo, showing your shots peppering your opponents' seas. This can be switched off if you so wish.

The game has a few bells and whistles, but how much presentation does Battleships really need? Perhaps giving the larger, more powerful ships more shots than the smaller vessels instead of a universal four each would be an improvement, but apart from this it's largely fault-free (if limited) material. Not exactly earth-shattering but fun for a few plays which, at these prices, is enough to give value for money.

**ATMOSPHERE 11/20 - PLAYABILITY 17/20 - STRATEGY 7/20 - PUZZLES - N/A**  
**PSR 12/20 - STAR RATING \*** Reviewed by Ian Osborne

**SOULDRINKER**

Zenobi Software

Atari ST (£2.99), Also on COCKROACH'S CHOICE CUTS Volume 1  
compilation disk (£5.99)

Some games are written great, some have greatness thrust upon them. This game is neither. In fact, the only thrusting in this game will be when I thrust it firmly into the bin. This has got to be some kind of joke, at my expense, I suspect.

The story is as old as the hills...you have got to defeat the evil one with the aid of your magic sword. Boring!!! The atmosphere is turgid. How can you take the worst manifestation of evil seriously when it stands in front of you doing nothing for hours, until you throw something at it, when it vanishes?

The gameplay is frustrating. You can't pick up some objects when they are clearly described for you and don't even ask me about the music!!! etc., etc. The game is a STAC game. Sean Ellis who devised STAC must be wondering why he bothered when stuff like this is being produced.

**ATMOSPHERE 5/20 - VOCABULARY 7/20 - GRAPHICS 11/20 - PUZZLES 7/20**

**PSR 4/20 - STAR RATING 0**

Reviewed by Simon Husbands

**FOR PETE'S SAKE**

Zenobi Software

Spectrum tape (£2.49), disk (£3.49)

You play the part of Julia Brief, a divorcee who has to collect ingredients to make a strange stew/love potion to make you and Pete (your ex-husband) starry eyed again.

The game begins in a large shopping precinct where you work for Matilda, the hairdresser, who is to concoct the stew. When I discovered what the ingredients were I began to have twinges of doubt about the game. Later, when I found that the butcher's shop doubles as a morgue, my suspicions were confirmed.

By the time I had to kill an inoffensive character just to steal his car radio and then arrange his funeral, I was feeling distinctly nauseous.

Part two contains more of the same, including a sexist waiter, the walking dead and meeting my obnoxious husband again.

The commands are obscure, the clues oblique and the authors need a radical adjustment to their sense of humour. I preferred doing the week's ironing to playing this adventure.

**ATMOSPHERE 7/20 - VOCABULARY 7/20 - GRAPHICS N/A - PUZZLES 7/20**

**PSR 4/20 - STAR RATING 0**

Reviewed by Jenny Perry



## **THE HERMITAGE**

Binary Zone/FSF Adventures

C64 disk (£4.00) from Binary Zone PD, address on page C-117  
Spectrum 128k tape (£2.50), disk (£4.00), from FSF Adventures

You are Ambrose, a monk. Being a man of the cloth was a good thing but recently you have been questioning your faith. If that wasn't bad enough your Archbishop has decided you should go on a dangerous quest. He felt an evil presence coming from the mountains - a hermit who may be an incarnation of the devil. You must battle with good against evil and restore peace to the land.

The atmosphere in this adventure is handled excellently, with each location being well described and detailed explanations of important situations. The puzzles are also good, ranging from easy, quick to solve, to some which really exercise the grey cells. This is a big adventure with loads of locations to cover and would keep any keen adventurer hooked to the end - or at least it would if you could withstand the bugs. There aren't many but they can still put you off at times, although once you get into it you can work around them and still enjoy the game. Also, trying to save to disk stops the game from loading other chapters from disk. All in all though, an enjoyable adventure. (C64 version reviewed).

