

MEANWHILE, BACK IN 221B BAKER STREET...



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Useful addresses

The Adventure & Strategy Club, 17 Sheridan Road, London E12 6QT. Tel: 081 470 8563. *Cheques/POs to Hazel Miller*

Amstrad Adventure PD Library, 10 Overton Road, Abbey Wood, London SE2 9SD. *Cheques/POs to Adventure PD*

Graham Cluley, Malvern, Seaton Road, Camberley, GU15 3NG. *Cheques/POs to Graham Cluley*

Compass Software, 111 Mill Road, Cobholm, Great Yarmouth, Norfolk NR31 0BB. *Cheques/POs to John Lemmon*

Deja Vu PD Library, 25 Park Road, Wigan WN6 7AA.

Delbert the Hamster Software, 9 Orchard Way, Flitwick, Beds, MK45 1LF *Cheques/POs to S. P. Denyer*

From Beyond, Spectrum Adventure magazine. Tim Kemp, 36 Globe Place, Norwich, Norfolk NR1 2SQ. *Cheques/POs to Tim Kemp*

FSF Adventures, 40 Harvey Gdns, Charlton, London SE7 8AJ. *Cheques/POs to Larry Horsfield*

The Guild, 760 Tyburn Road, Erdington, Birmingham B24 9NX. *Cheques/POs to Glenda Collins*

Labyrinth Software, 70 Mallets Close, Stony Stratford, Milton Keynes MK2 1DG.

Jim McBrayne, 27 Paidmyre Crescent, Newton Mearns, Glasgow G77 5AQ *Cheques/POs to Jim McBrayne*

P. K. Graphic Computers, 153 Standhill Crescent, New Lodge, Barnsley, Yorkshire S71 1SW.

SAM Coupé Adventure Club, Phil Glover, 43 Ferndale Road, Hall Green, Birmingham B28 9AU.

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SynTax Disk Magazine and PD Library, Sue Medley, 9 Warwick Road, Sidcup, Kent DA14 6LJ. *Cheques/POs to Sue Medley*

Toplogika, PO Box 39, Stilton, Peterborough PE7 3RW

Zenobi Software, 26 Spolland Tops, Culgate, Rochdale, Lancashire OL12 7NX. *Cheques/POs Zenobi Software*

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April Seventeenth : By Geoff Lynas : Zenobi
Spectrum 48 & 128k : £1.99

Avon (Monsters of Murdac included) : Topologika
By Jonathan Partington : Spectrum +3, Amstrad CPC
& PCW, BBC B, BBC Master, PC, Archimedes : From
£14.95 to £19.95. Disk only.

Bored Of The Rings : Zenobi : By Fergus McNeil
Spectrum 48k : £1.99

Danger! Adventurer at Work!

The Guild : By Simon Avery : Spectrum, C64 and
Amstrad : £2.00

Davy Jones Locker : The Guild (Amstrad)
Zenobi Spectrum & ST) : Prices vary.

Dragon:Corya The Warrior-Sage : The Guild : By
Tony Collins : Amstrad CPC6128 : £4.50 Disk :
Spectrum : £2.50 Tape.

Everyday Adventure : Written and published by
Tony Stiles : SynTax Library : PC - PD35,
ST - PD356

Four Minutes To Midnight : Zenobi
Spectrum 48k : £1.99

Gateway : Legend/Accolade : PC only, hard disk
needed : RRP £34.99

Gerbil Riot : WoW Software : By Simon Avery
Amstrad : Tape £2.00/disk £4.00
Guildmasters Vol.1 : The Guild
Spectrum : £4.50 Tape.

Hermitage : The Guild : (Amstrad version)

Zenobi (Spectrum version): By Tony Collins :
Prices Vary

I Dare You : The Guild : By Louise Wenlock
Spectrum 48k and +3 : Tape £2.50/Disk £4.50

Lost Stone Mansion : By Paul Merkley : SynTax
Library : ST- PD 341 & PC- PD 342

Pyramid : Zenobi : By Walter Pooley
Spectrum 48k : £1.99

Radiomania : By Keith Burnard : Zenobi
Spectrum 48k : £1.99

Sheriff Gunn : By Mark Turner : Axxent
Software : Sam Coupé only : 3.5 disk : £9.99

Sherlock Holmes, Consulting Detective :
ICOM Simulations : PC/CD ROM -System
requirements:286/12 MHz or Better; 640K; VGA;
Hard Drive (to Save Games); CD-ROM Drive:
Sound Blaster Compatible Audio Card and Mouse
\$69.95 U.S. Available here for PC and Macintosh,
priced around £50.00.

Tark : by Philip Kegelmeyer : SynTax Library :
Amiga - PD360 & ST - PD42

Tears of the Moon : Zenobi : By Walter Pooley
Spectrum 48k : £2.49 tape, £3.49 disk

Ultima Underworld : Origin : PC : £39.99

The Weaver of her Dreams : Zenobi : By Mike
White : Spectrum 48k : £1.99

Zogan's Revenge (Bogmole 2) : Compass
Software : By Jon Lemmon : £1.49

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Red Herring

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Ken Taylor.

Thanks for the response to last month's editorial - the letters mainly saying the same thing - so instead of reprinting them all, I've let Tim Kemp speak for you. His letter covers most of the points you made and here are the rest of them. Gareth Pitchford suggested that, in the case of the small software producers, we should tell you to whom the cheques should be made payable. 'Tis done, if we've missed anyone, please let me know. Laurence Creighton asked that we should tell you who the writer of the adventure is. OK, Laurence, we will whenever possible. Only one area of criticism emerged, The Balrog's Tale. Our mild request that the content should be toned down was misinterpreted. As a result, the series has been ended by the author. An apology to Ken Dean for holding back his letter to the next issue... lack of space, Tim wrote a very detailed letter (grin)!

It's been a sad couple of months for subscribers to adventure magazines. In Britain, Adventure Probe ceased publication and in the USA, so also did Enchanted Realms. We extend our sympathy to editors, Mandy Rodriques (Adventure Probe) and to Chuck Miller (Enchanted Realms). The good news is that Barbara Gibb has taken over the editorship of Adventure Probe. She intends to have her first issue out by the end of August and will maintain the flavour of past issues. It will be monthly, as before, but the price has been increased to £2.00 per issue.

The demise of Adventure Probe has left the organisers of the Adventurers Convention, run by subscribers to, and under the ægis of, Adventure Probe at a disadvantage publicity-wise (sorry about using such a ghastly word, but I can't think of an alternative). Red Herring readers who take both magazines will already have all the relevant information. For everyone else I have included, with this issue, a leaflet telling you all about it. Sue and I are not able to go, the timing is all wrong for us. The 24th of October finds both of us either in the final throes of the issue or collapsed in a heap, having just got it out. Anyway... if you'd like a day out in Birmingham meeting fellow-adventurers, now's your chance.

You will have seen that the Elvira review in the last issue was written by Chuck Miller and I'm really delighted to tell you that Chuck and Millie will be sending us more contributions, starting off in this issue. With Joan Dunn, Mal Ellul and Millie Miller we now have a total of... gasp... THREE lady contributors (if you exclude Sue and myself). Given the number of female subscribers to Red Herring this not what you would call proportional representation. So, how about it ladies... have a try, even if you've never written anything before.

I have been ever so gently... cough... reminded that, ages ago, we promised 8-bit subscribers a competition. I confess, it errr... slipped my mind. There will be details of the competition in Issue 7.

Marion

STUCK IN AN INFOCOM ADVENTURE?

ASK THE GRUEI

For expert advice, write or telephone The Grue! 64 County Road, Ormskirk, West Lancashire L39 1QH.

Tel: 0695 573141 - Monday to Friday, 7.30pm till 9pm.

If you write, a stamped, self-addressed envelope would be appreciated.

"...I've been stirred into action by the two mentions of my name on page 6 of Red Herring issue 5. You were busy answering the points raised by Kerry Francis concerning unfair amounts of coverage of a particular computer in Red Herring when my name popped up. In my own little publication - From Beyond (issue 12), I had mentioned the fact that it would always be a problem for multi-format fanzines to give everybody everything they wanted in each and every issue. The same thing occurs all the time in single format glossy magazines too. I don't want to read anything about Music, Public Domain, Broadcast Quality video devices (or whatever those Genlock thingies are termed as?), Modems, MIDI, Spreadsheets, Programming etc. Naturally enough just about every glossy magazine has articles on those things in every issue, whether I want them or not. Ideally I'd also like to be able to buy the magazine alone - minus the cover mounted disks that hike the price up from £1.50 to £3.95 in most cases. As for Kerry's letter complaining about coverage of Amiga stuff you rightly pointed out there's something in Red Herring to hold everyone's interest - irrespective of make and model (or even number) of computer owned.

To a large extent Red Herring relies on contributions from readers to help fill each issue (especially on the 8bit front). If Kerry is disappointed at not seeing more coverage of Amiga adventures, strategy games, war games etc., then why has he not sent in a review or two himself to get the ball rolling? (or has he?). Seeing some Amiga coverage (provided by Kerry) may well encourage other Amiga owners to write an article, send in a review, offer an opinion, write a letter, draw a map... Okay, a lot of people

aren't interested in contributing in any way to a fanzine, though they are quite happy to subscribe to it and get all their pleasure just from reading it. Merely writing in asking why there is a lack of coverage isn't going to help much, is it?

Finally, you made mention of the fact that I'd wondered if there was a place for a 16bit only fanzine... you doubted whether there was. That question was culled from a bit I wrote in FB 12's Comment Column and was taken out of context... No, not taken out of context by you, but by myself! I made the mistake of thinking that a 16bit fanzine would only be worth producing if there were enough 16bit owners out there willing to buy it. I've now come to see that's simply not the case! I've said on many occasions that From Beyond would still get produced even if I had but a handful of subscribers. The same would apply to a 16bit venture - as long as you enjoy doing it and are not likely to lose money doing so, then the amount of people who subscribe to it doesn't enter the equation. In the case of From Beyond it has, over the last few issues, held its subscribers, not lost many, not been late, not caused me too many sleepless nights putting it together and has, as per usual, given me a great deal of pleasure seeing it all 'come together' issue after issue. I'd love to have a go at writing a PC / AMIGA / ST fanzine, not as a rival to Red Herring (it would be hard to rival it to be quite honest) but simply as a form of personal relaxation - a hobby if you like (Some people enjoy knitting, some enjoy reading in their spare time... me, I like producing fanzines!)"

Tim Kemp, From Beyond

UNDERGROUND MOVEMENT

Northern Underground have taken over the distribution of GI Games so if you're interested in any of the wide range of titles (24 in all!), get in touch with them. They've also taken on the Spectrum PD Library which was started by Gordon Inglis and later taken over by Tim Kemp of From Beyond.

GET IT TAPED

Alec Carswell's Adventure-Link, the Spectrum adventure fanzine on tape, was first reviewed in Issue 3 of Red Herring. After a long delay, Issue 2 of A-L is now available and the magazine will be bi-monthly from now on, the next issue being due at the end of September. It costs £2.00/quarter. He is also starting a new Spectrum software house, Venturesoft. More details as they come in or you can contact Alec direct at 16 Montgomery Avenue, Beith, Ayrshire, KA15 1EL.

SLIPPED DISKS

Also on the 8-bit side, Tony Collins of the Guild tells us that they have dropped their Amstrad disks and Phil Reynolds at 36 Grasmere Road, Royton, Oldham, Lancs, OL2 6SR has taken over the titles. Phil is also converting some of the games to the PC. Tony also said that the Commodore side is doing well and has offered us some review titles so, c'mon C64 owners ... let us know if you're willing to do a review for us. The Guild are in the process of adding five more Simon Avery games to their Spectrum catalogue.

FEAT OF CLAY

The 16-bit market is very busy at the moment with lots of new games on the way. Willy Beamish II will be out next year from Dynamix and a new version of Quest For Glory I (Sierra) is out which uses clay animation graphics!

SEXY FLEXI

Did you realise that Sid Meier (Railroad Tycoon, Civilization) rote Microprose's Pirates? Nope, neither did I. Seems he's working on an improved version, Pirate's Gold. Who remembers Elite? Look out for Elite II soon from Konami. What about the 3D Construction Kit? An updated version, 3D Construction Kit 2, will be available later in the year with lots of improvements and extra features including the addition of a new object called a flexicube which can be str-e-tched into all sorts of useful shapes. Wireframe objects will also be possible

THERE IS A SANITY CLAUSE...

In November, MicroProse will be releasing The Legacy, a horror-based RPG. Since it takes place in a haunted house that you have inherited and the nasty ole entity who inhabits it is trying to drive you out or drive you crackers, you'll have an extra rating, 'sanity', as well as the usual RPG attributes.

