



The Adventure & Strategy Club

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AMENDMENT AND UPDATE SERVICE

MEMBERS' PACK No 27 - MAY 1994

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1991/1992 GOLDEN CHALICE AWARDS

GOLDEN CHALICE *** Best Overall Game ***
 KNIGHTMARE (Mindscape)

GOLDEN AMULET Best 16-bit Adventure Game
 THE SECRET OF MONKEY ISLAND (US Gold/Lucasfilm)

GOLDEN SHIELD Best 8-bit Adventure Game
 THE AXE OF KOLT (FSF Adventures)

GOLDEN SWORD Best Role-playing Game
 EYE OF THE BEHOLDER (US Gold/SSI)

GOLDEN ORB Best Simulation Game
 RAILROAD TYCOON (Microprose)

GOLDEN TALISMAN Best Strategy Game
 MIDWINTER II (Microprose/Rainbird)

GOLDEN CROWN Best Utility
 THE ADVENTURE GAME TOOLKIT (Softworks)

SOFTWARE COMPANY OF THE YEAR: MICROPROSE

1992/1993 GOLDEN CHALICE AWARDS

GOLDEN CHALICE *** Best Overall Game ***
 ULTIMA UNDERWORLD (Mindscape/Origin)

GOLDEN AMULET Best 16-bit Adventure Game
 MONKEY ISLAND II: LECHUCK'S REVENGE (US Gold)

GOLDEN SHIELD Best 8-bit Adventure Game
 THE TAXMAN COMETH (Wow Software/Zenobi)

GOLDEN SWORD Best Role-playing Game
 EYE OF THE BEHOLDER II (US Gold/SSI)

GOLDEN ORB Best Simulation Game
 A-TRAIN (Ocean/Maxis)

GOLDEN TALISMAN Best Strategy Game
 CIVILIZATION (Microprose)

SOFTWARE COMPANY OF THE YEAR: US GOLD

1993/1994 GOLDEN CHALICE AWARDS

GOLDEN CHALICE ***** Best Overall Game *****
 WORLD OF XEEN (US Gold/New World Computing)

GOLDEN AMULET **Best 16-bit Adventure Game**
 SIMON THE SORCERER (Ice/Adventure Soft)

GOLDEN SHIELD **Best 8-bit Adventure Game**
 THEME PARK U.K. (Jack Lockerby/Zenobi Software)

GOLDEN SWORD **Best Role-playing Game**
 WORLD OF XEEN (US Gold/New World Computing)

GOLDEN ORB **Best Simulation Game**
 GUNSHIP 2000 (Microprose)

GOLDEN TALISMAN **Best Strategy Game**
 TRANSARCTICA (Daze Marketing/Silmarils)

SOFTWARE COMPANY OF THE YEAR: VIRGIN INTERACTIVE ENTERTAINMENT
 (EUROPE) LIMITED

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ELECTRONIC ARTS: 90 Heron Drive, Langley, Berkshire SL3 8XP
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SYNTAX: 9 Warwick Rd, Sidcup, Kent DA14 6JL Tel: 081 302 6598

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Cambridgeshire PE7 3RL Tel: 0733 244682

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(Sir-Tech Helpline) Tel: 0839 654 394
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Wow SOFTWARE: 78 Radipole Lane, Weymouth, Dorset DT4 9RS
Tel: 0305 784155

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

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MAY 1994

* With the imminent release of ISHAR 3 and ROBINSON'S REQUIEM DAZE MARKETING are making a very special offer to readers so that everyone will have a chance to sample one of their games. Both ISHAR (reviewed on page D-204) and TRANSARCTICA (reviewed on page D-292 and voted the best strategy game in the 1993/94 Golden Chalice Awards) can be purchased at a special discount price while stocks last. Both games are still fully priced in the shops and the offer is only available directly from Daze Marketing (address on page A-13). PC, Amiga, Atari ST (£4.99), A1200 (£5.99) each.

ROBINSON'S REQUIEM should be in the shops now for the PC (£34.99), Amiga and Atari ST (£32.99).

* ACCOLADE will be releasing a series of compilations under their new SPORT ACCOLADE label. The first release entitled DOUBLE CHALLENGE will contain two of their most popular sports titles, SUMMER CHALLENGE and WINTER CHALLENGE on a single CD-ROM (£19.99). Both games can be played directly from the CD-ROM with no degradation of gameplay, or installed to a hard disk.

A future release on the SPORT ACCOLADE label is the provisionally entitled VIDEO SPORTS FOOTBALL CD, a pro football simulation for up to 2 players. The game incorporates original video film footage into an interactive football game. You will have the ability to coach a team of NFL All-Stars based on the Pro Bowl rosters of the AFC and NFC, selecting plays and formations as if in a real game. Price and release date to follow.

Sometime in June ACCOLADE will release LEGEND's science fiction adventure SUPERHERO LEAGUE OF HOBOKEN, an adventure/role-playing game from Steve Meretzky. Set in a nightmarish United States of toxic waste, melted ice caps and desperate shortages, where horrible mutations roam the countryside, a small band of Superheroes have banded together in a tiny corner of New Jersey ready to nurture the rebirth of a new society. The game will use the COMPANIONS OF XANTH interface which has been expanded to include a complete role-playing engine. Your band of heroes will have superpowers like Induce Rust and Raise Cholesterol Level and will pit their wits with Steroid Man, Samurai Welders, Junk Bond Amoebas and their arch-enemy Dr. Entropy. Further details to follow.

A static image left on-screen for a long period can damage the photo-sensitive areas on the inner surface of the screen. ACCOLADE has released a new range of screen-savers for the PC which will run through windows and continually change the screen image while you are absent. These will initially be taken from ACCOLADE's personality portfolio which includes Charles Barkley, Jack Nicklaus and Bubsy Bobcat and each screen-saver will have 22 VGA images which you can sequence as you wish. Out now (£9.99).

027/C-125

* DREAM WORLD ADVENTURES have released GOLDEN FIGURES OF DEATH the second in the series of adventures featuring timejumping cadet Jenny Peril. This is the sequel to CURSE OF THE SERPENT'S EYE reviewed on page D-290.

The two newest releases from DREAM WORLD ADVENTURES are THE CHAMELEON KEY by Sharon Harwood and yet another Martin Freemantle adventure THE FABLED BLACK ROSE. Both of these will be reviewed shortly.

All are available for Spectrum 48k tape and Plus D disk (£2.50), Spectrum +3 disk, please provide own disk (£2.00) and Amiga with free emulator (£2.50).

The following games are now all available for Amiga with free emulator. DRAGON SLAYER (reviewed on page D-159), DEATH OR GLORY (reviewed on page D-194), FINAL BATTLE (reviewed on page D-271), SETTLEMENT XIII (reviewed on page D-258), CURSE OF THE SERPENT'S EYE (reviewed on page D-290) and SO LITTLE TIME. Send for any three games on one disk (£5.00) or all seven games on two disks (£10.00).

* OCEAN have released a number of games on their HIT SQUAD label.

<u>A-TRAIN</u>	PC (£19.99), Amiga (£17.99)
<u>JOHN MADDEN FOOTBALL</u>	PC (£14.99), Amiga (£12.99)
<u>MARIO ANDRETTI'S RACING CHALLENGE</u>	PC (£12.99)
<u>WINTER CHALLENGE</u>	PC (£12.99)
<u>RAMPART</u>	PC (£12.99)
<u>HEROES OF THE 357TH</u>	PC (£14.99)
<u>SIM CITY CLASSIC</u>	PC (£16.99), Amiga (£14.99)
<u>GRAND PRIX UNLIMITED</u>	PC (£12.99)
<u>MIG 29 SUPER FULCRUM</u>	PC and Amiga (£14.99)
<u>WING COMMANDER</u>	Amiga (14.99)
<u>LURE OF THE TEMPTRESS</u>	PC, Amiga and Atari ST (£14.99)
<u>PGA TOUR GOLF</u>	PC and Amiga (£14.99)
<u>JIMMY WHITE'S SNOOKER</u>	PC, Amiga, Atari ST (£14.99)
<u>DUNE</u>	PC and Amiga (£14.99)
<u>THEATRE OF WAR</u>	PC (£12.99)

* KOMPART (UK) LIMITED have just released an airline simulation which can be played against a computer, or up to 4 players. In AIRLINES your task is to build an airline from scratch dealing with strikes, terrorism and competition. Available for PC (£34.99). A PC CD-ROM version is planned for later in the year.

* During May, INTERPLAY will release SPACE FEDERATION, a space strategy game featuring numerous scenarios and difficulty levels. You start the game with just 1 spaceship but your plan is to conquer the Universe. Your work begins on your own plant by building factories, mining rigs and the star ships that will take you into space. Prices and formats to follow.

* ZENOBI SOFTWARE have released another batch of games for the PC (£2.99), using the free emulator included on the disk. Games marked * require a full shareware version of the emulator to run.

Microfair Madness	Krazy Kartoontist Kaper	The Big Sleeze *
Hob's Hoard	Lamberley Mystery	The Boyd File
Stranded	Behind Closed Doors Saga	Fuddo and Slam
Out of the Limelight	Case of Beheaded Smuggler	Stalker
A Harvesting Moon	Four Minutes to Midnight	Project Nova
P.C.W.	Tears of the Moon	Jester's Jaunt
Ellisnore Diamond	Golden Sword of Bhakhor	Theme Park USA
A Serpentine Tale	Bored of the Rings	Meltdown
Weaver of her Dreams	The Mummy's Crypt	Lost in Time
Diablo *	Bulbo and the Lizard-King	April 7th
A.R.C./Hit	Ronnie Goes to Hollywood	Marooned
Tax Returns	The Final Demand	

In addition to the above there are two new PC compilation disks of Jack Lockerby adventures. DEEP WATERS - VOLUME 1 contains REALM OF DARKNESS, THE MUTANT, HAMMER OF GRIMMOLD, JACK AND THE BEANSTALK, MATCHMAKER and THE ENCHANTED COTTAGE. VOLUME 2 has THE CHALLENGE, LIFEBOAT, THE CUP, DAVY JONES LOCKER, WITCH HUNT and THE JADE NECKLACE. (£5.99) each.

The latest Amiga releases from Zenobi are TAX RETURNS, GOLDEN SWORD OF BHAKHOR, HOB'S HOARD, CASE OF THE BEHEADED SMUGGLER, LAMBERLEY MYSTERY and LYCANTHROPY (£2.49). All games come with a free Spectrum emulator.

Two new compilation disks have just been released for the Spectrum computer. PROBABLY THE LAST BIG DISK contains THEME PARK USA, THE APPRENTICE, THE FINAL DEMAND and PERSEUS available on +3 disk only (£5.99) and WHOOOPS! ANOTHER BIG DISK!! has LEOPOLD THE MINSTREL and LYCANTHROPY, available on +3 disk (£3.99). Please see ordering instruction on page C-123.

Now available for PC is THE KRAZY KARTOONIST KAPER by Kez Gray and Larry Horsfield. You play Cris the dog, faithful companion to loony Kez the Kartoontist. One day Kez is kidnapped and held for ransom but nobody will part with the ransom money. Can you find Kilmoore Castle on Mystery Moor and free her? Available on Spectrum 128 tape (£2.49), +3 Disk (£3.49) and PC (£2.99).

The 12 constellations of the Zodiac combine together to form the Great Cosmic Wheel which is the great force that powers the Universe. The wheel was maintained and cared for by The Celestial Wheelwright, a gnome-like creature called Nub. For some unknown reason mankind ceased to believe in the forces of the Universe and the wheel slid out of place and shattered. In AURA-SCOPE by Square Peg Software you play the mortal who is chosen to find the 12 tokens and rebuild the shattered Zodiac. Another Spectrum game now newly available for PC with emulator (£2.99). Spectrum 128k tape (£2.49) and +3 Disk (£3.49).