ATMOSPHERE 17/20 - VOCAB 12/20 - GRAPHICS N/A - PUZZLES 14/20

PSR 13/20 - **STAR RATING** \*

Reviewed by Mark Rooney

## **RAILROAD TYCOON DELUXE**

MicroProse

PC (£39.99) Upgrade only (£19.99) (See page C-111 for details)

By now most people must have read about or played RAILROAD TYCOON (reviewed on page D-106). This Sid Meier game is a classic and was my favourite Atari simulation game. I became so addicted that it was the first game I bought for my Amiga.

After studying the terrain and choosing the best site for your railway, you start laying track in an area that includes small towns and industry that will grow if your railway thrives. From now on life is very hectic for a budding tycoon. You will be building stations and buying trains, creating train schedules and juggling your finances to pay for it, dealing with the stock market and of course keeping an eye on the opposition.

The DELUXE version covers North and South America, Eastern U.S.A, Western U.S.A, Europe and Africa. There are 11 new trains to choose from, making 32 in all. The graphics have been enhanced and more sound effects added. Each country has its own 'feel' and I especially like the banner headlines of the local newspapers that flash up on their historical date. Is it worth buying the upgrade? I would say decidedly YES if this is your type of game.

ATMOS 17/20 - STRATEGY 18/20 - PLAYABILITY 18/20 - REALISM -17/20

PSR 18/20 - **STAR RATING** \*\*

Reviewed by Hazel Miller



The Mummy's Curse

Watson is reading The Times on April 12 1889. This reports on the murder of the archaeologist James Windebank at the British Museum. This is the third murder associated with an ancient Egyptian mummy. Previous relevant Times articles appeared on August 17 1888 and March 5 1889. All of the victims were on a London University-sponsored expedition to Egypt. The first victim, Dr Turnbull, was murdered at an Egyptian tomb. The second was murdered on board the Jardine ship Eastern Empress whilst returning to England.

From among the Baker St Regulars four have something of interest to say: Ellis, Holmes's contact at the Times; Hogg, a crime reporter for the Police Gazette; Meek, a pathologist, and Murray, a criminologist at Scotland Yard. A good plan might be to check up on the passenger list on the Eastern Empress. Two of these passengers are victims but several of the others could be suspects. One or more of these will need to be eliminated as a possible suspect before the case can be brought to court. During the course of his inquiries Holmes may come across a fourth murder but he will not need to investigate this. The judge wants to know the culprit and motive for each of the three original murders. Holmes's best solution is quoted as 26 points and only four locations need to be visited before the case can be brought to court. One of these needs to be by the Baker St Irregulars, if you want to get the best possible score.

The Mystified Murderess

On July 4 1888 The Times reports that the 'Society Burglar' has struck for the seventh time. On this occasion the valuable Cleopatra Tiara has been taken. As usual there are no signs of a break-in. Gerald Lock drops in at 221B and tells Holmes of the murder of Guy Clarendon at Hallidays Hotel. Miss Frances Nolan was found by Guy's corpse, holding a gun that had just been fired. She has been charged and is being held at the Old Bailey. Frances is sister to Loretta Nolan; they are joint heiresses to the Aberdeen Navigation Co. Gerald is a suitor to Frances, who was also being courted by Guy Clarendon, who was 'a bit of a bounder'.

A good first step might be for Holmes to visit Edward Hall, the barrister at the Old Bailey. This will secure Holmes an interview with Frances Nolan. Frances cannot explain her presence at the scene of the crime. Earlier she had been dining with her good friend Dr Trevalyan, who has been treating her sister. Frances has recently fallen out with Gerald, because of unkind remarks that he made about Guy Clarendon. Another Baker St Regular worth a visit is Shinwell Porky, at the Raven and Rat, as he seems to be familiar with the movements of Guy Clarendon. Langdale Pike, the gossip columnist, could also help Holmes out here, but does he really contribute to the case?

One tricky step in solving this case is to learn more about the gun that Frances was holding when she was found by the body. One of the Baker St Regulars can provide a lead on this point, but visiting him may prevent Holmes from getting the best result. You can work round this by re-starting the game and skipping a step.