NOT MINES ALONE

Activision, having already re-released many of the old Infocom favourites, are bringing out two more compilations and a NEW game of interest to Infocomites. Power Hits Sci-Fi will contain five games including Circuit's Edge and Mines of Titan; Power Hits BattleTech will contain Mech Warrior, Battletech I and II. The new game is Return To Zork, a graphical game which will apparently encompass the entire Great Underground Empire.

Sue

BORED OF THE RINGS

Reviewed by Steve Clay, played on the Spectrum

Bored of the Rings (BOR) is part of Spectrum adventure history. Along with the Boggit it was seen in its time as a classic piece of humorous writing. It also set Fergus McNeil and the Delta 4 team on the road to adventure stardom. So how does it stand up now? It doesn't, it sort of crouches in the corner. In case you don't know or haven't guessed yet, BOR is a spoof of the classic piece of fantasy fiction written by a Mister Tolkien.

You take on the role of Fordo and the aim is to get shut of the golden ring. You begin the quest at the going away party of Bimbo, or rather, the sneaking away before something hits the fan party. Bimbo, having pulled off a nifty trick that wiped out several guests is to be found at Fag End with Grandalf. This pair are looking for a mug-punter to take the ring and destroy it. This is where Fordo enters. "Catch!" says Grandalf tossing the ring. Fordo does and thus volunteers for the perilous quest. Mean-while Bimbo and Grandalf exit stage left. It is at this point that your three companions turn up, namely Spam, Murky and Pimply. Let the quest begin.

Up until now everything seemed alright; the text is quite good and the scene has been set. There is definitely promise here. Alas someone can't keep promises. From here on in you will be treated to any number of annoying features.

The first thing that strikes you is that this is a mappers game and not a puzzle-solvers game. I walked around for a long time and found little to do. Soon after the start you enter a forest, where you hear the sound of hooves, you have one move to escape, before you are grabbed by the Black Rider. If you do fail you are 'treated' to a blank screen and finally a picture of said Rider.

After much aimless wandering I came to a tunnel under the hedge that led into the old forest. (In case you're stuck, the command here is DOWN.) I only tell you that as it isn't that obvious from reading the text. So into the forest I went and quickly became hopelessly lost, according to the text. I also became hopelessly bored (no pun) as a graphic of some trees slowly drew itself, sod this I thought, I wandered off to another location where the very same graphic was drawn, (A note of caution: this graphic continues to inflict itself on you for each unvisited location in the forest and there is no option for turning them off!) I decided at this point to switch off and try again another night. This I did and progressed further. Hoorah!! Not really, as the problems when solved gave a sense of relief rather than satisfaction. The whole game seems to have been designed in a very haphazard way; you can wander for great distances without finding anything to do. The majority of puzzles are found by accident. In the end I couldn't have cared less about Fordo and the magic ring.

On the plus side is the text which is quite humorous in places and with the game being 16 only have to type the first four letters of each word.

The bad points win by a long way. Poor graphics, no Ramsave, poor game design all add to the growing list of reasons why you shouldn't play this game. In its day, as I've mentioned, BOR was a classic. Now you can play it and wonder why! A word of note about parts two and three; They require a password. Should you get this wrong the computer resets, so check your spelling before you enter the password.

FOUR MINUTES TO MIDNIGHT

Reviewed by Mal Ellul, played on the Spectrum 48k

The first screen tells you that a bacteriological disaster has wiped out 90% of the population. You must find 5 companions to establish a colony across the United States of America and de-arm your dead country's nuclear stockpile to create a secure future for yourselves. The first



screen also tells you that typing HELP will give you more information. The HELP screen tells you that you have to recruit people and that when you meet them, typing HISTORY X will tell you something about this person.

One of the snags to this game is that from the start you have exactly 2 moves before you are killed off by an out of control car! If you survive this, you have another 3 moves before the car explodes and another death claims you!

If you manage to survive the first 5 moves, you can start to look around a bit and start to map, this by the way is essential. Your next problem involves you or your party of recruits (as you meet them along the way) starving to death. There are 5 locations in the game where food can be found so you need to start mapping straight away to find them. To give a lending hand, food can be found at the following locations: Drug store, inside Pacey's Store, Hall of Mirrors Fairground), Spares Department (East of bunker) and in the cabin (South of Desert edge). On one occasion, although you see someone to recruit, it is best to get on with the job in hand and go back for them afterwards. You need to experiment a lot about who you should have with you and who you should leave

somewhere safe. It is dangerous to move more than 4 members at any one time as one could wander off and starve to death! It will then be impossible to complete the game and unfortunately this does happen quite often, so if you feel you are doing well, save the game!

Most of the locations are text but a few do have graphics. I don't normally like graphic adventures but these are drawn quickly so you don't lose the feel of the game. The text descriptions really make you feel you are on your own after a disaster and do add to the game. Any objects found are described and don't have to be searched for amongst the text.

A lot of the game depends on which characters you have recruited as they all have their own uses and you really do need the right character at the right time. Because of this aspect, I wouldn't really recommend it as a beginner's game. However, as it only costs £1.99 from GI Games (via Zenobi Software) you can't really go wrong and it certainly makes you rack your brains.

A Few Hints

First moves from start: West, press off, in recruit Dave, out. / When dark: Don't move around! Sleep or wait until sun rises. / Going up lift-shaft: Leave Bill, leave Dave. / Greasy cables: Wear gloves. / Sue won't enter dark tunnel: Hit her! / Sue can drive the mini-bus. / Remove bolts: Need Bill and Dave. / Fix generator: Need Bill, Dave and Sam. / Madman: Need Sue and Sylvia with you to pacify him.

EVERYDAY ADVENTURE

Reviewed by Alex McEwan, played on the PC

I think I should say right from the beginning that I don't like time-dependent games, and I hate mazes. As this game has a fairly tight restriction on the number of non-scoring moves you can make before you are killed, and an extremely large maze as its centrepiece, you will understand that I didn't like it much. In order to be fair to the author and to those of you who like mazes, I have tried to remain as objective as possible in this review, and to try and outline the story and features of the adventure, and the author's own C Adventure Toolkit, which was used to create it.

The story centres on the kidnap of Tony. You play his girl friend Andrea. (The game was written by Tony Stiles and is dedicated to Andrea.) You are awakened by the telephone ringing and on answering you hear what later transpires to be the kidnapping. Shortly afterwards you receive a letter telling you what has happened, and advising you to follow instructions if you want to get Tony back. The action of reading the letter gives you a fair idea of the syntax that has to be used throughout the game. For instance once you open the envelope you have to re-examine it to see what it contains. Having discovered that there is a letter inside you can't just type TAKE LETTER, but have to give the more exact command TAKE LETTER FROM ENVELOPE. For the rest of the game you have to type most commands in this rather long winded fashion. Attempting to read the letter at this point tells you that you have to unfold a letter before you can read it. Undeniably accurate, but irksome. Another similar facet of the game is using doors. The front door of the house lies to the south of the hallway, after opening it you can't say SOUTH or LEAVE, but have to type GO THROUGH FRONT DOOR. I don't know if this is a restriction of the game or of the CAT system.

Working against the clock you have to follow directions given to you in telephone calls, on a cassette tape, and by some of the numerous characters who wander randomly around the game setting. If at any time you take too long, or rather, too many turns, to complete a particular stage of the game, a mysterious figure appears and hands you a ticking box that sticks to your hands. Within a few turns you are blown up and have to start again or load up from a save. Note, there is no way to drop or defuse the bomb. A list of the game's vocabulary reveals that it understands words like KISS, HUG, FONDLE, GROPE, and others in similar vein. By using one of these on your first meeting with each of the random characters your score will advance by 5 points. There doesn't seem to be any reason for this or for characters other than those you are expressly instructed to meet.

My hatred of mazes stems from my belief that this feature has been done to death, and that most authors include them as a way of making the game seem to last a reasonable length of time. This maze is big and the restriction on allowable moves before meeting the phantom bomber, makes it tedious to map. You really have to map most, if not all of it, as you twice have to meet characters within it. Not easy when they move around. The use of a tracking device will help. (Thanks Tony).

There are traps a plenty for the unwary, carrying money openly is unwise, as is dropping anything when another character is around. The puzzles tend toward easy rather than difficult, and most effort seems to have been put into making the maze the biggest test of the adventurer's abilities. I managed to finish the game with a score of 1,980 out of a possible 2,000. I assume I missed out on petting with a few characters.

PC Adventures

Humbug 3½ inch disk £9 5¼ inch disk £9

You, Sidney Widdershins, are sent to your Grandad's for the Christmas holidays. Lurking in the shadows is Grandad's evil neighbour - Jasper Slake. Jasper, a particularly sadistic dentist, is after Grandad's crumbling manor. What classical composer does the Wumpus prefer on its hi-fi? Why has Grandad hidden a time machine in the cellar? Why does the octopus insist on performing the ancient ritual of *Wubble-A-Gloop*? Who is the computer junkie in the anorak? What doesn't Kevin the clockwork shark like about your haircut? What would you do with a trombone, a terrapin and half a pound of lard?

Yes, quite.

"HUMBUG is the most entertaining text adventure game I have played since Infocom's HITCHHIKER'S GUIDE TO THE GALAXY.." - Strategy Plus

Jacaranda Jim 5¼ inch disk £5 3½ inch disk £6

Following an attack on his cargo-ship by a crack squad of homicidal beechwood armchairs, Space cadet Jacaranda Jim is forced to crashland into the strange world of Ibberspleen IV. "Luckily" Jim is rescued from the burning wreckage by the mysteriously smug creature, Alan the Gribbley. Can you help Jim escape back to the safety of Earth?

Why is the deckchair attendant so miserable?
Who taught Mavis the cow to tapdance?
Why has Alan been hypnotised?
What is the significance of the word "Invoices"?
What would you do with a cucumber, a gin-spitting pirate and a piece of gristle?
No, don't answer that.

GRAHAM CLULEY
"Malvern" Seaton Road
CAMBERLEY Surrey
GU15 3NG

FROM BEYOND

• THE SPECTRUM ADVENTURE FANZINE •

Isn't it strange that of all the adventure fanzines currently on the market, every one of them says, or at least hints, that the majority of their readers are Spectrum owners. Well it's not so strange really as the Spectrum adventure scene boasts the most frequent adventure releases, the best titles and undoubtedly the best value for money. If you are a Spectrum (or SAM Coupé owner) then FROM BEYOND should be right up your street!

FB has just celebrated its 2nd anniversary in fine style, with a massive 68 page adventure packed issue. Mind you, the two previous issues were also pretty big! Issue 10 had 52 pages and came with a free fantasy novel, while issue 11 had 60 pages and came complete with a free Zenobi adventure.

If you haven't seen FROM BEYOND before (or not for a long time) then I'm afraid that back issues are not available, so you have missed out quite badly! On the other hand, for a copy of the latest issue simply send a Cheque or Postal Order for £1.50 (made payable to Tim Kemp) to:

**Tim Kemp (From Beyond),
36 Globe Place, Norwich,
Norfolk NR2 2SQ.**

• From Beyond... more than just words on paper! •

PYRAMID

Reviewed by Andrew Craig, played on the Spectrum 48k

Pyramid is a text only adventure written some time ago by Walter Pooley. It reminded me very much of my first adventure played on a BBC - well constructed, puzzle filled and with the object of collecting 'treasures'. What they, and Pyramid, lack is a real sense of atmosphere. The locations in the game - a desert, an oasis, a tent and then the chambers and passages of the Pyramid - serve principally as a backdrop for the puzzles. I would have welcomed more of the sense of terror and wonder experienced by someone entering an ancient burial vault for the first time in thousands of years.

There are no sophisticated elements to Pyramid apart from a bleep indicating that you can enter another command and a "Score" (which showed 0% for rather too long as far as I was concerned!) There is no ramsave which is, perhaps, less important in Pyramid than in some adventures - you're likely to die early rather than deep into the adventure. Don't fire your gun in the wrong place!

For all that, I was hooked - maybe it was memories of early adventuring, I'm not sure. There was something about this unpretentious £1.99 worth from G.I.Games which kept me banging in the commands until it was completed and I could ride off across the trackless wastes on my treasure laden horse. Certainly, as I have said, there is nothing special about the plot - you're in the desert searching for the easily discoverable pyramid of Rak-Tuman which you have to enter and in which you have to locate particular treasure items. Before you enter the pyramid you must visit the nomad's tent and, most difficult of all (!) discover the verb needed to quickly remove the snake-concealing blanket. Once you've done that, entering the pyramid should be no problem although I doubt you'll have done enough to walk through the wall of

flame east of the river. Inside the pyramid, things start to get more interesting and I think here lies the attraction of the game - in a limited number of locations we have puzzles which are, if not too taxing, at least logical. One element of successful adventures is, in my opinion, the ability of writers to strike a balance between puzzles which are too easy and those which are illogical or require a quirky bit of sentence structuring. I think Walter has it just about right and I would encourage novice adventurers or those of you who want to relax with a smallish, reasonably straightforward game to buy it.