THE TWELVE DAYS OF CHRISTMAS is the latest adventure by Diane Rice in which you have to fulfil all the tasks in the Christmas Carol. Spectrum tape and Plus D Disk (£2.99), +3 Disk (£3.49), Amiga and PC (£2.99).

Long ago there lived an ancient civilisation who possessed great magical powers but as their powers grew they turned away from their gods. The gods grew angry, destroyed the cities, plunged the lands into perpetual dusk and forbid sorcery for all time. Too drained to return to the heavens the Gods entombed themselves, one to a tomb. Eventually when the heavens cleared the ancient civilisation tried to find the tombs in the hope of discovering the power of the Gods. In **GODS OF WAR**, an early game by Mark Cantrell, your quest is to seal the portal of the Gods forever. Spectrum 48K tape and Amiga (£2.49), Spectrum 128K and PC (£2.99), +3 Disk (£3.49).

Please remember to add 25p postage and packing to every game ordered.

* SIERRA will be releasing a MAC version of **GABRIEL KNIGHT** in the first week of June (£39.99). A MAC CD-ROM version is planned for the last week in July.

OUTPOST is a game of planetary exploration and colonisation. Earth has been destroyed and you must send probes into space to find suitable planets to colonise, make self-supporting and protect from the attack of other planets greedy for your resources.

There are hundreds of animated sequences and 3D isometric views. Release for the PC CD-ROM at the end of May (£49.99). There will be a PC version at the end of June.

The COKTEL VISION game **INCA 2 WIRACOCHA** is out now for the PC (£44.99) and PC CD-ROM (£54.99).

* EMPIRE SOFTWARE have released **AWARD WINNERS GOLD EDITION**, a compilation of 5 titles for the PC (£34.99), and 4 titles for the Amiga (£29.99).

The PC version contains **JIMMY WHITE'S WHIRLWIND SNOOKER** (reviewed on page U-29), **ZOOL**, an excellent platform game, **ELITE** and **ELITE PLUS**, space trading and combat games and **SENSIBLE SOCCER**. The Amiga version will contain **JIMMY WHITE'S WHIRLWIND SNOOKER**, **ZOOL**, **ELITE** and **SENSIBLE SOCCER**.

* GRANDSLAM will shortly release **THE SEVENTH SWORD OF MENDOR**, a role-playing game with 6 characters plus a computer controlled non-player character. The characters have 22 different abilities in weapons, magic and lore.

The game is played over 90,000 locations across 25 dungeon levels, 6 cities and wilderness. GRANDSLAM say the high resolution graphics mode give the game incredible detail.

* CHEAT SHEET is a well presented disk based magazine for the PC packed with adventure hints, full solutions, screen shots of the latest games, reviews, articles, maps, technical help and lots more.

To get the latest copy simply send a 3.5" disk plus £1 and stamps for the return postage. If you want a selection of issues telephone Wayne Roberts for a price. (See page A-13 for address). Wayne also supports modem users and has a CHEAT section on a bulletin board called CIRCUIT BOARD BBS (0705 613182).

* US GOLD will be releasing the ACCESS interactive movie adventure game UNDER A KILLING MOON at the end of June for the PC CD-ROM (£59.99). Set in San Francisco just after World War III, you again play private eye Tex Avery who originally featured in MARTIAN MEMORANDUM.

The flight simulation B-WING is in the shops now for the PC (£29.99).

RAVENLOFT - STRAHD'S POSSESSION, a gothic AD&D role-playing game has just been released. Dhelt, the ruler of Eturel has been attacked and his secret amulet was stolen. Your party's quest is to recover the amulet and bring the culprit to justice. Unfortunately the thief is Strahd the vampire lord so your quest will be a tough one. The game features a new enhanced graphics system, auto-mapping and a mixture of mouse and keyboard control. PC (£45.99), CD-ROM (£49.99).

* TELSTAR's PC CD-ROM double pack containing THE 7TH GUEST and DUNE is available now (£49.99).

* Following the great success of SIMCITY 2000 MAXIS will release an add-on disk entitled SIMCITY 2000 SCENARIOS, VOLUME 1: GREAT DISASTERS in June. The disk will enable SIMCITY 2000 owners to take part in disasters over 10 American cities, and covers both natural disasters of the past and imaginative disasters of the future. Can you recover from the Loma Prieta earthquake in San Francisco? In Portland a previously undiscovered volcano erupts, while in Silicon Valley a misguided microwave beam devastates the region. Can you quell the Washington riot, or control the industrial pollution in Chicago? Mississippi is flooded, and wildfires in Malibu burn down to the sea. In Manhattan a nuclear meltdown threatens the city, and aliens are causing havoc in Atlanta. Whew! PC and Mac (£14.99).

* SABRE TEAM is the latest strategy game from KRISALIS and contains 5 fictional terrorist attack missions for the SAS. You play with a team of 8 highly trained soldiers, each one specialising in a different field of expertise and take them through all 5 missions intact. The game is entirely icon driven with each soldier having an individual turn. To be released shortly for the PC (29.99).

* MICROPROSE will be bringing out an enhanced CD-ROM version of SUBWARS 2050 in June. Included will be an extra scenarios disk. An extra scenarios disk will be released for the PC later. Prices to follow.

There will be a PC CD-ROM version of STARLORD in June. Price to follow.

The PC CD-ROM version of DRAGONSPHERE is in the shops now (£39.99).

1942: THE PACIFIC AIR WAR, is the latest war simulation from MICROPROSE. The game has a high strategy element and features smooth left to right scrolling from the cockpit. Due out for the PC mid-May (£44.99).

* MINDSCAPE will be bringing out PC CD-ROM and Amiga A1200 versions of the MAXIS game SIMCITY 2000 in the autumn. Prices to follow.

* VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LTD have released SENSIBLE SOFTWARE's CANNON FODDER. This fast action strategy game is played over various types of landscape including jungle, arctic and desert scenarios. Out now for the PC (£34.99) and Amiga (£29.99).

THE 7TH GUEST XITH HOUR is due to be released in June for the PC CD-ROM. It will be set in 1993 and you play Carl Denning Jnr., investigative reporter for the TV show Cases Unsolved. There have been hauntings at the Stauf mansion and your researcher, while gathering background information for the show, disappeared. It is up to Carl to solve the problems of the mansion and find the lady in this graphic adventure that promises better graphics and more devious puzzles. Price and release date to follow.

* ELECTRONIC ARTS/ORIGIN's ULTIMA VIII: PAGAN is in the shops now for the PC (£44.99).

Another recent release from ELECTRONIC ARTS is the submarine simulation SEAWOLF. The game takes up 19 meg of hard disk space and requires a 386 25MHZ minimum computer. It can be played in 2 player mode via network. PC (£44.99).

* WIZARD is the latest role-playing game from PSYGNOSIS and your party of 4 will have many more puzzles and riddles to solve than in the usual type of role-playing game. Out now for the Amiga (£29.99), with a PC version to follow.

* AIR FORCE COMMANDER is a huge strategy game from IMPRESSIONS. There are 28 real-time missions to complete including the Gulf Conflict. Out now for the PC, 286 minimum (£34.99) and Amiga (£29.99).

LEOPOLD THE MINSTREL

FROM : Jamie Murphy\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: Jenny Perry on Spectrum +3

Leopold had wanted to become a minstrel since he was a boy, so he knew he was in luck when Old Sam took him on as an apprentice. One morning, disaster struck when Sam's lute had an unfortunate accident and needed repairing. Leopold was entrusted with the task of seeing the job was done - but failure would mean that his apprenticeship would come to an abrupt end.

Leopold starts the game outside an inn. Inside is a dwarf who would like to be a little taller, a bartender with a revolting cleaning rag and some dodgy characters gambling in a locked room. Near the Inn there's a large tree with a vicious bird-fight going on. Proceeding into the town of High Bildom, you find a music shop, a fletcher's and a locked deserted shop which you can't enter for now. Like most towns, this one has a bustling market where you may be able to earn some money by using your natural talents. There are suspicious characters all around the town, loafing on the streets or drinking in the pub. There is also a well with a stiff handle and a singing pillar.

Going back past the inn you discover a path leading to a cave. A dark scary forest leads to a river, a native village, a sword stuck fast in a stone, a wall of fire and a witch's cottage. The witch has lost her cat but don't return it to her until you know what you would like as a reward. Helping the maid in the inn starts off the chain of events that get you into the cave. If you assist a gambler he will do you a favour later. By now you will have met Filgo the gnome who wants you to rescue his brother, imprisoned in the native village. You will encounter a sad old toothless dragon, the gnome king and a horrid bird called Grockle who enjoys tearing human flesh.

As you may have gathered this is a big, intricate game with lots to see and do - and it's vital to find the correct order in which to complete the tasks. Jamie Murphy must be a heavy metal fan as he's given me a useful introduction to the gentle art of head-banging. I lived and breathed nothing but Leopold for six weeks and felt a huge sense of achievement when I'd completed it, even though I needed a fair bit of help. This is a real challenge for medium to expert players.

ATMOSPHERE : 16/20
VOCABULARY : 14/20
PSR : 16/20

GRAPHICS : N/A
PUZZLES : 17/20
STAR RATING : *

SIMCITY 2000

FROM : Maxis/Mindscape
CATEGORY: Simulation
VERSION : PC, MAC (4MB 386 and VGA required)
FORMAT : Disk
PRICE : £39.99
REVIEWER: John Walker

SIM CITY was one of the most original games of all time. It was the first to introduce the 'sim' style of God game and is still being played by many today. Could the best be bettered? It could. Once again Maxis have done it.

You start with a barren land mass, \$20,000 and hours of game play. The player has an isometric view of their city as opposed to the mundane overhead of the original. The zones (residential, commercial and industrial) are far more versatile. The mouse drags the zone over as many squares as the player desires and then all that needs be done is to connect it to some power lines and roads. The Sims (citizens) will proceed to build as they wish, leaving you to build the facilities.

The budget is the next challenge. A style of tax and a tax rate must be chosen and then individual industries and facilities must be taxed to the amount which you see fit. Do not worry if the thought of juggling figures would spoil your day, an 'Auto Budget' feature will take care of this until you feel confident enough to do a better job.

The near-perfect graphics allow you to sit back and watch the tiny details in your city for hours. Each building has details available telling you the value, the crime and whether it is connected to the vital power and water supplies. One new idea is access to below your city, allowing the construction of water pipes and subways.

If you are tired of relentlessly bashing monsters over the head then this game will breathe fresh air into your weary mouse. The only fault is the inconsistency of background music. Beware, normal everyday events such as eating or sleeping will soon be forgotten, and as for work...

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

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

THE FINAL DEMAND

FROM : Steve Clay
CATEGORY: Adventure
VERSION : Amstrad PCW & CPC series, Spectrum 48, Amiga, PC
FORMAT : Tape or disk
PRICE : £2.00 (Amstrad tape), £4.00 (Amstrad disk), £2.49
Spectrum tape or Plus D Disk), £3.49 (Spectrum
+3 disk), £2.49 (Amiga disk with free Spectrum
emulator), £2.99 (PC with free Spectrum emulator)
REMARKS : Amstrad versions from WoW Softwrae. All other versions
from Zenobi Software.
REVIEWER: Mike Barton on Amiga

WOW! What a blast from the past it was to see the slow register reset on the screen to be followed by the immortal legend of the Sinclair Spectrum. Real Twilight Zone stuff. You start outside the red brick building with a path leading north, (Yes! Yes! The old wizened hard-core text-only adventurer emerges with a blast of imagination) other exits are available. You will encounter many objects in your travels and can use them as you wish but be warned that everything has a purpose and you discard items at your peril.