To wrap up this case Holmes needs to satisfy the judge on:

- 1) The identity of the murderer
- 2) The motive for the murder
- 3) Why Frances Nolan was at Hallidays
- 4) The identity of the 'Society Burglar'
- 5) The motive of the 'Society Burglar'

This is probably the hardest case of the three in this collection, particularly if you want to achieve Holmes's best score of 40. This can be done by visiting just six locations. One of these visits must be made by the Baker St Irregulars, to get this score.

### The Tin Soldier

General Farnsworth Armstead, the youngest of the six surviving Waterloo Tontine ticket holders, has been murdered. The last survivor will get £3 million. This is an obvious motive for murder, but likely suspects are hard to identify. The General was also a noted art collector, who had been investigating the current ownership of the missing Polar Star Diamond. The Polar Star had once belonged to Joseph Bonaparte, Napoleon's brother. On the day of the murder, Armstead had received a visitor, bearing a letter. A swordfight took place, killing the General.

Holmes's first action should be to visit the scene of the crime. The General had been found lying against a display case portraying the battle of Waterloo. The figure of Napoleon is facing backwards. The late Mrs Armstead's portrait is over the fireplace, but the General's marriage had been arranged with the aid of a substantial dowry. The General had succeeded in tracing the ownership of the Polar Star to the Russian Count Rostov, but the gem had been stolen from him three years ago. The Count is currently staying at De Kuyser's Royal Hotel. The General had just received a letter from a Pierre Martin concerning the gem. Pierre is staying at the Bridge House Hotel. The General's old friend Paul Gerrard was also in town and they were due to meet at the French Embassy.

To bring the case to court, Holmes must identify the murderer and the motive. He must also tell the judge why Napoleon's figure in the display case was turned backwards and what name the General called his wife. The best solution takes only 28 points and can be completed by visiting just four locations. The lead to one of these locations is possibly somewhat tenuous. Holmes does not need to waste much time hunting down the other ticket holders. Instead a thorough check around all of the places that might be frequented by visitors to London could prove more fruitful.



The Solicitous Solicitor

Melvin Tuttle, junior partner in a firm of solicitors, has been poisoned. In the introduction Lestrade gives Holmes the names of the three senior partners: Sir Sidney Sloane, Henry Swathmore and Whitney Cartwright, as well as an ex-member of the firm: Harold Diggs. Swathmore spent the morning at Bell's Baths, whilst Cartwright has recently gone on indefinite leave. All of these leads are in the directory, including Tuttle's home address.

From amongst the Baker St Regulars, only two really need to be visited: Inspector Lestrade and Murray at the Criminology Lab. Lestrade holds the contents of Tuttle's desk. This contains documents relating to the British Museum and Richard Mainhart, a key from Bell's Baths, a bill from the Knight Arms Hotel and a box from J W Benson Ltd. Inside the box is a gold locket inscribed: "To VM with love from MT". Perhaps VM stands for Virginia Monroe?

At the Criminology Lab, Murray is able to identify the rare poison that was used in the murder but how was it administered?

A visit to Bell's Baths leads to an interesting conversation with Jack Jenson, who tells about a Mr Livingstone, an Old China Hand, who had visited the baths the previous morning.

Lestrade's prime suspect is Harold Diggs, so this is probably the last place Holmes wants to look. However Diggs can provide leads that eventually help to unravel the details of the murder. Sir Sidney Sloane is another source of useful leads. In both cases, once you have these leads, restart and skip these locations to obtain Holmes's best possible score. Several of these leads could also be found by reading The Times, June 26 1890.

To satisfy the judge, Holmes will need to determine the names of the murderer and the accomplice. In addition Holmes must tell the judge the method that was used, the motive for the murder and the role of the accomplice. This is not a particularly difficult case to solve, given plenty of searching. Holmes's best solution is quoted as 52 points, which is not easy to match. This can be achieved by visiting eight locations, two of which must be made by the Baker St Irregulars.