A Few Hints

The pit? - .gniggid peeK - No shovel? - .tmet eht ni s'tl - Mummy too heavy? - .desserd ylreporp eb tub ,yarP - The crocodiles? - .meth erongl - Mummy obstructive? - .ecaf ruoy revoC - The mist? - .dnuorg eht hcaer etiuq t'nseod tl - The last 5%? - ?serusaert eht lla dnuof ev'uoY

AVON

*Reviewed by Joan Dunn,
played on a Spectrum +3*

What a lovely day for a trip to Stratford upon Avon. You know it is going to be a very special trip and it is... but not quite what you expected. Something very strange has happened. You visited an antique shop run by three old ladies. They were very anxious for you to buy their old cauldron and when you refused, you think you may have upset them. What did you want with a smelly old cauldron anyway? And the coach driver wouldn't have been too happy either. From then on, things didn't seem quite normal. The town seemed menacing, so to get away from it you took a walk along the river bank. From

then on you knew something had gone wrong. This was not the modern Stratford you knew, there was a chill in the air and people passing you were talking in an old fashioned manner. You have somehow travelled back in time to the days of the Bard himself. How can you get back to your own time? There is a way, but a lot will happen before you find it.

You start on a plain, the ground of which is made up of boards. What is this then? You are on a stage. From there you can go North to the blasted heath where you encounter the three witches. They have several items and you can chose one. Take the eye of newt, otherwise you will find in a few moves all is dark and the eye will help you to see. South again, then exploring East you find a large laundry basket. This is a very useful item as you can not only put all your treasures in it but also climb in... a useful hiding place. Then North into a magic grove... but I mustn't give any more away, only to say this is a game in which you never get bored.

If you are fond of Shakespeare you will enjoy the numerous quotations and meeting familiar characters... the King and his three daughters, the lady with the caskets (which one will you chose?), Shylock asking for his pound of flesh, the ghost at the banquet, Falstaff who challenges you to a drinking bout, and many more. You will visit Bosworth Field and the Forest of Arden and the Capitol, but beware the Ides of March, or you will come to an untimely end.

All this is very cleverly woven into a treasure hunt and your aim to return to the 20th Century. You could play the adventure quite happily



without a knowledge of the plays, but it certainly adds interest.

You play the game on three dates, January 6th, March 15th and July 24th. Certain tasks can only be performed on certain dates. You find a sleeping potion in a cell and, by drinking this, can sleep and arrive at the next date, but there is no way of going back.

The puzzles are numerous, but very logical and you need to make a note of any names you come across, as these often give you a clue to the solution of a problem. Note, however, that the names differ each time.

Like all Topologika games it has a tricky maze in the Forest of Arden. Here you find the path is marked by Rosalind signs. It isn't that difficult once you get the hang of it, but rather tedious as you are constantly sent back to the beginning. So save your position every time you get to a sign. There is a random element and I had eleven locations before I got to the clearing.

There is also a maze of mountain paths with exits always NE, NW or S. This is quite easy. Move NE or NW and if Cassandra appears go S and try the other direction. Continue like this until you find the Iliad.

As usual there is a sheet of numbered hints, and these can be very useful, although with care and thought you can solve most of the puzzles without help. You get killed off several times if you do the wrong thing, but then are asked "Would you like to pretend you hadn't done that?". Answer Yes, and you can go back a move.

Altogether an enjoyable game with plenty of action. Have fun, it's well worth playing.

APRIL SEVENTH

Reviewed by Chris Rogers, played on the Spectrum 48k

April Seventh is a game which uses what I have found to be an increasingly popular scenario - Nuclear war. When the game popped out of the jiffy bag I wasn't really too enthusiastic, as it's really not my type of setting and especially after reading the instructions, I definitely wasn't too keen.

The storyline line itself, although very well written, has to be read about five times before it can actually be marginally understood, especially the first few paragraphs which give you background information on the world's current state. But basically what it tells you is this...

You have been employed by the Ministry of Internal Security as a programmer for the Civil Police. As the threat of nuclear war beckons you begin to spend more time in the municipal shelter, where you are proud to have your own room. Most of the people there you hate, apart from one, a technician called Rachel. You become quite friendly with her and when war does eventually break out it is she with whom you spend your time underground. But when she becomes the partner of another man and has a child by him, you hardly see her again. This and a number of other things cause you to try to take an overdose of a drug called Somnux. You black out...

The adventure starts when you wake up in your room, the whole place seemingly deserted and your first problem being to attempt to find a way out. Unfortunately this is one of the hardest problems in the amount of the game I have played so far. Admittedly I have not managed to get out of the shelter yet and I'm not sure if that is where the game ends or whether there is more

to do outside. But even so, I think an attempt could have been made to include slightly more puzzles in the underground section of the game and I was slightly surprised to find that after dying on my first go I had scored 17% by just walking around, examining things and picking up objects. That aside, the game is actually not too bad. Some of the descriptions are very well written and there are a mammoth amount of locations open to you when you first start playing, which I must admit is quite good, because it gives you a feeling of actually getting somewhere when you first play, encouraging you to play on.

I think there must be about 80 locations on the four different floors of the shelter (these floors can be accessed by the lifts dotted around the level). This is one of the first games in quite a long time that I have actually bothered to map - usually I can just about remember where everything is - but with the large number of locations and quite a few objects, you need to have a good memory to remember everything in this game. Mapping is made easier by the fact that the author has chosen only to use the four main compass directions and there are no mazes that I have encountered so far.

So, all in all, not really a bad game. A lack of difficult puzzles is a bit of a set back, but the map lovers amongst you will absolutely adore the freedom you have to discover virtually all the shelter on your first go, thus providing a map for you to get to work with next time you play.

A Few Hints

How do I open my room door? - .droabpuc eht ni si ssap eht - Which level should I explore first? - .emag eht otni yawflah tuoba sdoolf tl .eno hitruof eht - What do I do about the dead policeman? - .ssap dlog a dnif ot mih hcraeS

SHERLOCK HOLMES, CONSULTING DETECTIVE

Reviewed by Millie Miller, played on the PC/CD-ROM

"London is not a beautiful city" but is made up of a "teeming mass of four million souls trying to survive - mostly off of each other." Mr. Holmes, clad in smoking jacket and ascot (of course, the ever-present pipe is in hand), lounges in an arm chair as he introduces you to the game and its major character types, the Baker Street Irregulars, a "rag-tag" group, but on the right side of the law, and the Baker Street Regulars, the more conventionally accepted class of folks. Also, some good fatherly advice is given from the master detective: be careful not to jump to conclusions without knowing all the facts.

A Picture Is Worth A Thousand Words.

After the casual introduction to the game, Mr. Holmes then directs you to a gallery of portraits of the Baker Street Regulars. As you click your magnifying glass pointer on each cartoon caricature, Sherlock proceeds with a general description of who the individual is and how he can be of service to you. Don't worry, however, if you can't remember everything told to you, there is also a shortened character description in the brief manual. Also, Dr. Watson is helpful in the instructional portrait gallery. There you will learn how to catch a carriage ride to each suspect or witness as you continue your sleuthing. You will also learn how to make use of the Baker Street Irregulars. All of this on-screen help makes up for the less than ample instruction booklet, and it is definitely more entertaining.

Come... The Game's Afoot.

After these brief instructions and introductions you should be ready to enter one of a trio of games. The first selection from the Table of Contents is "The Case of the Mummy's Curse." I decided to take each game in turn as I

never was one of those people who could read chapters ahead to find out whodunit. Of course, gameplay is not dependent upon the order in which you chose your cases.

Upon clicking the magnifying glass on a selection, the story unfolds with a full-motion, quarter-screen video of Dr. Watson and Sherlock Holmes discussing the case. VCR-type controls grace the bottom of the screen below the video. Both video image and control buttons are located on a graphic image of an open book. The VCR controls allow you to replay, pause or stop the video in progress.

When pressing the stop button after viewing the story introduction, you will be taken to the game screen which includes a backdrop of a map of London with a silhouette of the master detective superimposed on it. Along the left and right sides of the screen are the control icons. With the controls on the left, you can Exit to the Menu Screen, Consult your Notebook which contains all of the names of the Baker Street Regulars, peruse the London Directory or read the Local Newspaper. On the right side of the screen are icons for catching a Carriage Ride, checking Mr. Holmes' Case Files, enlisting the aid of a Baker Street Irregular or taking your case to Court.

Get Your Paper. Read All About It.

Reading the newspaper is very important to gameplay, and adds quite a bit of humor to the game. You can read it from the screen or from the handy copies that come with the game. There are eight issues from various days during the period of Tuesday, February 6, 1888, to Tuesday, June 10, 1890. Within these pages, you will read of births, deaths, thefts and messages left in the personals. Also, in the first issue, is a great little piece on "Little Egypt, that agile

and beautiful exponent of the graceful, sensuous Oriental danse du ventre, [who] entertained all present with her lithesome, swaying body." Of course, this had nothing to do with the murdering mummy from Egypt. But it added a chuckle or two. The real feat was trying to peruse the papers to find all of the "news" pertaining to your case.

The next step is to contact all of the important leads by selecting them from your Notebook or from the London Directory and then hailing a carriage. If the lead is a good one, you will be presented with a motion video of character actors, donned in appropriate costume with appropriate props and furniture of the period, conversing with Holmes and Watson. Occasionally, however, you will get a bum steer and make a wasted trip only to find nobody home. This will happen often as the directory contains every character and location for all three games. If you try to call on someone from another game, you will be presented with a sketch of a front door and hear the disgruntled Watson saying that this was a sure waste of time. The Irregulars are great for checking out questionable leads before you proceed to follow them up.

One complaint I would make concerns the Notebook. The only use it has is for using it to contact the Regulars and for adding important names from the Directory. What I would have liked to see was a more expanded use of the Notebook for some "real" note taking. I had to scramble for paper and pen to jot down all my mish-mash of clues. Another let down was the fact that when you revisit a character after receiving more clues elsewhere, you will still witness the same scene as before. There are no "follow-up" visits to be made to glean additional information. I would have relished a story that unfolds slowly as characters and relationships are developed.

London Fog (Weather, Not Apparel).

The great cast of characters with their British and cockney accents adds to the you-are-there feeling of the game as you watch them act out the scenes in front of you. Much care has been given to detail in costuming and scenery, to add to the look and feel of being in London of 1890. All of the videos and hand sketched images are subdued in brown hues that give it a foggy, antique look.

Mood music is added during times when scenes are running. However, if no activity is actually going on in the game and the screen is sitting idle, there is only silence.

Back To The Real World.

Sherlock Holmes, Consulting Detective requires a CD-ROM drive with a data transfer rate of 150KB or better. It should run on most 286/12 MHz systems without difficulty. However, you must have a minimum of 490K RAM free for the game to run. It also requires VGA graphics, a mouse and a Sound Blaster compatible audio card.

Overall, I thoroughly enjoy immersing myself in a good mystery. The plots were full with enough red herrings (not the magazine - grin) thrown in your path to keep you guessing. It is easy to be swayed by one person's eye-witness account and then to have cold hard evidence contradict it. I have played the first two games through in one evening and am about to make my accusations to the court in the third. However, I sure hope I get it right the first time. That judge seems to enjoy sending me back to collect more evidence.

I would recommend this game to anyone with a CD-ROM set-up who enjoys a good Sherlock Holmes mystery and doesn't mind spending approximately \$70.00 US for a game that may last only a few evenings. If you fit that description, then grab your sleuthing cap and cloak and pick up a copy of Sherlock Holmes, Consulting Detective. It's really an elementary decision.

RADIOMANIA

Reviewed by Steve Clay, played on the Spectrum

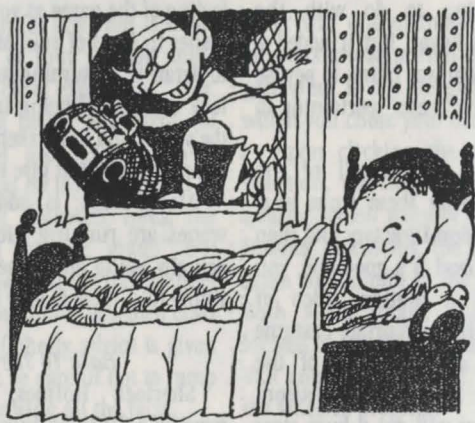
I don't know! You can't even get a bit of shut-eye without some elf-like figure coming along and stealing your favourite radio. So now, instead of doing the garden, you have to go off and find the thief.