Twice before, you have been sent out to collect taxes from bad debtors and twice you have been successful. You have been able to collect taxes from such evaders as Topper the swordsman, a hungry giant, a dodgy nightclub owner and Snow White and the seven short guys. This time around you will have to pit your skills against the likes of Oli Bungo, Rapungent, Puff the Dragon, a troll, a fairy godmother and the mighty Col Osal. It is going to be a tricky task and one that will take a great deal of lateral thinking, number-crunching and other skills possessed by one who is a legendary name in the profession of Tax-collection. It will be up to YOU to convince them (in whatever way you think best) to cough up the 'readies' and settle their bills.

To use the emulator just do the following: boot up your Amiga and click on the Zenobi Software icon, read the SPECTRUM.DOC, run the appropriate emulator. Select LOAD SNAPSHOT from the menu, select FINAL DEMAND from the directory and click ok. Play the game.

In this game all available exits are indicated by the use of an icon positioned in the top right-hand corner of the screen. As usual the commands P or PAID will provide you with a list of the debtors who have settled up and the command FONT will change the character set displayed on the screen. Use the commands RAMSAVE and RAMLOAD for temporary storage in memory but always use the standard SAVE and LOAD to make a permanent record to disk. Each save takes up 6k of memory so check you have enough space on your disk. Well done Steve, excellent.

ATMOSPHERE : 17/20
VOCABULARY : 13/20
PSR : 18/20

GRAPHICS : N/A
PUZZLES : 18/20
STAR RATING : **

GABRIEL KNIGHT

FROM : Sierra
CATEGORY: Adventure
VERSION : PC, PC CD-ROM
FORMAT : Disk
PRICE : £39.99 (PC), £44.99 (PC CD-ROM)
REVIEWER: Iain Mackenzie on CD-ROM

Well, what do you know? Yet another reason for buying a CD-ROM drive!

In this latest graphic adventure from Sierra, you play the character of Gabriel Knight, a writer living in the seedier side of New Orleans. Gabriel's latest project is a book on voodoo and with his assistant Grace, Gabriel is conducting research on the subject. This research inevitably leads our hero into a web of murder, intrigue and romance. One of the strongest aspects of this game is the way in which the plot unfolds. It gradually absorbs you into the atmosphere of New Orleans and the disturbing discoveries that Gabriel makes about cults and, most importantly, about his own family background. (I won't spoil it by saying any more!)

One of the main legitimate complaints I hear about CD-ROM games is the amount of hard disk space they use, consequently defeating one of the main purposes of buying a CD-ROM drive in the first place! Well, I'm pleased to say that the Sierra installation has the decency to give you the choice of how much of the game you want to transfer to your hard disk. This is a trend that other companies should follow.

The presentation in GABRIEL KNIGHT is excellent, with a lot of the game being displayed in SVGA and if you have a MIDI compatible sound card, the quality of the music is outstanding and really gives a feeling of what I imagine New Orleans sounds like! The speech as usual adds considerably to the depth of the characters, particularly as the actors include Tim Curry and Mark Hamill. The Sierra interface also works well and the whole experience is a joy. There is even a movie on the CD with interviews with the actors and developers describing different aspects of the making of the game. The puzzles are set at about the right level, all perfectly solvable with a reasonable amount of lateral thinking.

Playing GABRIEL KNIGHT was an absolute pleasure, with some great puzzles, some genuinely exciting moments, great characters and superb presentation. I really miss not having Gabriel and Grace around anymore! The good news is that Sierra are developing GABRIEL KNIGHT 2 as I speak. Buy this game especially on CD-ROM if you can.

ATMOSPHERE : 19/20
VOCABULARY : N/A
PSR : 19/20

GRAPHICS : 18/20
PUZZLES : 17/20
STAR RATING : ***

COMPANIONS OF XANTH

FROM : Accolade/Legend
CATEGORY: Adventure
VERSION : PC
FORMAT : Disk
PRICE : £39.99
REVIEWER: Geoff Hyman

COMPANIONS OF XANTH marks a turning point in adventure gaming history. Legend Entertainment have been the only major company still to produce 16-bit text adventures but with this game they have now switched to an icon-driven format. They have done this without requiring you to have a super-powerful machine: a PC with 640K RAM, VGA and a mouse will suffice. You will also need about 8 MB of free hard disk space to install the game. There is support for lots of sound cards, you can even get sound effects with just a PC speaker.

The storyline is based on the novel Demons Don't Dream by Piers Anthony, included with the game package. You are sitting by your computer on a rainy day when a friend sends you a game package. You load it up and enter the world of XANTH, seeking a Prize. Your first easy puzzle is to pick a suitable companion for your travels. You find that you have become a computer screen, carried by your companion! Don't worry, you will assume human form in a while. But you are not the only one seeking the Prize and disaster may ensue if they obtain it!

The game is packed with puzzles based on word-play. The town of Isthmus is suffocating from noxious fumes produced by a Censor Ship. To find a solution to remove the fumes you need the help of the Fairy Nuff, who lives beyond the Pail but when you try to get past the Pail it keeps hopping away. Eventually you find the way past and meet an unlikely looking Fairy, who will mix the solution for you if you provide the right ingredients.

You must now pass through a series of regions: The Void, Earth, Fire, Water, Air, The Gap, The Castle and The Gourd. Puzzles characteristic of each region must be solved before you can proceed to the next. One of these involves a word game with a Com-Pewter, who starts to cheat.

Later on you meet the other player and companions and discuss the best way forward. You will need to exchange companions to make progress, which leads to a nice twist in the plot. This is an entertaining introductory adventure. Experienced players, however, will find its linear story and easy puzzles lacking in challenge. Well at least it makes a refreshing change.

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

GRAPHICS : 14/20
PUZZLES : 10/20
STAR RATING : *

THE HOUSE

FROM : Jack Lockerby/Zenobi Software
CATEGORY: Adventure
VERSION : Spectrum 48, Commodore Amiga, PC
FORMAT : Tape or disk
PRICE : £2.49 (Spectrum tape or Plus D disk), £3.49 (Spectrum +3 disk), £2.49 (Amiga), £2.99 (PC). The Amiga and PC versions come with free Spectrum emulators
REVIEWER: Simon Husbands on Spectrum +3

I have a penchant for those games that encourage you to use your head for cerebral purposes rather than for banging against a brick wall. This game fits the bill for me - you need all your strategy plus all your puzzle solving skills to get you through to the end. You have the keys to a mysterious house. All you have to do is gain access without setting off the alarm, solve all the puzzles inside and win the house itself. Fine, except that the house is haunted!

And so to the puzzles: two categories here. Firstly there's the normal type where you have to have the right objects in the right location to be able to perform the right tasks. No great shakes here - all standard stuff, but beware...some tasks need care as events in other locations can have a knock on effect for no apparent reason. Save your position regularly. Secondly, there are the IQ puzzles. These are mostly used to help you find a password or a code number and I find them a perfect antidote for the boredom caused by trudging around collecting things. You may be presented with a jumble of letters to rearrange or a number sequence to continue - all thought-provoking stuff.

As for playability, I found the game easy on the eyes and on the intelligence, if a little quirky in places. A couple of things worried me - a few of the solutions seemed rather obscure. For example, you need to know the frequency of a certain radio station to progress but no help is offered in the game. The idea is that you consult a newspaper for a clue, leading to frustration. Also, in one location it says "You feel a presence". To find an object you must type FEEL PRESENCE, which I thought was very obscure. Further to this, I'm not sure if the spooky stuff (there's a couple of ghosts in the game) add to the atmosphere. Most of the game is believable but the ghosts seem to belong to another game. At one point you have to actually "will yourself" into a painting. This is all very well, but after the rest of the game has had you searching dust, Hoovering, listening to radios and getting lost in mazes, being asked to suspend belief to this degree loses the game some respect. In THE HOUSE we have a not too challenging game with some irritating aspects, some good ideas and a generally pleasant demeanour - it's worth a visit if you have the time on a rainy day.

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

GRAPHICS : N/A
PUZZLES : 13/20
STAR RATING : ?

MYST

FROM : Broderbund
CATEGORY: Adventure
VERSION : PC, MAC
FORMAT : CD-ROM
PRICE : £49.99
REVIEWER: Geoff Hyman on PC

MYST is a high-quality CD-ROM adventure game. The PC version runs on a multimedia PC under Windows 3.1 in 640 x 460, 256 colour mode and requires an MPC compliant sound card. The graphics are photo-realistic and create a great atmosphere, supported by perfect sound effects and enchanting music. So what about the game? Well, if I said that it reminded me of Prospero's Books, the film of Shakespeare's Tempest, would that give you any idea? Probably not.

A book is falling through a chasm and lands with a thud. The book opens to a scene of ripples on water and you enter the page and travel across the sea. You approach a strange island covered with pine trees, a mountain peak, a spaceship, a domed building and a sunken galleon. You land at the dockside. You are on the deserted Island of Myst. Up the steps you find a library containing many books. The books describe other Ages that have been created by the genius inventor Atrus. On prominent display are a red book and a blue book. Opening them you discover that the two sons of Atrus are trapped inside the books. The work of their father is being destroyed and each son blames the other. You will need to find the missing pages for these books in order to free one of the sons.

The search for the pages takes you to four other ages: the Mechanical Age, the Stoneship Age, the Selentic Age and Channelwood. Each age has its own technology and poses puzzles that appear hard, but seem almost obvious once solved. For example, Channelwood uses wind power to pump water into a network of pipes, using water pressure to power lifts. Switches are built into pipe junctions and you must set these correctly to power the lifts. The sound of rushing water provides an audible clue as to where the water is flowing. The lifts take you to a village in the trees, connected by suspended walkways. Here you can find the abandoned houses of the two sons, the missing pages and some vital clues. The interiors are incredibly detailed and attractive. The movie clips as you first approach and fly over each island setting for each age are superb. And it all works smoothly.

The game is very open-ended and the ages can be visited in any order. Eventually you will discover what has happened to Atrus and must make a choice about who to release. There are four possible endings and it's worth trying them all.

ATMOSPHERE : 19/20
VOCABULARY : N/A
PSR : 19/20

GRAPHICS : 19/20
PUZZLES : 18/20
STAR RATING : ***

REBEL ASSAULT

FROM : LucasArts/US Gold
CATEGORY : Arcade Simulation
VERSION : PC
FORMAT : CD ROM
PRICE : £49.95
REVIEWER : Iain Mackenzie

REBEL ASSAULT is the latest LucasArts action game based on the Star Wars story. The demands on hardware are considerable, as it really does need a double speed (at least) CD ROM drive, a fast 486, and 4 meg of RAM to run smoothly. Speed of loading and animation is essential in this type of game as it relies heavily on physical reactions which can be distracted by jerky movement or long pauses waiting on data to be streamed from the drive.

Essentially, the game is nothing more than a very elaborate "shoot-em-up" with a lot of video sequences from the Star Wars films. If you accept the game on that basis, it is an absolute corker! The challenge is divided into 16 individual chapters and you are given a password after completing every 4th one, which means that you don't have to replay too much of the game to return to your previous position. Each chapter is very varied from flight training missions in canyon terrain, to the destruction of the Death Star itself. I found that rather than the chapters becoming increasingly difficult, some were very easy, and others almost impossible. (I almost lost all my hair trying to get through the 2nd asteroid belt level!)

The main criticism I have is that the game is just too short. An experienced joystick waggler could probably finish the game after 2 or 3 days of intense activity. Although it is possible to set the difficulty level within the game, I still feel that it is just too easy and that some players will feel that they have not got their £50 worth. I did not experience any of the setting up or configuration problems that have been mentioned in the computer press and the game played every time without a hitch. The least satisfactory aspect of the playability is the over sensitivity of the joystick. This takes a lot of getting used to and requires very delicate movements which are difficult to achieve when your body is moving all over the place trying to duck the asteroids or Tie fighters!