The Banker's Final Debt

The chief accountant at the Bank of England, Oswald Mason, has been murdered. Mason had been doing important investigative work for the Treasury. The only Baker St Regular who is able to provide a lead can be found sitting at the Office of Records. The Bank of England also provides a number of useful leads. If you want the best score, note down the leads from both of these sources and restart the game. Don't forget to visit the scene of the crime.



Two threads to the case will emerge, one involving a potential financial scandal, the other a set of fifteen statues of the Venus de Milo. Holmes needs to trace the source and final ownership of all of these statues before the case can be fully unravelled. A beautiful and mysterious lady, possibly an actress, seems to be interested in the statues and has purchased the remaining stock of them at the gift shop in the British Museum.

The judge will want to know:

- 1) The identity of the murderer
- 2) The motive for the murder
- 3) The connection between Mason's investigation and his murder
- 4) The role of the mysterious lady
- 5) How the murderer obtained some key pieces of information

The best score is 61 points and nine locations need to be visited, one of them by the Baker St Irregulars.

### The Thames Murders

Inspector Gregson asks Holmes for help in solving five murders, in each of which the victim's body was found floating in the Thames. The fifth victim is Roland Jaguard, stepson of Lord Astley Denham. Roland spent a lot of time playing whist at the Bagatelle Club.

The Inspector leaves Holmes the names of all five victims, but it turns out that the police have given an incorrect name for one of them. The police appear to have relied only on a wallet that was found on the body and failed to secure a positive identification. It is essential for Holmes to establish the true identity of this particular victim. A visit to his lodgings may help to confirm Holmes's suspicions concerning one of the murder weapons.

The Baker St Regulars can be very helpful in this case, if approached in the right way. Holmes can learn a lot by studying the timing of each murder, the weapons used and any items found (or missing) from the bodies. There are also three gun shops in London and they may be able to assist Holmes in identifying the owners of some of the murder weapons.

Two of the victims were regular customers at the Raven and Rat Inn. Another two of the victims were members of the Bagatelle Club. Gradually Holmes may be able to piece together the details of a securities fraud, but there are a number of puzzling aspects as to how the fraud was conducted. Somebody would need to have access to secret security numbers in order to request them from the bank, but who could this be? Perhaps Holmes's files can help.

Holmes needs to identify the murderer and motive for each of the five murders. The best score is 47 points and can be obtained by visiting just seven locations, one of them by the Irregulars. This case can be cracked by following up all of the leads, but it may still need to be replayed if you want to get the best score.

**STARTER GUIDE:**

You are adrift in an open boat in the middle of a vast ocean. In the boat you see a chest so EXAMINE CHEST and GET CHEST. The contents fall out. The only useful one is the box. EXAMINE BOX and GET BOX. Keep hold of the chest. Type HELP and a figure appears and gives you a scroll. GET SCROLL and READ it. The clues are useful throughout the game. Type HELP again for a list of game commands.

LOOK NORTH and you will see an object. EXAMINE OBJECT, which looks like a large tyre. FEEL OBJECT (don't type FEEL TYRE, it doesn't work) and deduce that it probably isn't a tyre! WAIT for a couple of turns. A sea serpent rises up and sinks your boat. SWIM and then EXAMINE SERPENT. You cannot out-run him, so GRAB his TONGUE. You will now find yourself inside the serpent, where it is pitch dark. WAIT for several turns and he will open his mouth, letting in light for a few moves. You will see a lobster pot. SEARCH DEBRIS to find a net. GET NET. Next time the mouth opens GET POT and then just type OUT to escape.

Back in the sea, the monster will attack again. This time THROW BOX which contains snuff to get rid of the serpent and then SWIM NORTH to some rocks. EXAMINE ROCKS and GET GUANO. LOOK and you will see a fisherman in his boat. SHOUT or CALL FISHERMAN and he will take you ashore. Now on dry land you will be able to get down to some serious mapping and puzzle solving!

**FURTHER HINTS:**

Visit the farmer first and explore the farm.

When in the Inn, do not help the landlord by clearing up the bottles and glasses until AFTER you have taken the plough to the Blacksmith.