The game begins in your garden and a good look around is advised. Connecting locations also hold a few useful

items, you would be surprised at what you find down boring roads these days! Following a trail of footprints you find in your garden, you come to a hedge. There is a gap that you can't fit through and as dieting isn't an option, you'll have to find something to make the gap wider. Beyond the hedge is some long grass that is easy to get lost in and easy to lose things in! Soon you'll come to a small cave system, where you will be asked a riddle, find a lake and so on.

As you will have guessed, Radiomania is not the most complex of games or the most original. It is a collection of traditional puzzles and adventure sites that stand between you and your goal. The parser is unfriendly and the vocab is limited, some places can be very frustrating and sudden deaths are available in numerous guises. Having said all that, I thoroughly enjoyed the game. Night after night I plugged away at it. I even begged pathetically to John Wilson for help at a couple of points... more a case of me being thick than the puzzles being hard.

The puzzles, on the whole, are logical and the same goes for the inputs you need. There are a few strange moments, such as diving in the lake with numerous implements including a



spade and a lever. Not only do these stay dry, they don't hamper your underwater activities.

Radiomania is Keith Burnard's first published game and as first efforts go, it is very good. It is written on the Adventure Writing System (ABS) which makes a nice change from PAW/Quill/GAC. Ramsave is available

and much use is advised. You tend to see ... *You're wasting your time...* far too often, but it didn't stop me enjoying the game. In fact, when you receive a promising message you know you're on the right track! The location text is brief and the messages to the point. The map of the game is larger than it first appears, a new section opens out around each corner or across the next rope bridge. There is also a maze. (*Map available at your local friendly vampire!*). As I have said, I really like this game, it has that certain something.

The Adventure Building System is available from Tartan Software, 61 Bailie Norris Crescent, Montrose, Angus DD10 9DT. Priced at £4.95, ABS is a competent system at an affordable price and Radiomania is a good advert as to what can be produced using it.

A Few Hints

The Start - .dehs kcehc ,draug maxE - The Lake - .pu miws ,ni eviD - The Slab - .yaw eht fo tuo teg dna kooH dna epor eht esU - The Hole In The Wall - .gniYarf mra ruoy spots taht gniht eht tresnI

TEARS OF THE MOON

Reviewed by Joan Dunn, played on the Spectrum 48k

How is it that when you went to sleep last night everything was alright and the world was normal, but now, all that has changed? Something very strange has happened. Your world has gone... somehow, you realise that you have travelled through time to the distant future. You are alone in a vast emptiness. If this is the future, can you return to your own time and normality?

You stand in a clearing. The sky is azure blue but the ground is dusty and covered with evil-smelling undergrowth. You move south, here there is a stump where you find a piece of paper... *"I can write no more, seek the emptiest of places and cry for me"*, so it reads.

On the edge of a chasm, you stand and look across, but can see no way. So you retrace your steps and try other directions. Each way seems useless, a wall stops your progress to the south and north is a clearing surrounded by rocks. Also the bane of all adventurers, you are hungry! However, having read the paper that you found, the answer is before you.

It is important to read all the text carefully as there are several hints. Sometimes it is necessary to examine things several times. If you are stuck WAIT often gives the correct result.

This is quite a pleasant little game, with emphasis on the little. There are only thirteen objects to find and it is a long time since I have made only one map to cover all locations.

The responses were a bit slow and the end rather unsatisfactory... still, I do like a happy ending. I was surprised it was so easy to kill the 'baddie', he didn't even put up a fight.

There is plenty of atmosphere in the text. It is not, however, up to Clive Wilson's usual standard, it was too short and too easy. It would make a good introductory game for a youngster. I felt the storyline has great potential and could

be expanded to give a first rate adventure.

A Few Hints

Where can I find some food? - .yrc dna gniraelc eht ot oG - Can't open the trapdoor. - .revel a dnif ot sllaw enimaxe ylluferaC - How do I find a way into the building south of the wall? - .semit eerht gniidliub enimaxE - How do I cross the chasm? - .pmuj dna ,htgnerts rof yrreb eht taE - How do I go through the force field? - .dleif ta tinuovriv eht worhT - What vibrounit, I haven't found one?

TARK

Reviewed by Keith Adam,
played on the Amiga 500+

A famous gentleman (of whom I have never heard before!) once said, *"There are certain things in which mediocrity is not to be endured, such as poetry, music, painting..."*. Perhaps this quote should also be extended to add *"... and adventure games!"*

I have, on occasion, been accused of demanding perfection in everything. When discussing adventure games, for one whose first real experiences of adventure games were games such as Snowball, Lords of Time and Colossal Adventure by the then masters of the art, Level 9, sometimes it seems as if nothing less will suffice. However, the truth is not so much that I expect perfection, but merely that I hate mediocrity.

The adventure game, Tark, was created with the Adventure Game Toolkit and is available from the SynTax PD Library. This game is the battle of Tark Simmons, Priestess of the First Church against the Demon of Dark Desires. The Demon has been gathering the souls of artists, poets and bards to create the SoulSong. To prevent the joys of literature being lost forever,

you must defeat the demon and release the SoulSong.

When you summarise the plot down to its simplest form like this, it begins to have the feel of one of those postcards that you can buy where all that you need to do is fill in the blanks. Blank must fight Blank to save the Blanks from being Blanked. In fact, it could even be a script for Coronation Street!!

The opening sequence which tells you of your quest is overlong, given the amount of real information that it manages to convey. It is obvious that the authors intended to give an evocative and atmospheric pencil sketch of the world in which this adventure is set. Regrettably, all that they have achieved is to leave you wondering... What is the First Church?... What is the Circle?... This type of introduction works well in a full-length novel where there is ample opportunity to explore the major themes of the story. It could even have worked here if, during gameplay, you were able to further explore the mythos and culture of the world but there is little further of substance revealed within the game.

Whilst each location has a full description these add little to the game. I, personally, find it frustrating when, although the text says... *"The floor is covered with a full-length skull spider carpet..."* no matter how hard you try, you cannot examine the carpet. The only items which can be examined are listed at the end of each description - which makes it mildly obvious as to which items are of use.

Overall, the atmosphere created in this game is sufficient unto the game, but no more.

One final comment must be made about the text of this game. What I do not expect to find, particularly in a computer game that is available without restriction, are scenes which are, to say the least, slightly distasteful. Any person buying this game for a child should be warned that, whilst not overly explicit, there are some areas where the text must, at best, be described as

questionable.

I had barely started to play this game when I came across a fatal flaw in the game operation. When you start, you are in your bedroom. Once your companion has been awoken, she requires to get her sword. It is safer for your companion not to bother as any time she attempts to do so, the game crashes.

I believe that one major difference between an adventure which scales the heights of excellence and one which merely scales the heights of mediocrity, is the additional facilities that the creator has designed to ease your passage through the game. By this, I do not mean that the creator should put signposts at every turn but rather that there is nothing worse than typing a lengthy command such as, *"...Give the green buket to the small elf and tell him to fill it with water..."* only to be confronted with the message, *"... I do not understand buket..."* Programming a function key to act as a repeat command eases the pain of such a situation.

In Tark, the function keys have been set for the most common commands - Look, Inventory, Get amongst others. A very helpful little tool - and it would have been better if one of them was a repeat command!

The ability to switch between full (Verbose) and short (Brief) location descriptions is another handy little facility but the commands used here are, as so often, taken straight from Infocom. Just once, I would like to see someone use this facility with different command words!

One special facility which is purported to exist in this game, is that various keys on the numeric keypad are supposed to act as the eight directions - N, NW, SW etc. No matter what, I could only get the four cardinal points of the compass to work. And that was using the cursor keys, not the keypad. I am afraid that it can only be considered a serious flaw when a facility that is 'advertised' just does not work

Other minor flaws with the game (such as a useless scoring system, the erratic Open Door command and the odd typing and grammar mistakes) would, alone, been insufficient to detract significantly from the overall experience.

ZOGAN'S REVENGE: BOGMOLE 2

Reviewed by Andrew Craig, played on the Spectrum 48k

OK, so you find it difficult to empathise with a swamp monster called Bogmole who has two chums: Randor the dwarf and Bernard the beaver. Maybe you do find it a touch difficult to relate to the plight of a swamp monster whose quest is to destroy Zogan before the evil chap wipes out the mud monster race. Never mind! This game, created using the PAW, is excellent value at £1.49. Jon Lemmon achieves, in this carefully crafted game, a genuine atmosphere of excitement and tension and a real sense of relationship between Bogmole, Randor and Bernard as they battle against the orcs towards The Final (?) Encounter. Jon is a master at squeezing the maximum out of his programs. Would that other writers took so much trouble! There are lots of nice touches - killing an orc by giving him tobacco in which is secreted a poisonous spider, the sound of Bernard sharpening his teeth on a nearby tree, the earthquake effect when you squeeze the amulet, the use of other creatures who not only offer advice but contribute to the sense of a living landscape, the fight sequences, the imaginative use of different coloured script

Zogan's Revenge, a text only adventure, is a fine game for those who enjoy adventuring in

Regrettably, however, given the other failures evident in this game, the final result is a game into which the authors seem to have put the minimum of effort and which they obviously did not bother to playtest.

fantasy worlds. It is certainly no pushover. Central to success is the use of Randor and Bernard. The former for his fighting/guarding skills (*swamp monsters aren't the most impressive of warriors!*), the latter for his ability to gnaw through tough material. Correct deployment of these two characters will determine how much you achieve in this fairly lengthy game. The advice you receive during your quest is sometimes too cryptic for its own good and I'd advise you to write it down and ponder it when you're in the real world of boring old human beings. There are a few red herring objects but the vast majority of solutions to tricky situations are logical or have been anticipated in your conversations with creatures and people earlier in the game.

The game comes with a detailed, context-setting introductory sheet. There is also, as with many of Mr. Lemmon's games, a Vocab command. Do take note of the special commands like Clap Hands, Call Bernard and Squeeze Amulet. Without their fairly frequent use you'll soon face problems. There is a Score command which I always welcome, as well as the ability to Store and Recall.

DRAGON: Corya The Warrior-Sage

Reviewed by "Kedenan", played on the Amstrad CPC6128

Dragon is the first in the series: Corya the Warrior-Sage. Upon the holy mountain of Tanel-An-Uthan stands the Citadel of the Ancient Ones. A fortress impenetrable by normal means, within the few are taught the way of the Warrior-Sages. Taken from their families when young, the new priests of the Temple of Wisdom would learn the virtues of wisdom, the prowess of the warrior and the power of the sages. As they reached manhood they took the final test, the trial of Cutar - the death walk. To perish now would mean oblivion for their souls, to survive would earn the title of Warrior-Sage.

Seldom would a priest venture North into the world of man, but this is the tale of one such man, of Corya the Warrior-Sage. Having left the mountain, Corya travelled within the realms of Tannen for many years. Knowledge of a Warrior-Sage leaving the mountain spread like wildfire throughout Tannen, but seldom would he be seen unless the need was great and he would appear, always where he was needed most, always where only he could help.

The village of Ermahal was small and similar to many other such settlements across Tannen. The villagers were mainly farmers, working the land around the village, selling their excess stock of grain and barley to the neighbouring villages of Atrous and Sillac. The nearest village to the Great Forest, Ermahal was the last stop on the stage route to the East. The tavern was second in size only to the great hall, where the council met, and many a merchant told of his tales of terror, of wraiths grabbing anyone who ventured within Cathin's realm, the Great Forest.

As they sat around the huge fire that glowed a warm yellow-red in the western wall, the villagers listened as another merchant told tales of terror in the forest. The flames crackled, and

as a charred log slipped in the fireplace, a sudden burst of sparks quickly died and for a moment the shadows on the walls danced in a jig of excitement. *"I have heard of a dragon once more in the mountains, a horrific beast that has awakened from a deep sleep"*.

A gasp rose from his captive audience, even Barley the Innkeeper stopped whipping the tankard he was holding and listened. "It has attacked Allarik on the western edge of the mountains. We passed through it on our way here. The whole village was destroyed and it even took some of the villagers back to its nest for "later". Silence filled the tavern. Few men had ever seen the dragon and told the tale, no-one in the room had, and what is more, none of them wished to!

Barley shut up his tavern a little before midnight and slowly made his way to the kitchens, pouring himself a tankard of warm ale and seating himself in his favourite chair he settled back to ease his aching back. Exhausted from a hard day's work he dozed in his chair and as his head dropped resting on his chin and he slept. The screaming from his village woke Barley with a start. He got to his feet and opened the door. Just then, the merchant who told the tales earlier that evening ran past him. Barley grabbing the merchant by the arm, asked what was wrong.