REBEL ASSAULT has divided opinion amongst reviewers at least and I think that is because some people were expecting a game with more depth. REBEL ASSAULT is an exciting experience with tremendously atmospheric graphics and a soundtrack that includes the London Symphony Orchestra playing music from the films. Great Stuff!

ATMOSPHERE : 18/20
PLAYABILITY : 16/20
PSR : 17/20

STRATEGY : 10/20
PUZZLES : N/A
STAR RATING : **

ALONE IN THE DARK 2

FROM : Infogrames
CATEGORY: Adventure
VERSION : PC, CD-ROM
FORMAT : Disk
PRICE : £44.99
REVIEWER: Iain Mackenzie on PC

This is the hugely hyped, long awaited, imaginatively titled follow-up to last years great success ALONE IN THE DARK, which I am sure that all PC players are aware of. According to Infogrames' blurb, "ALONE IN THE DARK 2 is bigger and better than its predecessor, with greatly improved graphics, puzzles and sound!" I'm afraid that all I could agree with is that it is certainly bigger. Quite frankly, it is a major disappointment. I loved the first game as it was original, atmospheric and downright creepy at times, but I'm afraid that this game misses the mark completely as far as I am concerned.

Before discussing the game itself, I have to ask how Infogrames can justify £45 for an adventure game when you consider other companies - like Virgin - produce great games for £35? It is simply a rip-off, is it not? (And, yes, there is yet another painful protection system to rival even the great Delphine for awkwardness!) You play the same character, Edward Carnby, as in the first game, and your task is simple - get into the house, find the main villain and save the girl. Easy, eh? Well, read on.

Right from the start the problem with the game is obvious, there is just too much unnecessary combat. The introductory part of the game is nothing but a 'load, make a tiny bit of progress, save, die, load' type exercise. Everywhere you turn in the game, there is some nasty monster who wants to do you in! What makes the situation worse, is that the unusual angles that made the first game such a success, now make combat very difficult, as the angle switches in the middle of fights and this makes aiming your weapon almost impossible at times! Although the movement of your character is better and the general standard of graphics has slightly improved, there is none of the menace and unnerving atmosphere of the original. Part of the reason for this is the music. I mean, for a lot of the time it is positively chirpy! I wasn't overly impressed by the puzzles either, especially as there were several times that although I knew exactly what I had to do, it wasn't always easy to achieve because of the clumsy interface.

I have to say, the game is the biggest disappointment of 1994 so far. Don't believe a lot of the 'glossies' hype of this game and think very carefully before buying.

ATMOSPHERE : 13/20
VOCABULARY : N/A
PSR : 11/20

GRAPHICS : 16/20
PUZZLES : 13/20
STAR RATING : *

THE CRYSTALS OF KINGS

FROM : Keith Burnard/Zenobi Software
CATEGORY: Adventure
VERSION : Spectrum 48, Commodore Amiga
FORMAT : Tape or disk
PRICE : £2.49 (Spectrum tape), £3.49 (Spectrum +3 disk)
£2.49 (Amiga disk with a free Spectrum emulator)
REVIEWER: Sharon Harwood on Spectrum +3

For hundreds of years, the races of the world have been at peace under the rule of the 'House of Brenn'. The mighty kings of this ancient line have used the 'Crystals of Kings' to keep control and order amongst all creatures and all has been peace and harmony as long as the memory of man can recall. But now something has changed.... On the fateful night of the 'Golden Moon' when the house of Brenn was deep in celebration, Medillion Karma, an evil twisted mage, entered the silver tower and stole the crystals; hiding them throughout the land, he threw the realm into confusion and chaos.

With many wars and great evil spreading throughout you have been asked by your king Careth Brenn to seek out the crystals and restore peace, harmony and sanity to the realm.

Your quest begins within the tower where a little logical thinking, and some advice, will have you on your way to find the first crystal. Plenty of examining and searching will provide you with objects to help you defeat the problems at hand and a steady pace will have you coming back for more.

Written using Tom Frost's Adventure Creator, this is a lovely little game that, despite lacking something in atmosphere, will keep you plodding along quite merrily. There is a nice balance between being able to wander around and having to deal with matters more quickly, and it makes a change to come across a distinctly uncomplicated 'look and find' style of game. However don't get me wrong, it is by no means easy. You will stumble on more than one occasion but with plenty of objects available to you you should not find it hard to carry on.

The parser is similar to that of PAW with RAMSAVE/LOAD available but with inputs restricted to verb/noun finding the right command should be easier and a little imagination usually rewards you adequately.

A pretty good game, nothing remarkable but well worth looking at if you are in the market for something straightforward and uncomplicated.

ATMOSPHERE : 15/29
VOCABULARY : 15/20
PSR : 15/20

GRAPHICS : N/A
PUZZLES : 14/20
STAR RATING : *

WYSIWYG

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

What You See Is What You Get - and that is exactly what this game is all about. Although it is a standard text adventure in all other ways, the whole point of the game is that instead of a text description there are graphics for each location. The game is played by studying the picture carefully and then examining and manipulating items by means of the normal text commands.

I must admit that when I first loaded the game I had some doubts as to whether this would appeal to me, or to anyone else for that matter. Text adventure enthusiasts usually dislike illustrations, turning them off at the earliest opportunity. Graphic adventure players are accustomed to the animated type of adventure which is another thing altogether. This game could be seen to fit into neither category and so runs the risk of being dismissed by both schools...BUT WAIT!...

Only a short way into the game I found I was enjoying it considerably. The main reason being that Jean Childs has a gift for devising wonderfully logical puzzles. Your task is quite simple. The wizard has cast a spell on the king's castle and removed all the colours from it. Needless to say, the king has moved out! If you can find the colours and re-install them, you will become the new ruler of the kingdom.

The atmosphere is well maintained and I was never stuck for the right input once I had fathomed the correct way to proceed. The graphics themselves are not particularly exciting but they are clear, pleasant and adequate for the purpose.

By the end of the game I was quite sorry to finish it. This isn't the first adventure to use graphics in this way but it's definitely the best I've seen. It will most certainly appeal to most adventurers, so don't be put off by this rather unusual approach. New adventures for the ST are few and far between. I hope Jean will treat us to another one soon.

ATMOSPHERE : 14/20
VOCABULARY : 14/20
PSR : 16/20

GRAPHICS : 13/20
PUZZLES : 16/20
STAR RATING : *

THE JOURNEYMAN PROJECT

FROM : Gametek
CATEGORY: Adventure
VERSION : PC, MAC.
FORMAT : CD-ROM
PRICE : £35.99
REVIEWER: Geoff Hyman on PC

THE JOURNEYMAN PROJECT claims to be the world's first photo-realistic adventure game. Originally released on the MAC, the game has been converted to run on a multimedia PC under Windows 3.1. The game uses 640 X 480 resolution 256 colour graphics, so make sure that you have the right graphics drivers loaded. You will need at least a 33 MHz 386 with 8MB RAM, a soundblaster-compatible sound card and double-speed CD-ROM drive. If your hardware is up to it, you will be impressed by the high quality graphics and sound. You will be frustrated at the slow responses and occasional hang-ups, even on a fast 486 PC and may have to try a few times to get it all up and running. (These problems seem to arise from the support for movie sequences under PC Quicktime.) But the basic game is so good, it is worth the effort, and you will have learnt how to optimise your machine to run these games!

The story is as follows. It is the 24th century and the world is at peace. Earth has been visited by intelligent aliens who have invited us to become part of an inter-galactic alliance. But intergalactic harmony is threatened by the discovery of time travel. It is your job, as a member of the Temporal Protectorate, to safeguard history from disruption. You start the game in your apartment in the spectacular Caldoria Heights, a city in the sky. Dissidents have created rips in the space-time fabric, in order to undermine the forthcoming alien alliance. You must first travel back to pre-historic times where an unaltered disk of historical events is kept in a secure safe. Bringing this back to the 24th Century you compare key news clips with those currently on record, to discover the details about the rips. This is one of the places where the Quicktime movies clips are used and they really do make a contribution to the gameplay!

You must travel back in time and space to repair each of the time rips. The game has all sorts of great puzzles: mixing chemical antidotes, defusing a bomb, getting through a maze before you run out of oxygen, chasing a space shuttle and defeating monster robots. Gradually you piece together recordings that reveal the evil plot, leading to a final show-down in the 24th Century. The feeling of satisfaction is high whenever each stage is solved, the difficulty of the puzzles being just right. This would have been a classic game were it not marred by a few glitches.

ATMOSPHERE : 17/20
VOCABULARY : N/A
PSR : 16/20

GRAPHICS : 18/20
PUZZLES : 16/20
STAR RATING : **

MASTER OF ORION

FROM : Microprose
CATEGORY: Strategy
VERSION : PC (Hard Disk, 2 MB Ram 386, VGA)
FORMAT : Disk
PRICE : £44.99
REVIEWER: Graham Perry

MASTER OF ORION is a game of conquest, diplomacy, and resource management, in which the aim is to be voted Master of the Galaxy by the High Council after carving out a sizeable chunk of the imaginary Orion galaxy. Like any good strategy game, it is the means to achieving that purpose which provides the interest and challenge - and it is in the bewildering range of options and choice of tactics available at which this product excels.

Your initial game preferences consist of size of galaxy (between 24 and 108 star systems), four difficulty levels and a choice of between one and five opponents from nine races of highly distinct qualities and attitudes. The game controls are icon driven and readily accessible providing you with information from the various display screens, namely star map, ship design, fleet status, planetary data, race 'relations' and technology levels. It is in the organization and manipulation of these resources that will determine the outcomes of your tactical decisions. For example, under planetary production, you need to strike a balance between ship construction, defence systems, industrial output, ecological balance and technological improvement.

One of the first requirements is the colonization of nearby star systems once you have checked their environmental suitability. There are 14 types, friendly and hostile, some of which have special features to accelerate development. When a planet has maximised its growth potential, excess funds can be transferred to your emerging colonies. Eventually you will come across your computer opponents and the game enters a new dimension, providing you with the opportunities to practise diplomatic skills through treaties, trade agreements and acquisition of technology through exchange or theft. Or you can go to war. However, success in interstellar combat depends to a large extent on the level of ship advancement - in terms of shields, propulsion, firepower and scanners.

Overall, MASTER OF ORION is a slick and sophisticated package which provides an absorbing, complex and long term challenge. It is very easy to learn and play, though difficult to master. It will appeal particularly to those who enjoyed CIVILIZATION since there are several strategic similarities between the two games.

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

STRATEGY : 18/20
PUZZLES : N/A
STAR RATING : **

CURSE OF THE SERPENT'S EYE

FROM : Dream World Software
CATEGORY: Adventure
VERSION : Spectrum 48/128, Commodore Amiga
FORMAT : Tape or disk
PRICE : £2.50 (tape, Plus D disk), £2.00 (send your own +3 disk)
£2.50 (Amiga disk with free Spectrum emulator)
REVIEWER: Sue Roseblade on Spectrum +3

This adventure first saw the light of day when it was used in the Megapoints Competition at the 1993 Adventurers' Convention. This is a contest in which each entrant is given 20 minutes to score as many points as possible playing an especially written text adventure. Usually, the competition turns out to be a somewhat unsubtle means of publicly discrediting a large number of well known adventurers!

Afterwards, expanded and adapted into a full game, CURSE OF THE SERPENTS' EYE was released as a one part PAW'd text adventure by Martin Freemantle, author of the DRAGON SLAYER trilogy. You play the part of Jenny Peril, bold and intrepid timejumping cadet in Earth's Federation Of Peace, hoping to gain a first class pass in your final exams. As I know the person on whom this character is based, I will go no further in describing her numerous wonderful attributes, despite her insistence that I do so!