You won't catch the horse if you've left the gate open!

Empty a sack in the barn, you'll need it later.

Your first purchase needs to be enlightening.

After all your farm work is done, sleep at the stones.

Search the pottery remains in the barrow.

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## THE FINAL BATTLE

Dream World Adventures

Search and examine absolutely everything, everywhere.  
The goblin in the woods should make you jump.  
You keep on knocking but you can't come in!  
There's clue on the vase and another in a jar.  
FIT HANDLE - a somewhat obscure command.  
To read the paper you'll need to seek soot.  
There is more than one location where you may try to scale the  
castle wall, it's easy to be confused here.  
Search the dead goblin's belt, after he takes a tumble.

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## FOOTBALLER OF THE YEAR 2

GBH

Try to memorise the trivia questions which repeat fairly quickly,  
gambling regularly with small amounts until you feel confident.  
Bear in mind that some of the questions relating to team managers  
are out of date.

Get transferred as soon as possible as you make a fortune in doing  
so. If you and your team are playing well, however, don't transfer  
- you've more chance of winning the eponymous award when playing  
for a successful team.

Later in the season, conserve cards by only using them for  
important matches. If you've no chance in the league, concentrate  
on the cups. Always use them for internationals as scoring raises  
prestige, and failing to score results in you being dropped.

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## SIMON THE SORCERER

Adventure Soft

Open the drawer and take the scissors. Take the magnet from the  
fridge. Visit the blacksmith and get the rope and clapper. Go to  
druid house and take specimen jar and cough medicine. In the Bar  
cut the dwarf beard with the scissors. Also talk to the barman,  
eventually he will give you a voucher. Find, and help the Genie.  
He will give you a magic item enabling you to cross the bridge. You  
will need a bucket of water from outside the witches house to help  
you get some magic beans later in the game.

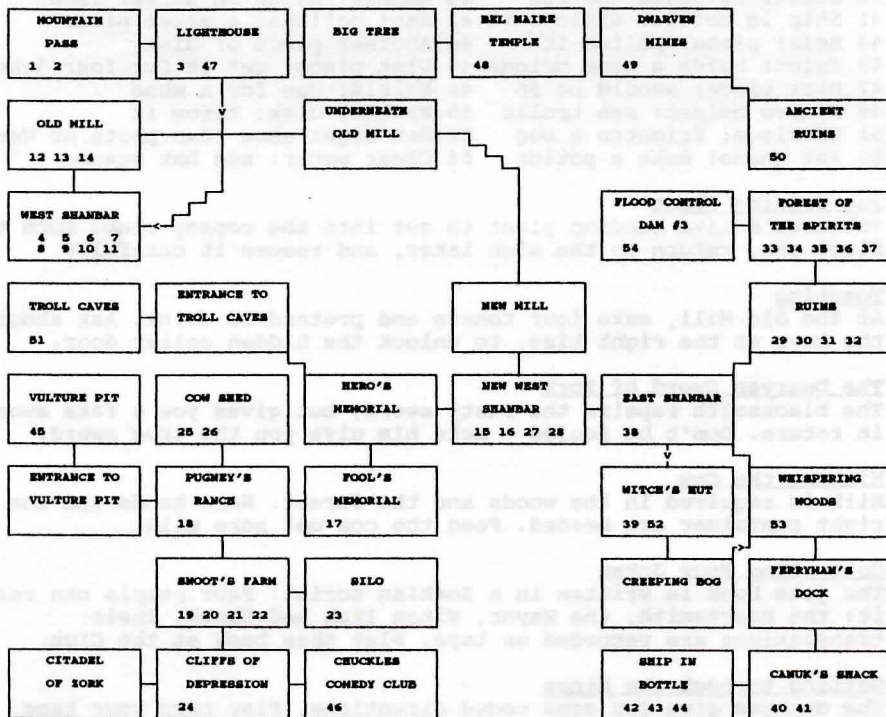
## Some difficult areas

Fill the specimen jar with swamp stew. Give this to the Golem.  
Put wax on beer barrel in the tavern.  
Use owl feather to tickle the dwarf in the mine.  
Use woodworm in the tower to chew a hole in the floorboards.  
Search the water to get past the frog.