"The dragon! It's here, the dragon that attacked Allerick it's here, the dragon that attacked Allerick, it's here", he struggled to release Barley's grip, panic strengthened him and he pulled free running from the village to the darkness of the forest. All around pandemonium fell upon the village, buildings were ablaze, lighting the midnight sky with a red glow. Everywhere villagers were running in all directions. Horror gripped him as out of the sky

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swept the dragon. Barley, shaking with fear, was rooted to the spot as the dragon swept down towards him. A scream of panic was the last thing that Barley heard as a ball of flame engulfed him, burning him to ash within seconds.

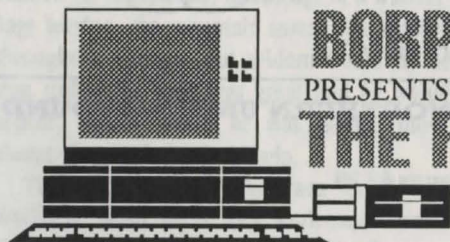
The dragon lifted and flew upwards, circling the village, eyeing its devastation. Several more times it circled the village, then content, made its way toward the mountains and as the darkness cloaked it, the dragon was seen no more.

The village was a shambles. Villagers spent the remainder of the night putting out fires, trying to stop the red menace spreading to the few untouched buildings. At first light the true cost was apparent. Most of the buildings were

burnt to the ground and many villagers were burnt to death or badly burnt fighting to save their homes, or simply engulfed by the beast as it attacked. The surviving villagers gathered in the roofless and damaged great hall which was as safe a place as any other. There they prayed for help, prayed for the hope of a miracle.

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DAVEY JONES LOCKER

Reviewed by "Kedenan", played on the Amstrad CPC6128

Those of you who have played the previous adventure "Lifeboat", by the same author, will no doubt find that the first location is familiar. For those of you who have not played "Lifeboat", I will explain.

On the 11 August 1827, the clipper "Allana" was lost at sea with only five human survivors and a small black mongrel dog. "Lifeboat" was based on the first few days which followed the disaster. "Davy Jones Locker" now lets you relive the first few days that those survivors endured and it reveals the secrets that have baffled mankind ever since.

Now is your chance to attempt to find the secrets of Davy Jones Locker. You are, of course one of the people afloat in the small wooden lifeboat with Big Jake, the woman, Pedro, Shamus and the little dog. No land in sight in any direction, only mist. Through the mist a huge dark shape of a ship floats slowly towards you and your lifeboat bumps gently against the large hull and drifts gently along its length.

Pedro suddenly shouts out, "Look, an anchor chain! It's not the ship that's moving but us. We've been slowly drifting along with the tide". The lifeboat suddenly scrapes to a halt wedged between the hull and the huge chain. A large fin surfaces a few feet away and then finally disappears.

Everyone wants to be rescued first, you let them all climb the chain, leaving you and the little dog behind. When the last one has gone before you and disappears from sight, several piercing screams shatter the silence. You look up but see nothing.

You climb the chain in trepidation, carrying the little dog, and reach the deck where you can see an open hatch out of which an iron ladder protrudes. The ship is just a rusting old hulk awaiting the inevitable; you are standing on the

only section which is still intact. There is no sign of anyone about at all, which is just as well because you stand there in your "birthday suit", not that you would worry at all in your present predicament. You can see a grappling hook attached to a huge coil of rope near at hand. I suppose that one of the best things that you can do is throw the grappling hook overboard and see if you can drag anything from the bottom of the ocean. You might find an old sock or an old bike or something of the like. You never know until you try - so get cracking and explore the depths of "DAVEY JONES LOCKER".

A Few Hints

To start: - 'selbaulav' teg ot kooh worhT - To pass catfish: - .evahs neht ,eveels maxE - To pass mermaid: - .diuqs kcis eviG - To answer old man's question: - .retupmoc esU - To enter hole on beach: - .tsrif mlap daeR

I DARE YOU!

*Reviewed by Gareth Pitchford,
played on the Spectrum +3*

I Dare You! is the latest Pegasus Software game from The Guild. Unlike their previous offerings, it was written and programmed by a new name (to me at least) - Louise Wenlock. But enough of this extremely boring background nonsense, on to the game itself...

At a recent meeting of the Birmingham Adventure Players Society (BAPS?) you had expressed the desire to play a REAL adventure for once, not just one on your computer screen (the Speccy's graphics were probably getting you down!). Your best friend, Lizzie, says that she might just be able to arrange it. She suggests that a big house outside Birmingham, where a

relative of hers lives, may just be the perfect place. You, however, aren't too keen at first, after all Lizzie is well known for her practical jokes, but when she dares you to take part you give in and say yes.

And that's basically the plot for this real-world based adventure (there's no travelling through space in coffee machines in this game). Your start off in your house. The familiar bang as the postman shoves a letter through your letter box (no doubt, in the process putting dirty finger marks all over your carefully polished brass!) causes you to start. Start, where? Towards the door mat, of course, where you pick up the letter and open it.

Inside the envelope are several things. Firstly, there's a note from Lizzie. She tells you that she has enclosed a tenner for the taxi fare to the house (ten pounds? Good grief, it must only be down the road if it costs that little!) and also the front door key. It all seems pretty straight-forward, you think, until you notice that you haven't got the address of the house! Going back to the envelope you discover that Lizzie has enclosed a cryptic clue card which gives clues to where the place is.

I think now's the time to mention the things that you get with the game. Apart from the usual tape or disk you are also sent three little envelopes. These envelopes are labelled PINK CARD, YELLOW CARD and BLUE CARD. So what are they for? Well, at strategic points in the game (for example when you examine the clue card) you are told to open one of the envelopes. In the envelopes are hints etc., to help you on your way. This seemingly, simple idea adds an awful lot to the gameplay - you want to get on to the next bit just to rip open the darn things!! In fact the temptation to rip open the envelopes is very great. Putting a fruit pastille in your mouth without chewing it is much easier than preventing yourself from cheating and looking at the other cards (not

that it'll help you much!).

Anyway, back to the game. A conveniently placed taxi rank enables you to get to the house in no time at all (apart from about three hours spent stuck in Birmingham traffic!). Once there, the door is easily unlocked and it's into the house and into the adventure proper.

The first thing you'll notice is that the owner of the house is a complete nutter. He/she seems to have a liking for model thingies - anything from planes to balloons. In fact, the major problem on this lower lever revolves around building a model car! You see, halfway up the stairs is blocked by a locked grate and the car is needed to get the key. (It is a bit out of reach you see!). To build the car you'll need to do quite a bit of work. The pieces are fairly easy to find, but it's actually picking them up that's hard. A bit of Hoovering, boomerang throwing, climbing and all sorts of things help you and eventually you'll be up the stairs and on to the next bit which continues in the same sort of way.

The game is PAWed and has a very neat screen presentation. The game's style reminds me very much of Linda Wright's "Agatha's Folly". The feeling that this is an excellent beginner's adventure is reinforced by the fact that typing HELP will bring up a different cryptic clue for nearly EVERY location!

Summing up (where's my calculator?) I Dare You! is an impressive debut game which will be enjoyed by most adventurers, whether they be beginners (who will find it a challenge) or the more experienced folk (who won't find it quite as challenging, but good never the less!). Worth looking at... and even buying.

Just a quick little note to say that on the B-side of the game is a 128k only playable demo of the next Tony Collin's game... Absolution - The Hermitage II. It looks great and should be released around about Christmas time.

LOST STONE MANSION

Reviewed by Alan Brookland, played on the ST



Nobody ever said anything about being stuck out in the cold when you signed up for this hiking expedition, but that's probably because you wanted the two weeks in Greece. Now look at you, stuck out in the woods, miles from anywhere with night falling fast. Hang on a minute, what's that lost looking mansion over there? Yes, you've guessed it, it's another of those 'traveller out by himself finds a spooky house to shelter in' scenarios. However, The Lost Stone Mansion breaks at least slightly with the best Hollywood tradition, replacing the standard loony with a cleaver and by a hairy beast which seems more inclined to run away than mutilate anyone.

This beast is one of the many creatures waiting for the unwary in Paul Merkley's AGT'd adventure, set within this mysterious mansion somewhere in the woods of the Tyrol. The game itself is fairly large, (77 locations), and I soon found myself weighed down with maps, largely due to the rather irritating 'shimmering blue light' which teleports you all over the place whenever it is entered. Its existence, I assume, being one of the puzzles referred to so eloquently in the documentation. 'Soon the puzzles grow.' The more observant reader may well wonder why I bring this up, adventures normally have puzzles don't they? In this, I can only assume that I am missing something blatantly obvious, since after wandering through most of the house, I've been unable to find more than a locked safe, complete with handy key, and a

locked chest, with pickable lock.

It almost seems as if the creature which seems continually one step ahead of you, is solving the puzzles before you get to them! Secret doors lie open and treasure seems to be in abundance; diamonds, earrings, gold bars not to mention someone's crown jewels, all lie conveniently scattered on the floor, together with a large amount of weaponry. This, at least, has an obvious use since a veritable menagerie of wild animals lurk, waiting to end your holiday permanently. Leopards, snakes, Geyza lizards, tarantulas and even a reincarnated corpse all await, and only the correct weapon can dispose of them. Here, at least, is some form of puzzle, even if the parser seems to have a rather hazy view of battle tactics. 'Hit rattlesnake with sword' produces the rather unexpected response... 'The sword soars towards the rattlesnake', as you hurl it across the room at it! Death also comes thick and fast, largely from creatures you've already killed, returning for revenge. Sudden death situations are rare, but do exist, and annoyingly kick you out of the entire program, necessitating a reload before continuing. Not all the animals are hostile. However, the opossum in the Dining Room (well, where do you keep yours?) gets quite put out if you attack it, despite its apparent ability to survive being repeatedly peppered with crossbow bolts, as does the vampire bat, which is 'clearly poisonous bite and dripping fangs.

Room descriptions are generally good

creating an archaic atmosphere to the game, although occasionally they seem to have been written by an English student, using Poe as a phrase book 'my friend' and 'brother' turning up with great frequency. The adventure would also benefit if the rooms obvious exits were listed somewhere, trial and error being necessary to find some rooms.

Object descriptions are also good, with examine always revealing extra information, but again, however, some seem a little 'odd'. For example, a stick is described as, *'A small cane is what the stick appears as - hard, solid, straight. It is not long, however, and may not serve you...'* and indeed, despite my many requests for a gin and tonic, nothing was forthcoming. The poem placed in the first location is also far from inspiring, *'Ah, bligger and sligger, my lost arrow figure, Venture forth you must, in this land of much dust'* does little to inspire the poetic muse.

The parser however, is fairly limited, it and all are understood, but a constant niggle is provided by objects listed in room descriptions but not in the vocabulary of the adventure, something that always annoys me, especially when the object in question is a major feature of a room, such as the spinning wheel in the yarn-spinning room. Even more frustratingly, *'Examine skeleton'*, in the 'skeleton room' gives, *'What bones? There are no bones here.'* Moving a handy boat also caused be some difficulty. Given a choice of rowing up or downstream I tried row, paddle and various variations, before realising that a simple up or down, was all that was required. Getting out of the boat is also tricky, *'land boat'* giving the unhelpful reply *'Can't you see that the boat isn't here? How can you land the boat if the boat isn't here?'*

More thought could also have been given to the linking of puzzles. At the start of the game most obvious rooms seem accessible and I

quickly found myself with a huge collection of objects and treasure, without any real idea of what to do with it all. Despite the reference to *'photogenerative properties of rare gems'* in the documentation, I found myself wondering more than once, while carrying several thousand pounds of rare gold coins, a gold bar, fifty pearl earrings, a diamond and a sceptre, why I couldn't simply nip out with my treasure and retire in the lap of luxury.

Finally, the scoring system seems rather temperamental, often jumping up or down by several hundred points for no apparent reason. I also felt that scoring a game out of 12,000 was being slightly too generous with points.

Overall, 'The Lost Stone Mansion' could have done with a more rigid plan to its puzzles, but, even as it is, I shall probably return for one more try. With all the objects I'm carrying I must be able to do something!

ULTIMA UNDERWORLD

Reviewed by Sue, played on the PC

After reading several books on Origin that concentrated on the Ultima series, explaining the ongoing storylines and showing the way various aspects of the series had developed from game to game, I got fascinated by the history of the games and made a decision. I would play the complete series in order (I to VII) to see the progression for myself - this from someone who had only completed one RPG in her life. Ambitious, huh?

I bought the triple pack of I-III and made a start on Ultima I. It may be ten years old but I thoroughly enjoyed it. The graphics in the game had been enhanced for the triple pack since its initial release and though the game wasn't very complicated it kept me quiet for several months. Next came Ultima II. Hmm, CGA graphics. Not very awe-inspiring but I persisted, and started to

get rather bored with the random elements in it. By the time I'd got as far as flying a plane, I'd almost given up caring.