The game is set in the future and takes place in a holographic simulation unit where you are told that you are never in any real danger - except the danger of failing your exam. This type of scenario allows the author free licence to include all sorts of strangely conflicting locations. Within the rural village setting, you may find yourself encountering rather incongruous situations such as an acid-filled maze beneath the church, a computer-controlled gate mechanism and a glowbug powering a streetlamp.

As far as the gameplay goes, you simply have to find the Serpent's Eye and return it to its rightful place (in the serpent's head!). Quite where the curse comes into it I'm not sure, unless it is referring to all the cursing that went on whilst I was trying to find the right input. Yes - this is yet another game in which hunting for the correct wording is as taxing as actually solving the puzzles. Possibly this is its only real failing, although one or two solutions to the problems are somewhat obscure and will present difficulties to even the most experienced players.

In most other respects this is quite a nice adventure. Good descriptions, plenty of atmosphere and a couple of really imaginative chaining puzzles.

ATMOSPHERE : 14/20
VOCABULARY : 12/20
PSR : 14/20

GRAPHICS : N/A
PUZZLES : 15/20
STAR RATING : *

10 INTELLIGENT STRATEGY GAMES

FROM : Oxford Softworks
CATEGORY : Strategy
VERSION : PC (Hard Disk), Amiga
FORMAT : Disk
PRICE : £29.99
REVIEWER : Graham Perry on Amiga 500

This is a compilation of a series of traditional, mainly board games that have been released by the company during the last few years, usually as individual full price products. The manual is slim but sufficient with the game rules concisely described. Each game has a standard no-frills interface, with a series of pull down menus which constitute the set-up and play controls. The usual variety of choices are present, such as take back, replay, level, load and save, plus a special options menu containing particular functions for specific games. Movement of pieces is mouse-controlled, easy and quick.

So what of the challenge of the games themselves? CHESS may not have the sophisticated presentation of CHESSMASTER 3000, but it provides tough opposition from the average levels up. BRIDGE looks good, plays well defensively and appears to understand a varied range of conventions despite the occasional erratic bid. GO, the national game of Japan, is played on a 19 by 19 board, (though smaller variations are included) on which 'stones' are strategically placed on the intersections in order to gain territory and capture your opponents' pieces. A marvellous, intuitive game and once again a strong challenge at the higher levels. "To the tens of millions of players throughout the world, GO is more than just another game; it is a way of life." (GO for Beginners, Kaoru Iwamoto; Penguin).

Of the middle range games, BACKGAMMON plays smoothly, though in the few games I have played, there appeared to be a disproportionate number of doubles. OTHELLO, or REVERSI, where the aim is to capture lines of pieces, in any direction, using two-sided pieces, is a deceptively difficult game with its habit of changing fortunes dramatically in the last few moves. CHINESE CHESS is an intriguing variant with a 'river' running across the centre of the board while the king and counsellors are limited to the 'Imperial Palace'. Pieces move on the intersections of a board 10 by 9 and victory can be achieved by stalemating the opponents' king as well as checkmate. The package is completed by GOMOKU and RENJU, played on a GO board but with simpler objectives, 4-in-a-line (CONNECT 4) and DRAUGHTS. For improving your game, as an educational tool, and as an introduction to the world's most challenging traditional games, this compendium represents excellent value in both quantity and quality.

ATMOSPHERE : 14/20
STRATEGY : 18/20
PSR : 15/20

PLAYABILITY : 16/20
REALISM : 18/20
STAR RATING : *

TRANSARCTICA

FROM : Daze Marketing
CATEGORY : Strategy
VERSION : PC, Amiga, A1200, Atari ST, Atari Falcon
FORMAT : Disk
PRICE : £29.99 (PC, Amiga, A1200, Atari ST), £32.99 (Falcon)
REMARKS : See special offer to members on page C-125
REVIEWER : Hazel Miller on PC

To counteract the greenhouse effect thermo-nuclear devices were exploded at each pole, the theory being that the debris from this would filter the sun's savage rays. Unfortunately it worked too well and the world began a nuclear winter that killed vast populations. Centuries later the survivors spend their lives on trains, the only means of transport, trading between towns in this icebound world. The sinister Viking Union control the trains and network making great profits and will use their army to destroy anything that may bring the sun back. Unfortunately this means you.

You are Captain of the TRANSARCTICA, a super train which you stole from the Viking Union. With every other train on the vast worldwide network out to get you life isn't exactly easy. Your dream is to bring back the sun and as you travel snippets of information unlock the mysteries of the past and help your quest.

Two types of coal keep the TRANSARCTICA moving, Anthracite, used solely as fuel, and Lignite which is also used as currency. If you run out of fuel on the track the TRANSARCTICA will be frozen there forever, so your priority is getting lots of both. Most trading is done between towns and can be a very profitable business, but you need to keep a log of where commodities are cheap and the best places to sell. Roaming Mammoth herds can be hunted and rounded up for sale at Mammoth fairs or used to transport your soldiers quickly in battle. Mining is also a great way to get anthracite or lignite, especially if you get to a newly opened mine before the hoards arrive and deplete it. Each time you meet another train there is a battle to the death and by strategically placing cannons, machine guns and soldiers you can take out the enemy engine and weapon cars quickly. There is a quick option that works out the odds and gives you the result of a battle, but actually playing it through is much more fun. If you win, the enemy's undamaged carriages and commodities are added to the TRANSARCTICA which is another source of revenue, but it works both ways and you can lose more than you gain in a hard fight.

TRANSARCTICA hasn't got state of the art graphics, but with the mixture of animated maps, attractive still shots and fight sequences it is tough, interesting and absorbing.

ATMOSPHERE : 14/20
PLAYABILITY : 17/20
PSR : 16/20

STRATEGY : 16/20
PUZZLES : 16/20
STAR RATING : **

DAZE MARKETING

Daze Marketing was launched in January 1992 as a marketing agency offering a full service to foreign labels seeking a base in the UK and for pan-European distribution.

With a staff of four, Daze has grown over the last two years to become one of the best known and most successful agencies in the British computer games industry. They recognised from the start that there was a great deal of talent on the continent, especially in the field of RPG and adventure games. In Germany, strategy games sell in large numbers, so there is also a strong market supporting their development. What Daze do is to get those games out of their native country and into the shops in the UK and the rest of Europe.

They have become well known to Adventure and Strategy Club members as the producers of four of the best RPG and strategy games to be released recently, namely ISHAR, ISHAR 2 and TRANSARCTICA from French publishers Silmarils, and THE PATRICIAN from the German software house Ascon.

In the very near future, ISHAR 3 and ROBINSON'S REQUIEM will be released from Silmarils. The next release from Ascon will be ON THE BALL, a football management strategy game. Later in the year you can expect a spectacular new adventure game from Finnish publishers Bloodhouse, Daze's latest signing.

In the 1993/1994 Golden Chalice Awards, Daze won the Golden Talisman for Best Strategy Game with TRANSARCTICA.

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

<u>Title</u>	<u>Category</u>	<u>Page</u>
ISHAR	RPG	021/D-204
ISHAR 2	RPG	024/D-235
THE PATRICIAN	Strategy	024/D-242
TRANSARCTICA	Strategy	027/D-292

(May 1994)

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With a staff of 1,000, NASA has grown from the last two years to become one of the largest and most successful agencies in the Federal Government. This growth has been the result of a great deal of hard work on the part of the people in the field of air and space. As a result, NASA has been able to make significant contributions to the world of science and technology. The work of NASA is not only important to the United States, but also to the entire world.

They have become well known to scientists and engineers throughout the world. The work of NASA is not only important to the United States, but also to the entire world. The work of NASA is not only important to the United States, but also to the entire world.

In the very near future, NASA's work will be expanded to include the study of the planets and the search for life. The work of NASA is not only important to the United States, but also to the entire world.

In the 1970s, NASA's work will be expanded to include the study of the planets and the search for life. The work of NASA is not only important to the United States, but also to the entire world.

2

The following have been reviewed in the past:

NAME	ADDRESS	PHONE
John F. Kennedy	1000 Massachusetts Avenue	202-456-1234
Lyndon B. Johnson	1100 East 12th Street	202-456-1234
Hubert H. Humphrey	1200 North 17th Street	202-456-1234
Walt Rostow	1300 South 21st Street	202-456-1234

CONFIDENTIAL

THE FUTURE OF CD-ROM

(By Wayne Roberts of CHEET SHEET)

With the recent increase of purchases towards the area of multimedia and the CD-ROM, what is the PC game scene going to be like in a years time? Will we see the use of CD-ROM writers as backup systems, who knows, but the PC game scene has certainly started to change.....

A lot of people are sitting there wondering what to do with their hard earned cash - shall I buy a CD-ROM or shall I buy something else to upgrade my machine? Well over the next few pages I will be delving into the world of CD games and giving you my views on the advantage or disadvantages.

Many of the earlier CD-ROM games titles were thought of as shovelware. In other words the disk based game was shovelled onto CD with very little or no enhancements. Many titles were selling for over twice the price of disk versions. OK, some of the titles were good but many were a complete con. The only good titles were normally the Compilations and probably the best that is still around is the ULTIMA UNDERWORLD pack.

The Underworld pack contains both parts of the game and is no different from the disk version. What's so good about this then, you may ask. For one it costs the same price as just one of the games and for another you don't need to wait for them to install all those long and time consuming data files!!! If you have a CD-ROM and like RPG's but have never seeked into the ULTIMA UNDERWORLDS then this is the pack for you, available from Origin/Electronic Arts for around £40.

Recently there has also been a big boom on Shareware CD's. Yes, CD's full to the brim with a variety of that "freebie" software. Well paying between £10 and £25 for such a CD may seem to be a good deal. You are getting over 600 megabytes of software, which would otherwise cost you £1 plus for just 1 megabyte. I've been caught out to! I recently bought two Shareware game CD's, DEATHSTAR ARCADE BATTLES and GAMES ARENA. Both had a nice selection of games on them. The only problem is, if you have a VGA monitor and Soundcard, only a very small amount of them support the bigger capabilities of your machine. If you are a lover of OLD CGA/EGA games then they are a good deal but otherwise a hunk of junk. Always try before you buy!!!

Commercial games are now being released on CD's just as much as disk. Most games, especially adventures, are being released on both formats. The main difference in almost all of them is that the disk version is limited due to disk space etc, so doesn't (often) contain the full stereo soundtrack, speech and extra animations that the CD version may contain. Also due to the increasing size of games and their complexity many games are being released on CD only. Examples of these are REBEL ASSAULT, 7TH GUEST, DRACULA UNLEASHED and MAD DOG McCREE. Due to their complex

027/I-25

graphics and game style it would be impossible to even think of producing a disk version. Probably the most heard of CD-ROM game must be THE 7TH GUEST. Coming on two CD's costing anything from £40 it is the disk players dream game, but to me it's all graphics and little gameplay, like most of these CD-ROM only games.

When considering buying a CD-ROM, you have to sum up a few things. How much you want to spend is the biggest problem. If you have only £150 to spend you won't have much of a choice, just single speed CD-ROMs like the most popular Mitsumi. If you have £200 plus to spend then it's a different story. The Panasonic CR562/563 are the most popular choice for the medium ranged, double speed CD-ROM drives. Make sure that you aren't offered a cheaper older model as these are only single speed and will not be as fast.

Why double speed you may ask. Well a CD-ROM has two specific speeds given to it, access time and transfer rate. These are very important pieces of information. If you are wanting to play a fast action game then you will need a drive that is of a speed of around 300 Kbytes/sec rather a slower speed of 150+Kbytes/sec, given by many single speed drives. The access time is the amount of time it takes for the drive to locate the requested information on the CD and the transfer rate is the amount of time it takes to transfer a file from the CD.