## RETURN TO ZORK

At the start, you are holding a Map, Tele Orb, Camera, Photo Album, Tape Recorder, Knife and Matches. Just over fifty more objects, most of them essential, are listed below. Read the notes in the mayor's filing cabinet for general interest and some vital clues.



- |                               |                                   |
|-------------------------------|-----------------------------------|
| 1 Rock: can be used at once   | 2 Bonding Plant: must be recycled |
| 3 Vines: crafting a raft      | 4 Crank: opens some doors         |
| 5 Box: holds rodents          | 6 Mice: not in the best of health |
| 7 Notebook: information       | 8 Zorkmids: payment               |
| 9 Tickets: give them away     | 10 Battery: put in Tele Orb       |
| 11 Waif's Gift: wash it       | 12 Key to Gift Shop               |
| 13 Keys to cellar door        | 14 Silver Flask: holds water      |
| 15 Sword: beware of fakes     | 16 Token: show to ferryman        |
| 17 Book: find four readers    | 18 Bra: burn to get a lockpick    |
| 19 Soap: ideal for washing    | 20 ThermoZZ: holds milk           |
| 21 Steak: with drug for birds | 22 Mirror: reflects spells        |
| 23 Carrots: feed to the cow   | 24 Rope: abseiling and traversing |
| 25 Hay: source of warmth      | 26 Milk: improves eyesight        |
| 27 Whistle: summon transport  | 28 Rats: run faster than mice     |

29 & 30 Tiles & Frame: Search	for three more pieces on the ground
31 Illumynite: light source	32 Piece of a six-part disk
33 More zorkmids	34 Bow: handy later on
35 Arrows: use with bow	36 Fairy dust: drug for rotten meat
37 Disk piece in hog statue	38 Love letter: deliver to Witch Itah
39 Stick: navigate the bog	40 Magnet: hitch an aerial ride
41 Ship in bottle: explore it	42 Rag: polishes a metal piece
43 Metal piece: polish it	44 Another piece of disk
45 Talon: holds a rope bridge	46 Disk piece: get it for four jokes
47 Disk piece: should be #6	48 Shield: use for a muse
49 Miners helmet: see trolls	50 Frobozz disk: throw it
51 Necklace: frighten a bug	52 Bat cage: show Itah photo of Woods
53 Bat guano: make a potion	54 Clear water: add bat guano

### The Bonding Plant

You need a live bonding plant to get into the comedy club. Burn the first one, return to the sign later, and remove it carefully.

### Toasting

At the Old Mill, make four toasts and pretend to drink. Ask about the keys at the right time, to unlock the hidden cellar door.

### The Dwarven Sword of Zork

The blacksmith repairs the rusty sword, but gives you a fake sword in return. Don't be fooled - make him give you the true sword.

### Milking the Cow

Milk is required in the woods and the forest. Warm hands and the right container are needed. Feed the cow get more milk.

### Collecting Four Jokes

The joke book is written in a Zorkian script. Four people can read it: the Blacksmith, the Mayor, Witch Itah and Canuk. Their translations are recorded on tape. Play them back at the Club.

### Getting through the Mines

The dwarves give you some coded directions. Play back your tape.

### Collecting the Six Disk Pieces

The Waif will give you one in return for a kindness. Another can be found at the Ruins, after solving the sliding block puzzle. The third is in the forest, inside a memorial. The fourth is inside a bottle. The fifth is at the Comedy Club. The lighthouse keeper has the sixth.

### Forging the Flying Disk of Frobozz

At the Ancient Ruins you will find the forge and seven muses. Seven items are needed to activate the six original muses, as told in an ancient poem that can be found in the town records. The items are: the Tele Orb, Box, Thermoazz, Stick, Talon, Shield and Helmet.

### Evading the Guard at the Citadel of Zork

Imitate a Hellhound, in appearance and sound. Victory is near.