Then Origin played a dirty trick - they brought out Ultima Underworld. I read the reviews, marvelled at the screenshots, told myself that it was really a different series from I to VII, rang Games Express and in no time flat was installing it onto the hard disk.

Yes, a hard disk is essential for this RPG. So are 2 megs of RAM, an expanded memory manager, VGA graphics, up to 13 megs on the hard disk if you want full sound and animation and at least a 386SX. Save games also take up a fair bit of space (over 300K each) and only four are allowed. We had a bit of a fight getting it to accept that we actually had 4 megs of RAM (it turned out they'd never been installed properly) and then we had to reinstall the game when we bought a soundblaster. The soundblaster really enhances the game. Apart from anything else, the introductory text is no longer merely displayed on the screen, instead the text is spoken by different actors and it is just like listening to a play. But, eventually the game was up and running and, tentatively, I entered the Stygian Abyss.

It's the old story... a person falsely accused of a crime is sentenced to imprisonment. In this case you, of course, are the Avatar - all-round good guy (or female equivalent... yes, you can play the game as either sex). The crime of which you're accused is the kidnapping of the local Baron's daughter. Unable to prove your innocence, you are put in the abyss, an eight-level chamber of horrors, populated by other 'criminals' and assorted monsters. The only way



to get out is to recover the missing daughter, Ariel. Luckily you'll be given none-too-subtle hints from some of the inhabitants that will make you realise she was taken thataway... down into the very depths of the abyss.

The starting room is dark, very dark. Explor-

ation will gain you a bag of useful goodies, including a torch, if you can master the controls to pick up the darn thing. I spent a long time spinning about, bumping into walls and cursing the control system until I got to grips with it. Also in the bag are some items of food and a map. Selecting the map will bring up an on-screen mapping system which, though not 100% accurate (ups and downs on ramps are not shown), is elegantly displayed on parchment effect material. You can even write on it with a 'quill pen'. Origin have also enclosed a printed map of level one. After that, you're on your own.

Despite hours (and hours) of play, I'm still on level one! This game is *b-i-g!* There are secret doors, locked doors, keys to find, objects to collect, monsters to attack, characters to converse with and puzzles to solve. There are also ort stones to find and collect. Selecting the correct ort stones (e.g. In Lor) and clicking on them will cast a spell, in this case Light, if your mana is high enough. At various locations you can recite mantras and boost certain abilities to improve your skill with a sword, swimming abilities (*I could do with that one!*), mana and so forth. Though a long list of spells is provided in the manual, others will be found as you progress.

Other characters will give you further hints as to your other major aim in the abyss. I think I've worked out what it is - it's how to do it has

got me foxed. One thing I HAVE worked out is that this game will take a long time to complete. Ultima II will have lost its appeal even more by then, I fear. But life's too short to mess about with games that are boring you when there are better ones about begging to be played.

Having talked to two friends who have got further into the game than I have (*they're both on level 3 as I write*), I gather that life, not unexpectedly, gets much harder the further into the depths you go. However, there are bonuses to be found including lamps to improve the visibility. There's a limit to how much illumination you get from a torch, candle or an In Lor spell but so far I have two flasks of oil but no lamp. There are also loads of items to collect which, I'm told, can over-whelm you. One friend has two rooms stuffed with spare weapons, torches, rings, potions and all sorts of bits and

bobs whose uses, so far, remain a mystery.

Origin and SSI have largely set the standard by which RPGs are judged. Whereas SSI appear to be sticking to variations on a theme, Origin have taken a massive jump forward into an interactive, forward facing, scrolling dungeon. Though I always take RPGs seriously (*especially when I get killed!*), the feeling of 'being there' in Ultima Underworld is overwhelming. Dim the lights, turn up the soundblaster for the music and feel your heart race as you inch your way down a dim corridor. Hear the music change as 'something' attacks from out of the shadows. Take a false step and plummet into water, swim against the tide, your head going under as you gasp for breath. Feel exhilaration as you finally defeat a monster just before your vitality drops to zero. Open a bag to see what valuables lie inside.

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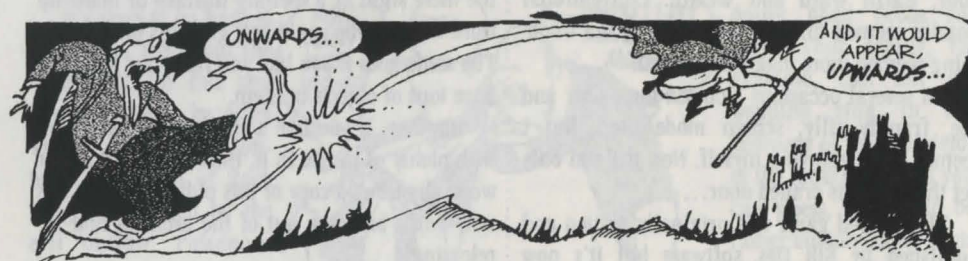
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WEAVER OF HER DREAMS

Reviewed by Gareth Pitchford, played on the Sam Coupé (published on the Spectrum)



I found myself in a dimly lit library. Several facts presented themselves immediately - firstly I was being referred to as a 'she'. I could just about live with that. What I found unbearable, however, was the glare from the white paper/black text presentation method. Oh well, at least my current score and no of turns left (*To what, I wondered?*) was nicely visible at the top of the screen.

Glancing round the library saw the discovery of certain pieces of furniture. A locked cabinet appeared to contain a book. While a small, and mysterious, table housed a misspelt drawer. The 'draw', when searched, revealed some documents and a further examination produced a key which, I found, would unlock the cabinet.

And so I opened the book and instantly found myself entwined in the story. It was as though I was part of the tale, as though... *I found myself on the base of a small rise overlooking an encamped army. An old man stood next to me and told me that my quest was to destroy the evil sorcerer in the dark tower above me.* Although my first thought was, "What again?!", I proceeded up the mountain track. I had to, for the old man had given me a magical 'kick in the butt'.

On the top of the rise I took a few seconds rest to check my inventory. I appeared to have a wooden staff with me and I was clad in a cloak and hood. On examination of the staff I found

that it lit the surrounding area with a bright blue glow. Having checked my possessions I proceeded south, towards the castle, only to find that burning flames erupted around me and I was dead.

Luckily I had RAMSAVED earlier and I returned to the very spot where I had died in my first attempt. This time I frantically waved the staff in a vain effort to disperse the flames - and it worked!.

Moving further onwards I came to the front of the tower itself. It was massive and its form might have filled me with dread if it wasn't for its huge 'chimney'. Without even pausing for a RAMSAVE (*I was becoming bolder by the second*) I entered the tower.

In the tower were several exits, UP, EAST, SOUTH and DOWN. By going UP the stairs I appeared to have set off a trap for a huge fireball rolled down towards me. The way DOWN was no better, for a huge fist tore up from the ground and I was attacked by a Magmaron. Going SOUTH seemed the only thing to do, and yet I merely found an empty room. However, a careful examination yielded a spell and by retracing my steps I found yet another piece of magic. These spells, CRIZP and HYDRO, helped me progress past the hazards and further into the adventure.

Soon I was finding spells left, right and centre. The good thing about them was that they could be used several times. I travelled through fire-

ridden furnaces, up 'chimneys' and met all sorts of magical creatures. Creatures like the talking door, Earth Ward and Wraith. Conventional puzzles seemed thin on the ground - the whole thing seemed more magic orientated.

On several occasions I cursed the parser and the, frankly silly, screen mode used, but I seemed to be enjoying myself. Now if I can only get through this dratted door...

This PAWed game was originally written and published by 8th Day software but it's now

available as a GI Game via Zenobi.

If you're one of those people who scream at the mere sight of a spelling mistake or made-up word then maybe you'd best give this one a miss. The same goes if you like you like your games to have tons of objects in them.

However, If you like a challenging adventure with plenty of magic in it, then you could do far worse than buy a copy of this oldie. One that was well worth bringing out of the archives and releasing.

THE GERBIL RIOT OF '67

Reviewed by Phill Ramsay, played on the Amstrad CPC

It's a weird title for an adventure, don't you think? I did, and when loading the game I wasn't sure what I was letting myself in for. Vague thoughts of mutant rodents running amok ran through my mind. However, I was pleasantly surprised to learn that there wasn't a gerbil in sight when I played the game.

It transpires that you were convicted of causing the great Gerbil Riot of '67, and the powers-that-be decided that only only secure place to keep such a desperate and dangerous criminal was an asylum. Your objective, not surprisingly, is to escape.

The game starts with you in the 'Treatment' room with the body of one of the asylum's staff nearby. It seems that perhaps escaping might be a very good idea. However, this is easier said than done. The door to the outside is guarded - well, isn't it always?

I managed to complete the game in just over seven hours - although I have to admit that I did get stuck at one point and had to phone Simon (Simon Avery, the author) for a hint - and I enjoyed every minute of it.

The game is written with the Quill, a utility with which Simon is extremely adept. The

problems which he has set are very logical, although in one or two places the solution requires a little careful thought. The INFO command, which gives a list of recognised verbs, is very useful at times, since it can give you a hint of what to try doing.

Fans of Simon's games will not be surprised to learn that his squirrel makes an appearance and seems to be hooked on Ike and Tina Turner's music.

There is a maze, supposed to be absurdly difficult but which turns out to be nothing of the kind and there are several characters who have things you will need, or who want things from you to allow you to pass.

The strong point for me, apart from the game being very well-written and free from bugs, spelling mistakes etc., is Simon's light-hearted and humorous approach to his adventure writing. It really is like a breath of fresh air in the realm of adventuring.

The game is exceptional value for money and yet another winner by Simon. I urge all (Amstrad) adventurers out there to buy it. I'm certain that they won't be disappointed.

SHERIFF GUNN

Reviewed by Gareth Pitchford, played on the Sam Coupé 512k

It's time to go back to the year of 1880, and The Wild West, for this new Sam adventure by Mark Turner of Samurai Software. The town of Rock Ridge is plagued by the evil outlaw, Poisonous Pete, and only one man is good enough for the job. His name is Marshall Axe... a tough, sharp-shooting law enforcer. Unfortunately Marshall Axe has better things to



do than save a two-bit town like Rock Ridge and so the task to get rid of Pete falls upon the town sheriff - Sheriff Gunn.

Gunn, although no genius, knows the old proverb 'Safety in numbers', so he decides to form a posse to catch Pete. And this is where you come in, playing the part of the good sheriff.

You start in your office. The top of the screen shows a small, but very colourful picture of the location, while next to that is the location code (more about that later) and the usual game title, etc. The graphic in the office location shows a Sam sitting on top of your desk. EXAMINE SAM produces the response... 'Oops, a bit of anachronism slipping in there'. Going north takes you next to your jail. Inside is the town mayor, who had been arrested the night before for being drunk and disorderly and who would like you to let him out. But where is the key?

You have no time to worry about that, for your deputy soon appears and tells you that Pete had robbed the bank! Looks like you'd best get your posse formed rather sharpish.

Getting people to join your posse involves

doing good deeds for them. Your deputy, for example, has left his wedding ring in the bedroom of the proprietor of the local saloon. As you can guess, this could be rather embarrassing if his wife found out! Especially as he didn't go there to play Scrabble. Then there's the blacksmith who wants you to find his children - they went off to play a few hours ago and haven't yet returned. Rock Ridge is quite large with over fifty locations to explore, and there are plenty of characters wandering around who will give you tasks to perform.

Once you've got all the seven people needed for the posse, it's on to Part Two. This takes place in a separate load, although no password is needed to play it. Due to unforeseen circumstances, you are on your own again and must track down and kill Pete yourself! Watch out for the snakes and other desert perils!

The text is mildly humorous, though sometimes it tends to be a bit clumsy in places. The characters are dealt with very well. They will wander in and out of locations. You can talk to them and they each have a definite personality. Sheriff Gunn is actually written in SAM Basic - although it runs so fast that this doesn't make any difference at all. The amount of special commands is huge. You can RUN TO a specific location, to save time, by typing RUN TO (Location Code). You can FIND a character. RAMsave and RAMload are catered for. The usual GET ALL, DROP ALL commands are included. Graphics can be turned ON or

OFF. You can change the game colours of the font to a presentation that suits you. The function keys save the typing of often used commands. And for the lazy amongst you, you can even use the cursor keys as opposed to the normal compass command input.

With quite good graphics, 64 column text, 80 locations and over 20 other characters, Sheriff Gunn is quite impressive. Seasoned adventurers

will make steady progress as the puzzles aren't that hard. But it makes an excellent beginner's introduction to adventuring and will hopefully succeed in getting more Sam owners interested in adventures.

If you've got a Sam then this game is well worth getting. Now, with the arrival of the Sam Adventure System, there should be more adventures coming soon.