Another consideration which is just as important is whether you buy a Soundcard. If you already have one then don't worry as long as it has a CD-ROM interface. Most Soundblaster PRO and 16-bit cards do but many older ones don't. Why do I need a soundcard? Well as CD-ROM is classed as a multimedia product, if your going to get the full benefits of CD-ROM, then a Soundblaster PRO or 16-BIT card is essential if you want to hear speech, stereo music etc. Of course there are other uses for the CD-ROM besides games but as this article is based on CD games, then I won't go into them in detail but briefly say the CD-ROM can also be used for graphics (KODAK-CD), graphic and sound demos, Multi Volume Encyclopedia's (ENCARTA) and probably the most popular use, Reference.

Now I'll go into more specific CD-ROM releases and try to show their advantages and disadvantages including any comparisons with the disk version.

THE 7TH GUEST

£69.99 Virgin Games

This as mentioned before is probably the most well known CD-ROM game. The graphics to the game are well drawn and best seen (obviously) in SVGA mode. The eerie soundtrack adds a bit of life to the game but other than that nothing special! The game itself comprises of various puzzles that you have to solve around the house to escape from all the horrors. Little gameplay but worth having a look at.

BLUE FORCE

£39.99 Sunami/Accolade

This game has taken all its ideas from the POLICE QUEST series but hasn't hit interest of the PC player as well as the POLICE QUEST games. The difference between the disk and CD versions being the normal stereo soundtrack, plus an interview with Jim the policeman himself. Really not much difference when compared to the disk version.

DAY OF THE TENTACLE

£45.99 LucasArts/US Gold

I played this comical adventure first on the disk version and then bought the CD version. As it was the first ever game I played on CD I was impressed. Basically the only difference between the two is the speech on the CD version, but what a difference it makes to the gameplay! No more having to read the screen to pick up valuable information etc., it's all spoken!

DRACULA UNLEASHED

£49.99 Viacom/Mindscape

This CD is basically a movie on computer. The cast of American actors try and make this game exciting but pull it down with their poor acting and crummy english accents. In general it's a detective style game roughly based on the film, contains some nice movie style graphics, speech and nice soundtrack, but it isn't too exciting. I've got a running demo of the game which takes up over 100 megabytes and lasts about 20 minutes, which only introduces the game and story. So it looks to be a biggy but is it worth the money? Again a CD-ROM only game taking full advantage of the CD technology.

DUNE

£49.99 Virgin Games

This game had a disk release many years ago and was a very popular game. It's basis on the film brings a mixture of strategy and adventure to the PC. The CD version is a big enhancement of the disk version, with upgraded graphics and sound. I'm sure there are a few extra animations thrown in there also. Only buy if you don't own the original or the sequel, DUNE 2.

ERIC THE UNREADY

£34.99 Legend/Accolade.

This is another example of Shovelware. No visible differences over the disk version. It's a graphic adventure in the style of other Legend adventures eg. the Spellcasting series, but not up to the standards of other graphic adventures on both CD and disk.

GABRIEL KNIGHT

£44.99 Sierra

I have yet to see the CD version of this but the disk version is of a fair size and of good quality, so I'm sure the CD version contains the usual extras plus maybe a few more animation sequences. The soundtrack and speech options are definitely there as the disk version contains these options but are disabled for CD use only.

INDIANA JONES AND THE FATE OF ATLANTIS

£37.99 LucasArts/US Gold

LucasArts are probably the forerunners in present times in both disk and CD based adventures. Sierra held this for a long time

but the humour and imagination put into their games is excellent. This was one of their better disk adventures, with THE SECRET OF MONKEY ISLAND II being the best and contains heaps of puzzles to solve. The disk and CD versions are almost identical but the normal CD soundtrack and speech makes the game twice as good to play. No more reading the hideous text that spurts along the screen.

KINGS QUEST VI

£49.99 Sierra

Sierra led the way in adventures for a long while until LucasArts brought out THE SECRET OF MONKEY ISLAND II, but this CD adds a new touch to CD gaming. As well as having the usual Soundtrack and Speech enhancements over the disk version, it also contains a nice voice which narrates the story as time passes and also tells you about your surrounding area, including which objects are/aren't of use. A few nice touches put on the CD version adds a little more life to the adventure.

THE LEGEND OF KYRANDIA

£44.99 Westwood/Virgin.

This is a well constructed graphic adventure which was released on disk a couple of years ago, and has now been released on CD. The game is identical to the disk version in format and gameplay but has a full stereo soundtrack and speech added, not text.

REBEL ASSAULT

£45.99 LucasArts/US Gold

Continuing their great Star Wars series (X-Wing etc.), they bring a game which is totally crud. It's a CD ONLY game containing excellent graphics and soundtrack but what makes the game so bad is the actual gameplay. Throughout your mission to destroy the Death Star, you spend most of your time being faster than the enemy. Quick reactions and a double speed drive are all you need for this game. Try this before you buy. Also don't buy if you have a single speed drive as you will be straight back to the shop to get a refund.

RETURN TO ZORK

£49.99 Infocom/Activision

This is one of the first CD games that I played and my thoughts were very open. I've never tried any of the old text ZORK, so I couldn't tell you whether the style of puzzles were the same but the game definitely isn't the same as the oldies. Using a fairly new system, RETURN TO ZORK brings your PC to life with full motion picture style animation, accompanied by a full soundtrack and speech. Unfortunately this is one of those games you need a fast CD-ROM and machine to gain full benefit of the graphics and animation. Though such a good game on CD, the disk version is just as good, but lacks some of the speech, the soundtrack, some animation and the graphics in places are better.

This is a very small selection of some of the CD titles that are available. As with disk versions, I advise you to try before you buy. The graphics and sound may be excellent but often the game isn't!

QUESTBUSTERS: THE BOOK OF CLUES

AUTHOR : Shay Addams
PUBLISHER: Clue Books Express, PO Box 85143 Tucson, AZ 85754
PRICE : £14.95
ISBN : 0-9638187-0-8
REVIEWER : Geoff Hyman

Written by the editor of the Quest for Clues series, this book covers 35 games and runs to over 200 pages. Unlike the previous books there is no coding of the solutions and there are very few maps. Complete solutions to the following games are included:

ALONE IN THE DARK
AMAZON
BATMAN RETURNS
BETRAYAL AT KRONDOR
BLOODSTONE
BLUE FORCE
BUREAUCRACY
CHALLENGE OF THE FIVE REALMS
COBRA MISSION
DAUGHTER OF SERPENTS
DAY OF THE TENTACLE
DUSK OF THE GODS
ERIC THE UNREADY
EYE OF THE BEHOLDER III
FREDDY PHARKAS
GOBLINS 2
HOLLYWOOD HIJINX
INCA
LURE OF THE TEMPTRESS
MIGHT & MAGIC: DARKSIDE OF XEEN
PROTOSTAR
REALMS OF ARKANIA
RETURN OF THE PHANTOM
REX NEBULAR
RINGWORLD
SPACE QUEST V
STAR CONTROL II
THE KOSHAN CONSPIRACY
THE MAGIC CANDLE III
THE PROPHECY
ULTIMA UNDERWORLD II
ULTIMA VII: SERPENT ISLE
VEIL OF DARKNESS
WAXWORKS
ZORK ZERO

GABRIEL KNIGHT

Sierra

Day 1: Two tricky puzzles: getting clues from the attic at Grandma's and locating the crime scene. (Hint: 12 & 3 are good opening times).

<u>Location</u>	<u>Action</u>	<u>Score</u>
Book Store	Read newspaper	1
	Pick up magnifying glass	1
	Pick up tweezers	1
	Read German poetry book	1
	Read Snake book	1
	Pick up Gift Certificate	1
	Collect message from Grandma	2
	Collect message from Mosely	2
	Pick up Flashlight in Bedroom	1
	Pick up Hair Gel	1
	Grandma's	Ask about all family members
Pick up Sketchbook in Attic		1
Read Sketchbook		1
Open drawer in clock		5
Pick up Family Photo		1
Pick up letter to H Ritter		1
Read letter to H Ritter		1
Ask Grandma about H Ritter	2	
Police Dept.	Ask Desk Sergeant about Mosely	2
	Ask Desk Sergeant for Photographs	1
	Open envelope from Desk Sergeant	1
Cathedral	Pick up Priest's Collar	1
	Pick up Priest's Shirt	1
Jackson Sq.	Get Mimer to distract Cop	5
	Listen to Police Radio	2
Crime Scene	Sketch Patterns on ground	2
	Magnify matted grass	1
	Get snake scale with tweezers	2
	Get clay from lake shore	1
Police Dept.	Ask Mosely about Other Patterns	1
	Ask Officer Franks for Case File	2
	Ask Mosely for cop/author photo	2
	Photocopy Police File	5
	Replace File in tray	1
Cemetery	Sketch marks on tomb wall	2
	Pick up brick	1
Drugstore	Read Sign	1
	Ask about Voodoo Murders	2
Book Store	Request research on Malia Gedde	2

Day 2: The artist will return a favour, Dr. John tells you about voodoo and some false credentials get you into the Gedde Mansion. Moonbeam can translate the voodoo symbols from the cemetery. Does Moonbeam's snake match the snake scale found at the crime scene?

<u>Location</u>	<u>Action</u>	<u>Score</u>
Book Store	Listen to Research Results	1
	Read Newspaper	1
Police Dept.	Turn up the Office Thermostat	1
	Ask Mosely for some coffee	1
	Borrow Mosely's Police Badge	3
Jackson Sq.	Trade Gift Certificate for a Lucky Dog	1
	Give Lucky Dog to tap dancer	1
	Get drawing from behind railings	1
	Give drawing to artist	1
	Show all seven Patterns to artist	3
Gedde Mansion	Bluff your way into the mansion	3
	Complete conversation with Malia Gedde	2
Voodoo Museum	Obtain address of Moonbeam	2
	Learn about Maria Laveau	2
	Learn about Maria Laveau's Tomb	2
Cemetery	Ask about Maria Laveau	1
	Ask about Other Marked Tombs	1
Moonbeam's	Ask about St John's Eve	2
	Ask about snake handling	1
	Pick up Snake Skin	2
	Show Moonbeam the sketch from the Tomb	3
	Magnify the Snake Skin	1
Drugstore	Ask about Willy Junior	2
Book Store	Request research on Madam Cazaunoux	2

Day 3: Today you can get some money and a vital drawing. The Fortune Teller in the square has a snake - does this scale match? Study voodoo at the University and learn about human sacrifices. Another false identity is needed to gain admission and to make the right impression. Willy's free gift may help Sam's luck on the chess board.

<u>Location</u>	<u>Action</u>	<u>Score</u>
Book Store	Get some telephone numbers from Grace	1
	Sell your father's painting to Bruno	2
	Read Newspaper	2
	Use phone to get Cazaunoux's address	2
Drugstore	Purchase the Crocodile Mask	1
	Get some free Gambling Oil	1

Jackson Sq.	Get the Veve Drawing from artist	1
	Pick up the Fortune Teller's Veil	1
	Remove the Snake Scale from the Veil	2
	Magnify Snake Scale	1
	Return the Veil to Fortune Teller	1
Police Dept.	Attend Mosely's interrogation of Crash	2
University	Sit in on a long lecture about Voodoo	2
Hart's Office	Ask Hartridge about 'Cabrit Sans Cor'	1
	Show the Crime Photo to Hartridge	2
	Show the Veve Drawing to Hartridge	2
Jackson Sq.	Receive a warning from Fortune Teller	3
Cazaunoux's	Put on a suitable disguise	1
	Tidy up your appearance	1
	Bluff your way into the house	1
	Ask about 'Cabrit Sans Cor'	2
	Bless the Snake Bracelet	1
	Make a lasting impression of Bracelet	2
Napoleon Ho.	Ask Bartender about Sam and Voodoo	1
	Improve Sam's chances of success	1
	Watch Sam win at Chess, at long last!	2
	Ask Sam to make you a Snake Bracelet	1
Cemetery	Meet Malia Gedde at the Gedde Tomb	2
Book Store	Request research on Pattern	2
	Obtain Wolfgang Ritter's Phone No.	1
Grandma's	Ask Grandma about Wolfgang Ritter	1
Bedroom	Make phone call to Wolfgang	2

Day 4: Sam has done his job well. Crash is dying but will talk if convinced that you know enough about voodoo. Beware of snakes.