GATEWAY

Reviewed by Sue, played on the PC

I anticipate each new Legend release with the same feeling of excitement that I used to reserve for Infocom adventures. Though I'm not as keen on SciFi scenarios as I am on purely fantasy ones, I had been eagerly awaiting the appearance of Gateway ever since I first heard it mentioned in the computer press.

Gateway is based round Frederick Pohl's series, The Heechee Saga. The novels in the series are Gateway, Beyond the Blue Event Horizon, Heechee Rendezvous and The Annals of the Heechee (1976-1987). The basis of the adventure is that some years earlier, a space explorer had discovered an alien base, now known as Gateway, containing hundreds of space ships. Each craft, left there by a race called the Heechee 500,000 years ago, will fly to a preprogrammed destination. Unfortunately the only way to know what the destination will be is to get in the craft and blast off into the unknown! After a trip through Tau space, your craft might emerge near a habitable planet, a red dwarf, a neutron star or a black hole. You might lose your life; but there's always the possibility of finding great wealth in the form of Heechee artifacts.

The corporation that runs Gateway counts on the fact that there are individuals who will take

the chance that THEY will be the ones to find wealth rather than death. Now you are one of those about to take the ultimate gamble, for in a monthly lottery you were the lucky winner of a one-way ticket to Gateway. Once you've settled in and undergone basic training, you'll be shown to your ship and on your way. Who knows what you will discover? There's only one way to find out.

The game starts with you in your room on the base. It may not be much, but it's home. As a so-called 'new fish', you'll have to take some time familiarising yourself with the layout of the place. Your counsellor (called a proctor) will give you some help but mostly you're on your own. The base is arranged on several levels connected by drop shafts. On these are various centres for relaxation (including the Blue Hell bar and casino), the Corporation offices, various conference rooms and a hydroponics park. But the influence of the departed Heechee is everywhere; some of their artifacts are on display in the museum, two strange blue metal walls seal the ends of the upper level of the base. And, of course, there are the ships... waiting, silently, in the hangar for a brave (or should it be foolhardy?) individual to press the button marked GO...



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I won't give away too much about the later stages of the story as I don't want to spoil the surprises should you play it. But it probably wouldn't amaze you to learn that your exploits as a Gateway prospector turn out to have more importance in the grand scheme of things than you could have possibly imagined, with '*saving life as we know it*' featuring pretty highly on your list of 'things to do'.

The basic screen display is similar to earlier Legend games (text window, menu options, graphic window etc.) but certain aspects have been subtly improved. Graphics are in SVGA if your machine can handle them and, boy, are they great! The animation and detail are superb and there are a few short cut-scenes to add extra atmosphere. Luckily these are not like the long-winded half-hour or more Sierra cut-scenes that just send me to sleep.

The special screens to control the commset in your room (where you can read or send messages, get the latest news etc.), the Dataman (containing info on Gateway) and the ship itself are most impressive. If you have a mouse, you can click it on the buttons displayed on the screen and get the feeling that you are really interacting with a keyboard.

The puzzles are well implemented and generally get harder the further into the game you progress. Gateway is, however, somewhat linear. The game is divided into three distinct sections, the middle one of those being further subdivided as you visit several planets. You can't carry objects collected on one planet to another, which can cause some head-scratching at times.

One moan is the presence of several bugs and a few sloppy typos in the text. One bug found was the ability to duplicate a particular object (not too much of a disaster though it did confuse the parser so it was safer to restore a previously saved position). Another was more drastic - I found a button but the program wouldn't let me press it; it insisted it wasn't

there! If THIS happens to you, I'm told you should reboot the game, say NO when asked if you want to restore a saved game so that you enter the first location, and THEN restore. Unfortunately I had replayed the game and trashed my old saves by then so couldn't check it out.

Be warned, Gateway comes with a hint book, so if you're one of those people likely to peek when you get stuck, get someone to hide it away from you. Personally I don't like having hint books packaged with games - if I want a hint book (usually for an RPG) I'd prefer to buy it. And Gateway isn't difficult enough to warrant one.

In conclusion I enjoyed Gateway a lot and would rate it above the Spellcasting adventures due to the slightly harder puzzles, but below Timequest which was so convoluted in design that it held me enthralled from start to finish. Time will tell where Legend's next two games, Eric the Unready and Spellcasting 301 (both due out in the autumn) will fit into the list.

***** **! DANGER! ADVENTURER AT WORK!**

Reviewed by Geoff Lynas on the Spectrum

You are an adventurer fed up with being constantly disturbed as you are about to destroy the wizard, rescue the princess etc. by the annoyingly boring things of life such as eating, drinking, working and sleeping. You yearn for a special place where you can play adventures to your heart's content. So, you decide to go look for it!

So I read the introduction on the small piece of paper which fell out of the cassette case when I opened it. Danger! Adventurer at work! sounded interesting and hopefully would be a refreshing change from Quann Tulla. After all, D.A.A.W. has just been released and Quann Tulla, I now discover, is as old as the hills. Was

I expecting too much? Was my assumption, that newer would be better, unreasonable?

Down to work! The packaging was just about on a par with the Zenobi standard i.e. more inclined to the 'home-made' than the 'glossy' but functional for all that. The cartoon adventurer who appears in the advert also appears on the insert and the title screen. Nicely drawn by Tony Collins of The Guild. (I think!) The introduction on the slip of paper is all you get to start you off but fortunately it is all you need. The game loaded, at the first attempt, in the time it took to brew a cup of coffee. This seemed like a promising start!

You start out in a derelict pub which contains a lot of dust, a bar stool, a window, a sign (The Nobody Inn) and a door. Trying to open the door should while away a good few minutes until you arrive at the inevitable conclusion that *IT IS NOT GOING TO OPEN NOW OR EVER*. It is a red herring, not a communist kipper - that's on the beach with the young lady wearing only the inner tube! If I tell you that you will also encounter Humpty Dumpty, a witch, a little alien, a squirrel, a camel with loose bowels, a Balrog and a giant hedgehog; that you will find such objects as a torso, a rope, an adventure game and a left leg lying about; and that in the course of the game you will have to EXAM DUNG I think it might give you an insight into the level of humour in this offering.

The grammar, spelling and logic all seem to have been efficiently play-tested. It must be a Quilled game but it has no frills attached, i.e. no colour, no sound, no alternative type-face and NO RAMSAVE. Normally, the lack of RAMSAVE can be somewhat galling but as there are no 'sudden deaths' (unless you blow yourself up!) it is not a problem in D.A.A.W.

The game is basically about picking up many, many objects, giving them to the characters that you encounter in order to receive other objects which are used to achieve your

ultimate goal. Mostly, it is fairly obvious who gets which item. There are a couple of exceptions, but you can repeatedly offer different items to the same character until you get to the right one. If the character doesn't want anything that you have got, the chances are that you haven't collected the right thing yet. (N.B. There are a couple of characters who don't want anything!) There is a 'point of no return' later in the game that it is possible to pass without an object that is vital to winning the game. So I'm afraid it may be necessary to use the 'save to tape' facility to be on the safe side.

There are two stock messages in D.A.A.W. which, after about an hour of gameplay, had me cursing Simon Avery. The first was the dreaded "YOU CAN'T DO THAT YET!" when in fact it is true to say "YOU CAN'T DO THAT NOW OR EVER!". Second was, to paraphrase, (i.e. quote inaccurately) "YOU CAN'T GO IN THAT DIRECTION, SILLY!" I may be a lot of things but SILLY is not one of them.

Time to summarise. D.A.A.W. is a light-hearted, fairly amusing, beginners' level adventure of about 40 locations which lacks challenge. It is riddled with "in" jokes (which would, unfortunately, be meaningless to the beginner). It killed a couple of hours but even at £2 I think I would have felt short-changed. I'm sorry to be negative about such an innocuous bit of fun, as this is obviously intended to be, but it has been released commercially to a wide audience and to litter it with adverts for From Beyond, Adventure Probe etc. and fill it with references to colleagues in the adventure fraternity seems a very 'members-only' sort of thing to do. Perhaps, if every member of the upper echelons of adventuredom mentioned or alluded to actually buy the game, it will be a commercial success!

A little too esoteric for my tastes. Having said that, there was enough innovation in the problems Simon created to kindle a curiosity in

me as to the standard of his more serious /substantial games.

A bit of a B-side game, good for a limber up before tackling something worthwhile!

A Few Hints

(1) Don't forget, this is a very basic verb-noun parser

operating here so don't get fancy. (E.G. Don't CLIMB THROUGH WINDOW just CLIMB WINDOW). (2) Just because a location contains a character and 'piles' of objects doesn't mean "lobe-ing" and "loun-ing" won't be fruitful! (3) Don't assume that all of the verbs used in the game are listed in the INFO section. (4) Type HI. You may very well see your name on the screen!!

GUILDMASTERS: Volume 1

Reviewed by Terry Brawls, played on the Spectrum



When a compilation tape, containing five classic adventures is released by one of the independent labels, you know you're usually onto a winner, bargain-wise. If four of the games are multi-parters, bringing the total to ten, you're onto a dead cert. And when the price is a measly four quid, what can you say?

First up is the two-parter "BOOK OF THE DEAD", one of the finest GAC'd games ever. Originally issued by the Essential Myth people, it's still locked inside its custom loader, along with a brilliant screen\$ picture.

You play the part of a disgraced, yet innocent, minor Egyptian god, doomed to exist as a mortal and an ill one at that. As if that isn't enough, the mighty Horus is your enemy, hoping that you fail in your quest to find the legendary Book of the Dead which will ensure your readmittance into Paradise and indeed, Goodhood itself...

Next up we have, River Software's PAW'd

"INTO THE MYSTIC" in which you play the part of Merlin's appointed investigator into the question "Why has all the magic disappeared from the land?". This is a typical Jack Lockerby game: short but sweet location descriptions, horrifying subtle gradual states of difficulty and TONS of lovely, twisting mazes. Three-dee, cartographic heaven! I'm going to enjoy this one...

It's the Silent Corner next, with the PAW'd two-parter "CAPTAIN KOOK". If you like adventures with nice, laid-back beginnings, don't load this one up. You're drifting in space, having been prematurely awakened from cryosleep, 'cos there's a fire in the engine room. The crisis alarms are ringing and you've lost part of your memory.

A very good, tense game. Your fist priority is obviously to put out the fire then transmit a distress signal. The get back home. Good luck... Larry Horsfield's classic "MAGNETIC MOON"

to perfection. Why is your spaceship unable to lift-off from the planet's surface? And why aren't you allowed to join the away team? Rules are meant to be broken!

One of the unique features in this adventure is the use of AFT, FORWARD, PORT and STARBOARD instead of the usual compass directions, though parts two and three might be standard. A very nice, puzzly game that could use a SCREEN\$ pic...

As could the last game on the tape, Pegasus

Software's two-parter "NYTHYEL", (PAW'd). You are Professor John Lancer (yes you are!) of the Occult Paranormal Investigators and you have to walk out of your office, hail a cab and tell the driver to take you somewhere, I assume. There are no instructions, either on paper or on screen, with this one, so I haven't figured it out as yet; I will. Neat, boxy graphics feature in one or two locations.

There you have it, then. Most definitely a top-notch compilation, worthy of anyone's interest.

THE HERMITAGE

Reviewed by "Kedenan", played on the Amstrad CPC6128

You are an holy man in the middle ages, when little is known about science and superstition reigns supreme in gaining men's respect. People also fear the church and God, with a similar lack of faith and understanding. Your peaceful life as Ambrose, the monk, is shattered when your Archbishop orders you to go forth on a pilgrimage, to seek and destroy an evil man, whom the Archbishop believes to be an incantation of the devil himself.

This man is rumoured to live in the mountains, as an hermit, a crank. But the Archbishop has sensed his presence, and wishes him gone. You hate your superior for sending you on such a dangerous mission, why couldn't he have sent someone else? You stop yourself with a start as you realise the strength of your hate. God does not smile on disharmony, especially between men who are meant to serve him. God? You are even beginning to doubt the existence of such a being. But no, you must dispel blasphemous thoughts from your mind as well as your soul. Yet your hate lingers on, bubbling in your subconscious.

You pack a small sack of your belongings,

such as they are. Men of God must leave behind all worldly goods. God, how you hate this life. Blasphemy! Then let it be so. You walk away from the monastery, nodding to your few friends friends tending their crops and secretly cursing the Archbishop. You soon reach a road, intending to begin your long and gruelling walk to your destination. But suddenly, a pain, a terrible pain within your head. You grasp your skull and fall to your knees, screaming in agony as the pain increases. Darkness blankets your eyes and your mind... your mind... you loose consciousness...

You must play the part of Ambrose, the tormented monk, in this adventure which concerns the fight between good and evil. Your mind tormented with hate and discord, but your heart filled with love and God. You will face many tests of your soul, you must answer for your convictions, and finally meet the hermit in your quest to find your inner self.