<u>Location</u>	<u>Action</u>	<u>Score</u>
Book Store	Obtain clipping from 1810 Newspaper	1
	Read today's Newspaper	1
Napoleon Ho.	Obtain the Snake Bracelet from Sam	1
Overlook	Spy on Crash talking to the Drummer	3
Cathedral	Persuade Crash to talk	1
	Ask Crash about the Drummer	2
	Ask Crash about the Voodoo Hounfour	1
	Sketch Crash's tattoo when he expires	2

Day 5: Move fast in the Voodoo Museum, the fan switch is near the door. Another snake scale can be compared to the one at the crime scene and there are some new voodoo markings to be translated. The police have closed the voodoo murder case. You must persuade Mosely to reopen it. The sudden death of a Professor may help your argument!

<u>Location</u>	<u>Action</u>	<u>Score</u>
Book Store	Obtain the package from Germany	1
	Read the letter from Wolfgang	1
	Read Gunter's Journal	1
	Read Newspaper	1
	Request research on Rada Drums	2
Voodoo Museum	Switch on fan to distract the snake	5
Cemetery	Sketch new marks on tomb	2
	Transfer letters to new sketch	2
	Pick up brick	1
University	Pick up notes from Hart's desk	2
Book Store	Retrieve contents of ashtray	1
	Identify two matching snake scales	3
Police Dept.	Show Mosely Veve drawing & Hart's notes	2
	Show Mosely the 1810 Newspaper clipping	2
	Show Mosely the Matching Snake Scales	2

Day 6: Tonight is St John's Eve, and you need to attend the voodoo ceremony. Drum codes and police tracking equipment are needed. Mosely can't be found but the desk sergeant is very fond of Beignets.

<u>Location</u>	<u>Action</u>	<u>Score</u>
Book Store	Obtain book on Rada Drums	1
	Read Newspaper	1
	Pick up envelope on doormat	1
	Open the envelope	1
	Read note from Mosely	1
	Get Grace to paint tattoo on your chest	3
Jackson Sq.	Make Beignet vendor go to Royal & Conti	2
	Interpret the drummers code	5
Police Dept.	Sneak you way into Mosely's Office	2
	Borrow the Tracker and two Transmitters	1
Voodoo Museum	Hide a Transmitter in the Sekey Madoule	3
Cemetery	Get DJ to bring the Sekey Madoule	5
Bayou	Use tracker to find ceremonial fire	3
	Put on your expensive disguise	2
Ceremony	Answer both questions correctly	2

MAY 1994

THE GOLDEN CHALICE AWARDS:

We would like to thank all the members who have sent or telephoned their votes over the past month.

NEW TELEPHONE NUMBER:

As from the end of April, the main helpline run by Sue Roseblade has a new telephone number: 0480 380608. The address remains the same. Page A-1 will be amended in due course.

THANKS:

Our thanks to Mike Barton, Simon Hurrell, Simon Husbands and Jenny Perry for their contributions to the Hints 'n' Tips section of this issue.

HELPLINES:

Debbie Lawford can now help members with PC and PC CD-ROM adventures and RPG's on her telephone helpline.

LETTERS:

Members are reminded that any letter or part of a letter sent to the club should be marked **NOT FOR PUBLICATION** if they do not wish it to be printed in the packs.

CONTRIBUTIONS:

Our thanks to all the members who have sent in solutions recently. We are always please to receive solutions, hints and tips or playing guides for adventures and role-playing games to add to our helpline database.

BUY - SELL - SWAP:

FOR SALE: Amiga 500+ for sale, hardly used and in original box. Upgraded to 2 meg of RAM. It has a second external drive and a ROM share so you would be able to play older games. It has an original, plus an Alfa Data mouse and all manuals. Also included are Civilization, Eye of the Beholder I and II and Treasure of the Savage Frontier. Price £260.00 plus £10.00 postage and packing. Telephone the club number if interested.

FOR SALE - I have the following Amiga games for sale which I would like to sell as a bundle.

Dark Seed, Cruise for a Corpse, Eye of the Beholder, Heimdal, Wonderland, Monkey Island 1, Monkey Island 2, Shadowlands, Ultima V, The Uninvited, Bloodwych, Amberstar, Ishar 2, Indiana Jones and the Last Crusade (the adventure), Waxworks, Curse of Enchantia, Life and Death, and F15 Strike Eagle II. Buy all 18 games for £60 plus postage and packing.

I would also like to sell PC disk versions of Lands of Lore, Legacy, Betrayal at Krondor, Shadowcaster and Return to Zork, and the PC CD-ROM version of MYST. Each game is £20.00 plus £2.00 for postage and packing. Please telephone Debbie after 8.00 p.m.
Tel: 081 859 8531.

FOR SALE - Amiga games. Blitzkrieg (Ardennes), Halls of Montezuma, White Death, M1 Tank Platoon, UMS 2, Red Storm Rising, Napoleon I, Armada, Napoleonics, Gettysburg, Rebel Charge at Chicamagua, Red Lightning, Conflict Middle East, Typhoon of Steel, Ashes of Empire, Might and Magic 3, Abandoned Places, £7 each. Supremacy, Black Crypt, Captive, Midwinter, Betrayal, Police Quest 2, Colonel's Bequest, Legend of Faerghail, £5 each. Please add 50p per game for postage and packing. All games are boxed originals with full instructions. Telephone Graham on 0974 261210 evenings only.

WANTED - I would like to buy Dark Side of Xeen for the PC. Please write to or telephone Hazel on the club number after 8.p.m. Thank you.

FOR SALE - ATARI ST and SPECTRUM SOFTWARE.

I have a large number of adventure games for sale for the above machines. All are originals, most are text adventures, a few are graphic adventures. Many are old classics. Rock bottom prices! For a full list, please send an SAE to Sue Roseblade, 22 Pembroke Avenue, Eynesbury, St Neots, Cambs PE19 2SW or phone 0480 380608.

JESTER QUEST

Zenobi Software

Spectrum 48k tape (£2.49), 128k tape (£2.99), +3 disk (£3.49),
Amiga with emulator (£2.49), PC with emulator (£2.99)

You are a court jester with an un-funny line in jokes and have been given the royal boot. Your quest is to discover items that when combined together, will produce the "secret of laughter" and allow you to get your job back. This is an old game and the political satire it contains is very dated. Written in two parts, it is a typical "do this to get that" type adventure and is almost logical, except that location and object descriptions do not change after you have done something to them. In some instances you just have to imagine what has happened as the game makes no acknowledgement of the fact! For instance when you need to grow a plant in a pot from some seeds. You grow the plant but if you then examine the pot, you are told it is just an empty pot. Yet input "get plant from pot" and hey presto, you now have the plant in your inventory. Odd? I found three instances of this type of thing whilst playing and it ruined my enjoyment of this adventure.

Tip: Amiga owners need to use ALT+P for the quote marks when trying to say "something" to somebody.

ATMOSPHERE 10/20 - VOCABULARY 10/20 - GRAPHICS 8/20 - PUZZLES 5/20
PSR 5/20 - STAR RATING ?

Reviewed by Bob Adams

THE LABOURS OF HERCULES

Zenobi Software

Spectrum Tape and Plus D disk (£2.49), +3 disk (£3.49) and Amiga
with emulator (£2.49)

Not surprisingly you play the part of Hercules in this Quilled adventure of one of the most famous of the Greek legends. As a penance for killing his own family, Hercules is set twelve "labours" in order to receive forgiveness and immortality (don't you just love the justice system!). With a good knowledge of, or a reference book on, Greek Mythology you shouldn't find the tasks too demanding as they follow the original legends quite closely. Where they differ there is a help feature available to guide you. Where you will get stuck however, is with the woefully inadequate parser which does its best not to understand more or less every command you enter. What is more frustrating in an adventure than playing guess the verb?

Included with the game is a Spectrum Emulator which successfully converts your beloved Amiga into one of Mr. Sinclair's little darlings (a crime to match our hero's if you ask me). However, having got over the shock it's worth considering how many previously unavailable text adventures are now going to become available for PC and Amiga owners. Let's just hope most of them are better than this one.

ATMOSPHERE 10/20 - VOCABULARY 7/20 - GRAPHICS N/A - PUZZLES 12/20
PSR 9/20 - STAR RATING 0

Reviewed by Simon Hurrell

TONY LA RUSSA BASEBALL II

US Gold/SSI

PC (386+, 4Mb RAM, Hard disc req.) CD-ROM (£45.99)

TONY LA RUSSA BASEBALL II is a sports simulation for Baseball fans. I'm not an expert on Baseball but the CD-ROM is packed full of statistics on stadiums, players and teams.

The graphics and sound are good (with digitised speech from a famous commentator) for the subject matter and every now and then digitised video sequences are played off the CD-ROM drive.

CD-ROM access is on the whole fine but every now and then the delay can be frustrating.

TONY LA RUSSA BASEBALL II is an excellent buy for die hard baseball fans but is bogged down by excessive stats and options for simple playing. Highly recommended if you are a fan but avoid otherwise - it's overly complicated for non devotees and full of technical phrases.

ATMOSPH 16/20 - STRATEGY 14/20 - PLAYABILITY 12/20 - REALISM 14/20

PSR 14/20 - STAR RATING ?

Reviewed by Stuart Whyte

THE LABOURS OF HERCULES

Zenobi Software

Spectrum Tape and Plus D disk (£2.49), +3 disk (£3.49). Amiga under emulation (£2.49)

Not surprisingly you play the part of Hercules in this Quilled adventure of one of the most famous of the Greek legends. As a penance for killing his own family, Hercules is set twelve "labours" in order to receive forgiveness and immortality (don't you just love the justice system!).

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ATMOSPHERE 10/20 - VOCABULARY 7/20 - GRAPHICS N/A - PUZZLES 12/20

PSR 9/20 - STAR RATING 0

Reviewed by Simon Hurrell

THE LABOURS OF HERCULES

Zenobi Software

Strangle the lion and remember you'll need something warm to wear later.

Tie the rag to the arrow, light it and shoot it into the cave to frighten the Hydra.

To frighten the birds you'll need to BANG the cymbals.

Find another exit to the labyrinth and don't waste time with the Minotaur.

An old fashioned animal trap should be the downfall of the ox. Remember you can't have your cake and eat it.

WYSIWYG

Jean Childs

It may be worth trying to take candy from the baby. SMILE whenever the occasion arises.

Spiders don't like being over-crowded.

Teddy would like to go down to the woods today.

The postal service is very useful.

Snakes and ladders will help your progress.

Give a little whistle!

Swimming is not necessarily out of the question.

Well, well...halfway down, count your lucky stars.

Ask Charles about the cat.

THE FINAL DEMAND

Zenobi Software

TRAPPERS INC PUZZLE SOLUTION

You start outside the red brick building. Go SOUTHEAST and EXAMINE HARE (it is in need of restoration). LOOK HOLE (you need help to get the key from the hole). Go EAST and LOOK PANEL. TURN DIAL (1). The rooms with the dials in remain static, while the central area rotates clockwise each time you move within it. The central area consists of 9 rooms in a 3 x 3 room grid. Note that in the following solution each dial room is accessed by travelling through the central room and then reversing a move before leaving the central area. You may wish to map this but it is pretty messy.

Go EAST, EAST, WEST, NORTH, and TURN DIAL (2). Go SOUTH, SOUTH, NORTH, EAST and TURN DIAL (3). Go WEST, WEST, EAST, SOUTH and TURN DIAL (4). This causes the potion to appear in the centre room. Go NORTH and GET POTION. Go SOUTH, WEST, WEST and GIVE POTION to hare (hare restorer! groan). The hare shoots off. GET KEY and go EAST.

I was intrigued to see a guest appearance by The Chest from Discworld.

THE HOUSE

Zenobi Software

OBJECT RELATED CLUES

Trouble with:

- ALARM** Unlock door, open door, then shut it behind you before the alarm goes off.
- RADIO** When you switch the electricity on at the mains, ensure the radio is not plugged in, else it will short circuit.
The station playing is the clue - use the frequency number to gain access to the vault. (Look it up in a real-life newspaper if you don't know it!).
- TORCH** Look under the stairs.
- VACUUM** Go from room to room, hoovering, to find some hidden items. Plug it in, in each separate room.
- GARDEN** Use the loose slab to wedge the gate open.
- MAZE** Directions can be found in the soup bowl in the kitchen. Dig to find hidden treasure.
- LEPRECHAUN** Give him a bag of gold. He'll leave you alone to go into a shed.
- BAG OF GOLD** Lie on beds upstairs. If you feel uncomfy, check it out!
- ATTIC** To complete the painting you'll need foxtail, palette, smock, paint, and knife.
- DUST** Use bellows to move dust, then wait till it settles.
- FIREPLACE** Examine mantelpiece. Stand on cracked tile, press button.
- MOULD** Clean it wherever you can. Use the cloth from the trophy room and cleaning fluid.
- GHOSTLY WOMAN** Give her something to cuddle!
- SCREWDRIVER** Put it into the keyhole in the closet so you can unlock it. Use it also to fix the plug onto the Hoover.
- CELLAR** Use the chisel and hammer to get through the bars. Get into the coffin, then examine it. Try rolling if you can't get anywhere.
- SAFE** Spell out the name of the spider - A=12, B=13 etc. to P=1, q=2. Add up the total for the combination.
- HUT** Feel presence until someone comes.
- PAINTING** After you've hung it in its proper place, enter the painting, then do the dirty and get out of there!
- TROPHY ROOM** Put everything back in its place on the table to complete the game.
- BOAT** Row in the direction you want.
- STRONG BOX** A=9, I=1 etc. What's FACE? (See message behind the mould in the study).

THE LABYRINTH OF TIME

Electronic Arts

You have been summoned to defeat King Minos's evil plans by destroying the labyrinth he has built, spanning space and time. With the aid of several teleports you must enter the floating Maze Centre and shatter the keystone.

To reach the Maze Centre, three bridge sections must be raised. These are operated by six inter-linked coloured levers, three in the museum and three in the ziggurat. Once you have worked out what they do, use them in the right sequence.

The Mayan Talisman, a handy little item, has been stolen from the museum. Perhaps you were the thief at another point in history?

Don't waste time on the sliding block puzzle, you will find the solution after a few teleports and some exploration. A much trickier problem requires the entry of an eight digit combination into a lock. The solution is somebody's date of birth - consult your journal, at the right time, for further clues.

OBJECT	LOCATION	USE
Map	In Inventory	Consult it often
Quarter	In Inventory	Try to make a phone call
Whisky bottle	Revolver Springs	May cheer you up
Brass key	Revolver Springs	Unlock wardrobe in bedroom
Card key	Bedroom	Activates teleports
Journal	Bedroom	Read it, scan for new entries
Labrys	Cretan Palace	In final Maze Centre
Helmet	Medieval maze	Wear it to protect your head
Red paint	Closet	Prevents light reflections
Silver key	1950s diner	Unlocks detective office
Screwdriver	Construction site	Opens subway station exit
Alien belt	Museum	Largely decorative
Falcon statue	Detective office	A great object d'art
Some notes	Detective office	Read them for a plot update
Iron key	Detective office	Get out of jail free
Bicycle pump	Construction site	Inflate crushed subway car
Gold key	Construction site	Unlocks door to maid's room
Sword	Mines	Another great object d'art
Lantern	Mines	Lets you see in dark places
Teapot	Maid's room	Not an essential item
Bucket	Maid's room	You don't really need this
Broom	Maid's room	Absolutely no use at all
Sheet of paper	Maid's room	Print the Daily Bullet on it
Acme News	City street	Look at the headline
Dirty shirt	Ziggurat	Get it cleaned
Daily Bullet	Revolver Springs	Deliver to maid's room
Colt .45	Revolver Springs	Less useful than it looks
Cretan Ornament	Minos's Tomb	Unlocks a Cretan door
Fresco paint	Throne room	Stops unwanted illumination
Mayan Talisman	Museum	Wield immense arcane powers

CURSE OF THE SERPENT'S EYE

Dream World Adventures

Typing HELP will give you a list of verbs, some of which you may not otherwise think of.

You can't get through the gate to begin with but you can LOOK THROUGH it.

Look through the letterbox. Problem with the doorbell? What earrings are you wearing?

Don't trap your pitchfork until you have done some digging with it in the orchard.

Can't open the tin? You may catch a snappy tin opener which needs gloved handling.

LAY the BOARD across the gap from the barn loft to the church window ledge.

Whistle in the alley.

Smoke makes bees sleepy.

The bear will solve your weighty problem, if you don't feed him too soon.

The toad doesn't like bad breath.

INSERT GEM to activate the gate-opening structure.

The code in the hymn book and the card from the menu will give you the password for the computer.

Search the shadows in the first dome.

Filling the bellows with acid may seem like a daft idea but ... !

The skeleton is awaiting release.

LEOPOLD THE MINSTREL

Zenobi Software

Do as much as you can in the town before you are given an egg.

Think of the poor maid's feet and tell her to sit down.

That barrel lid looks just the right size for the bottom of a bucket.

Remember what the totem was wearing before you visit the clothes stall.

Take Caldwin to the music shop whilst you're chatting to the owner.

Grab a card from the man in the market and then run off.

The eagle can help you to put a fire out.

He will also scare unfriendly natives off.

Buy a drunk a drink in the Oxe.

Pour oil in the disk and set it alight at the appropriate moment.

(Not recommended practice for computer owners as a rule!)

Dip the rag in the cauldron, then use it on the well handle.

A whistle will get the ferry across the river - to get in, CLIMB FERRY.

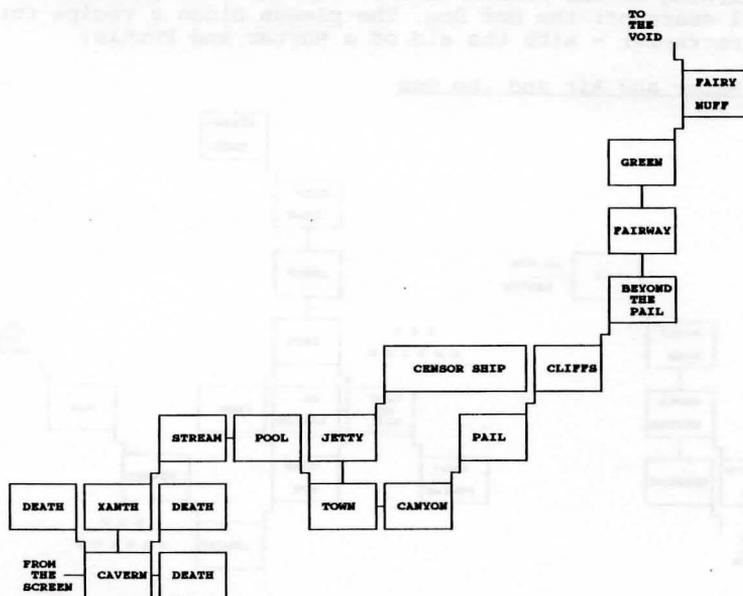
When you've learnt the language, sing to the pillar and he will be helpful.

COMPANIONS OF XANTH

Legend

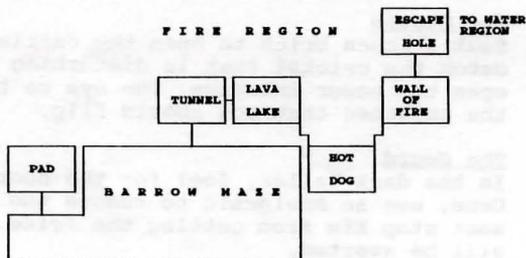
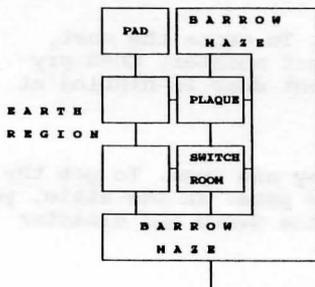
Choose your companion wisely - three of them lead to certain death.

Isthmus Village



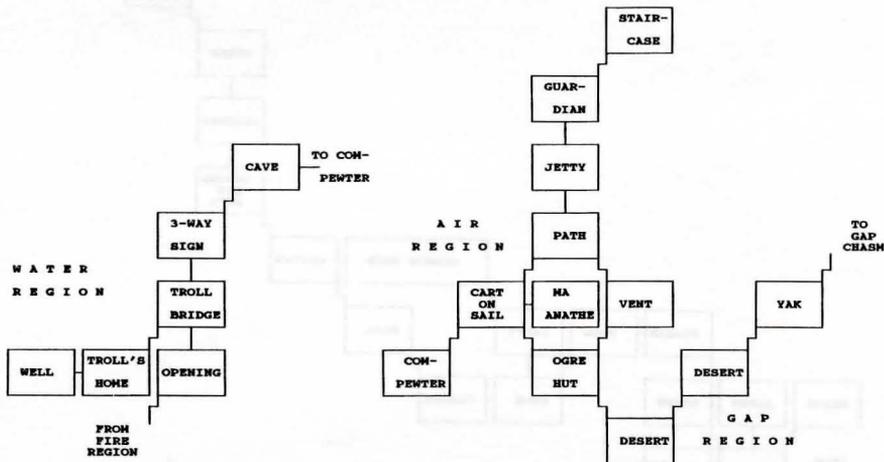
The towns folk are plagued by a noxious Censor Ship. A Solution can be prepared with the aid of Fairy Nuff, who is beyond the Pail. To get there, you need a Planed Board, a Rock and a hard place. Chat to the Eye Screen, you will get past eventually. Keep the Tee for later use. Catch Fireflies with a nearby flower. Your companion can help you get the Cough Drops. Two Lamp Covers hold the solution.

Regions of Earth and Fire



Avoid drinking from the Love Spring at all times. In the switch room, flip all 16 switches to reach your companion. Use the pads to teleport. The Blue Moss can be kept in a Jar. Check out the Fire Region, returning to the Barrow Maze if necessary. A Bun and Mustard will scare off the Hot Dog. The plaque hides a recipe for baking a Firecracker - with the aid of a Mortar and Pestle.

Regions of Water and Air and The Gap



To get the troll's key use a hose to flood the well. At the Com-Pewter use the Tee when you need the letter T. Use a virus to stop the Com-Pewter from cheating.

To get the Ogre Boy's Ball, cover the vent with a Wind Sock. Open the windbag on the jetty, once you have the sail. Bring the sign on the staircase to Ma Anathe and help the Ogre Woman, to find the route to The Gap. In the Chasm, to quench the fire of the dragon, insult the cloud several times.

The Castle

Seek a loose brick to open the castle gate. To cross the moat, catch the cricket that is disturbing the moat monster, then pry open the sewer entrance. The eye on the front door is hinting at the switches that you should flip.

The Gourd

In the dark cellar, feel for the door, a key and rope. To get the Cane, use an analgesic to remove the window pane. In the attic, you must stop Kim from getting the Prize. Use the Sword and disaster will be averted.