The Hermitage is by Anthony Collins, based on an original idea by Tony Robinson and is a very good adventure with graphics.

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ST readers can get a copy of the base game and synopsis by sending them a blank disk along with a 1st class stamp. A conversion to other formats (8 and 16-bit) is planned so other readers can get a copy of the game messages and synopsis by sending them an SAE.



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The SHOCK of the New!

WHAT IS AI? (And what has it got to do with me anyway?)

By Alan Brookland

"A branch of Computer Science concerned with the design and implementation of programs which are capable of emulating human cognitive skills such as problem solving, visual perception and language understanding." Jackson.

Phew! After a quote like that you might well ask what was going on. However, AI is actually far simpler than Jackson would have us believe. What he is trying to say is that AI is a study of how to make computers do things which, at the moment, we can do almost without thinking: speaking a language, recognising a friend's face in a crowd, or seem to do through some form of instinct: chess-playing, appreciating a piece of music, even turning your computer on and off when you don't know what's wrong with it!

Most of these skills are covered by separate schools within the subject: Language learning programs are largely the domain of the Cognitive Scientist, linking AI with Psychology, Philosophy and Linguistics, vision systems are often covered by neural nets, an attempt to model the firing of neurons in the brain within a computer and diagnostics, such as engineering fault finding or scientific analysis, are within the scope of the knowledge engineer working on an expert system. These are effectively databases within a computer, able to accept relevant information, symptoms for example, in the case of a medical system, and predict a likely cause, using knowledge gained from human doctors.

One area currently attracting interest however is that of Artificial Life. These projects deal with the idea of emergent intelligence, using as an example, an ant colony. Each member of the colony is not intelligent in itself, but by responding to stimuli left by other ants it can direct itself to food and the colony develops intelligently as a result. To produce a similar

result scientifically, a number of reactive agents are used. A reactive agent is an usually mobile, system which can collect information about its environment, decide what to do, and do it. For example, an artificial ant could have a simple sensor for detecting trails left by other ants, and an inbuilt command such as, 'if you find an ant trail, follow it, leaving a trail yourself'. A more advanced version of this system, including a choice of several actions for each 'ant' was implemented recently by Alexis Drogoul and Jacques Ferber in their EMF/MANTA project. The standard method used for implementing this, and many other AI problems, is a production system. This, put basically, consists of a set of rules, usually in the form if <some condition> then <do something> as seen in the ant example, some form of working memory to which the rules can be applied, a conflict resolution system (of which more later), and something to apply the results of the rules. A conflict resolution strategy simply is a method used to decide which rule to apply first, for example, if a given condition meets two or more rules, say if the rules were, for some reason, if $x = 1$ then <do something> and if x is odd then <do something else>, the conflict resolution strategy would outline which rule to apply first, i.e. either the first or the second. This can be a complicated system or a simple 'apply the first rule you come to' arrangement. By now, the average reader will be wondering what this has to do with them but, there is a connection with adventures (*honest...*).

While projects like EMF/MANTA concentrate



mainly on the overall picture, analysing the effects produced by all the agents, if they are looked at one at a time, as cognitive agents, capable of making decisions for themselves, a method of implementing 'intelligent' mobiles, non-player characters, in adventures and MUAs suggests itself. Using a production system in a similar way to the ants, the movement and actions of mobiles can be controlled in a pseudo-intelligent way. To take a very basic example, with the rule, 'if the player is in the same room as the mobile, then say 'hello'', a friendly greeting is created as you wander around. Mobiles could also easily be programmed to follow the player at a set distance, run away or do whatever you wanted dependent on the position of the player, objects or the state of certain puzzles. This idea can also be made more complex. For example, given a changing variable for a mobile, say 'aggression', and a threshold which, if crossed, causes the mobile to attack, it can be given very limited emotions. Actually attacking the mobile would, obviously, push the aggression value over the threshold, causing it to fight back, however, lesser actions, such as prodding it perhaps, could raise the aggression level slightly, but not enough to make it attack. If this then decreased slowly in time, the interesting possibility of goading a mobile, within a MUA, until it is almost annoyed enough to attack, then running

off, leaving the next player to pass to face the consequences. In addition, if you were feeling really ambitious, giving mobiles a memory, i.e. increasing their aggression levels if faced with a player who had already attacked them recently and even allowing them to pursue vendettas would increase the realism still more. Even in single user adventures, the movement of mobiles could easily be controlled by the use of thresholds. If the creature's priorities were defined as, for a limited example, food or killing the player (*norty thing*), comparing the distance, in rooms, of the nearest food, with the location of the player, and moving the mobile toward the nearer of the two would, no doubt, lead to cunning plans to lead monsters away from treasure, without, however, success being guaranteed in advance. Naturally, if the monster was guarding some treasure, its desire to keep it would be another factor to consider. All of these suggestions could easily be implemented using a series of standard, if...then loops, such as those used within a production system, and would greatly add to the variety within adventure games.

So, you see, AI could well have something to do with you, even if it's only the subject of curses as you lose another game of computer chess, or get eaten by a Grue!

PLAY BY MAIL

by Tim Lomas



It's very lonely down here at PBM Heaven, loads of PBM games to play, all sorts of wonderful people to contact but as usual no reaction from those readers of Red Herring who suffer my meanderings every two months. Well, that means one of two things, either no-one reads this rubbish or everyone thinks I'm doing such a great job that they enjoy every last morsel from my keyboard and just don't have the time to spare from rereading it. Of the two I suspect the first is the case but as the second does my ego so much good I think I'll stick with it for the moment.

You've had two months of my tips for beginners so it's time we got onto something else. I've had one request for a couple of those small reviews and that's what I plan to cover next issue, for this issue I'm going to indulge myself, anyone who doesn't want to hear about how much fun I get out of one of the games I play can turn the page now. The next page or so is going to be completely self-indulgent!

I dropped in a short review of a game called 'Delenda est Carthago' a few issues ago (Issue 2 as I recall), this is probably one of my favourite games of the moment and you're about to find out why...

Twice a year the GMs of Delenda hold a Meet, it's at their house down in Dorset and they're the highlights of my PBM year (apart from the PBM Convention in London). The last one occurred last weekend (as I write this), unfortunately I could only make it down there for Saturday, it

runs from Friday afternoon to Sunday. I play three characters in the Hiyiros nations (roughly equivalent to the mediaeval Islam states), the Second Vizier, one of the bosses as it were, the Kapudan Pascha who's the Admiral of the Hiyiros fleet and a chappie called Wazir the Wild. Wazir is probably the most fun, he's a famous (or infamous if you're on the other side) Hiyiros general, a religious fanatic who has a reputation for 'unusual actions'. One of his better recent ideas when being pursued by a 12,000 strong Crusader army was to stop, turn round and charge straight at their centre. It shocked the life out of them (and me - I just write the orders, he tells me what to write), he killed 1,000 of the Crusaders before vanishing into the mists. Pretty normal stuff until you realise he only had an army of 3,000 men with him at the time. I've been waiting for him to be killed off, it's only a matter of time with his attitude, but he seems to have a charmed life...

Anyway, to set the background, the Hiyiros have been at war for 2 years (game years, about a year in real time), the Crusade has been beaten off and the war at the moment is between us and the neighbouring state (Telindoon) with just one renegade from another state helping them. The Kapudan Pascha has been wandering about irritating the Telindoi by assaulting their islands then wandering off again. The Second Vizier and Wazir are together, they did a runner from a 20,000 strong army which expected to catch them unawares and grabbed the capital of

one of the Telindoi provinces. They then left that with a small army and made a quick assault on the capital of the province next door (which failed). The large army has been reduced to 1,000 by some sneaky behind the scenes diplomacy and then this renegade (Essex du Barry, the games top general) joined the Telindoi making 15,000 in total who had sat down and besieged the city I'd just left. Meanwhile Murad, that's the Second Vizier sat quietly just over the border organising the relief army.

Meanwhile, back in the capital (ours that is) the Pope (that's their Pope) was still carrying on the sentence that had been passed on him for a series of atrocities by the Crusader army earlier. The Pope had come to us and accepted the responsibility for it, honourable chap or complete lunatic depending on your point of view. The Queen of Telindoon had been captured not so long back and was also in our capital, sulking away and being generally unpleasant to everyone and anyone.

Clear so far? OK, the last bit of the puzzle is that the city of Beltsey has been taken by the Hiyiros (that's us), the Telindoi army is sitting outside Beltsey and Murad is about to set off with the relief army, knowing the army besieged inside Beltsey is about to run out of food. The Telindoi decide to attack the city and take down two of the walls with trebuchets (big things that fling rocks). Our mob pull a fast one and while the Telindoi fill the moat at the southeast corner they fill in the northeast corner and do a runner when the attack starts. We get most of our better troops out while the rest fight a rearguard action. The Flaminian flank is caught napping and one of their archbishops gets himself killed. The commander of our forces in Beltsey gets badly injured and taken prisoner, but we get 3,000 troops out. Meanwhile, back at the ranch, the relief army appears over the horizon - 25,000 green Hiyiros troops, eager to do battle with the

infidel. The battle hasn't happened by the time I get to the meet and if anyone wants to hear about that they'll have to ask!

So, it's Saturday morning, 8.30am and Tim turns up at Waterloo station to meet one of the other players, Aber Rhos being his major character, recently defected from the Papal States and now a member of the Caliphate although he hasn't changed his faith (yet!). Two and a half hours later after a pleasant train journey we grab a taxi from Poole station and we've arrived. A houseful of lunatics greet us, the Grand Vizier spotting us and dragging us both into the front room so that Aber Rhos can scare the life out of his church by converting to the Hiyiros religion, in role and in front of them. After that I spent some time socialising and greeting a couple of dozen people I hadn't seen for a few months, along with picking up the gossip from the previous evening and being offered the chance to surrender my army to the Flaminian general who was already there (which offer I declined of course!). I then wandered into the first of a number of role playing sessions for the day. This consisted of just 4 people, representing 5 characters and consisted of a discussion of a number of aspects of the more obscure background to the world in which we play. More particularly to hear a treatise on a new interpretation of the works of a number of ancient prophets. The background to this game is VERY detailed, I shan't go into it as it would bore you (it's also secret).

An hour of that and it's off for a spot of lunch and a little informal diplomacy with a few players, there were a number of board games being played at the time but I didn't have time for that. 3pm was the time for the Grand Divan (the High Council of the Hiyiros). The time was fixed as we have a number of Hiyiros players in the US and we'd arranged a live Electronic Mail conference via Compuserve. Just before that I had a quick session with two of the Divan to

discuss the actions of one of my characters a while back. After this I grabbed the GM for 5 minutes to discuss some obscure bits of Hiyros law, the character in question has a legal adviser who is GM-run. As a result I decided he'd have to lay charges against one of the Caliphate's legal officers. Looks like a fun Divan!

Ok, on to the Divan, after spending 5 minutes setting up the link to the US I turned that over to someone else to do the typing (not my turn) and we began an hour or so on routine matters, appointing a few new posts and my chap decides it's time to drop his bombshell. He prefers charges before the Divan against a judge... charges of usurpation of authority, illegal arrest and a couple of other bits and bobs and scared the life out of the character who was also a Divan member. At this point things got busy. Most of those involved in the trial were present in the flesh except for the person judging it who was over in the US, so it made an interesting trial. All sorts of fascinating stuff, his main defence rests on a document which turns out to be a forgery. Quite how we found it to be a forgery is another story. He's found guilty and the judge decides to withhold judgment for the moment. The next thing this poor bloke knows is that the Caliph has decided that such corruption in a high legal officer cannot be allowed and

issues a decree to the effect that he's to be executed. Much searching for the Grand Master's son's Robin Hood bow takes place - when it's found someone gets the fun of playing the Caliph's personal guard and strangles him with a bowstring. Well, if you're going to do it you may as well role play the whole fun. Comments from the dead man that the guard seemed to enjoy it too much cause mild hilarity. After another couple of hours we're finished and it's back to the throng.

After that there were a couple of other small meetings and a few hours general chat, sneaky talking behind other peoples' backs and the assorted stuff that goes on at all this type of thing, discussions about the game, about other games, you name it, it went on.

One reason I wrote this was because I felt the urge. Another is that I read a review of it in a magazine a couple of months ago which gave little insight into how the game 'feels' to play. Hopefully this gives some of that feel, it doesn't tell you much about the game, doesn't mention the price, none of the normal stuff but just maybe it'll intrigue you.

Next issue unless someone changes my mind I'll be doing a couple of quick reviews, Starweb & Quest of the Great Jewels. The reasons will become apparent then!

Tim Lomas, 211a Amesbury Avenue, LONDON. SW2 3BJ. Compuserve ID 100014,1767



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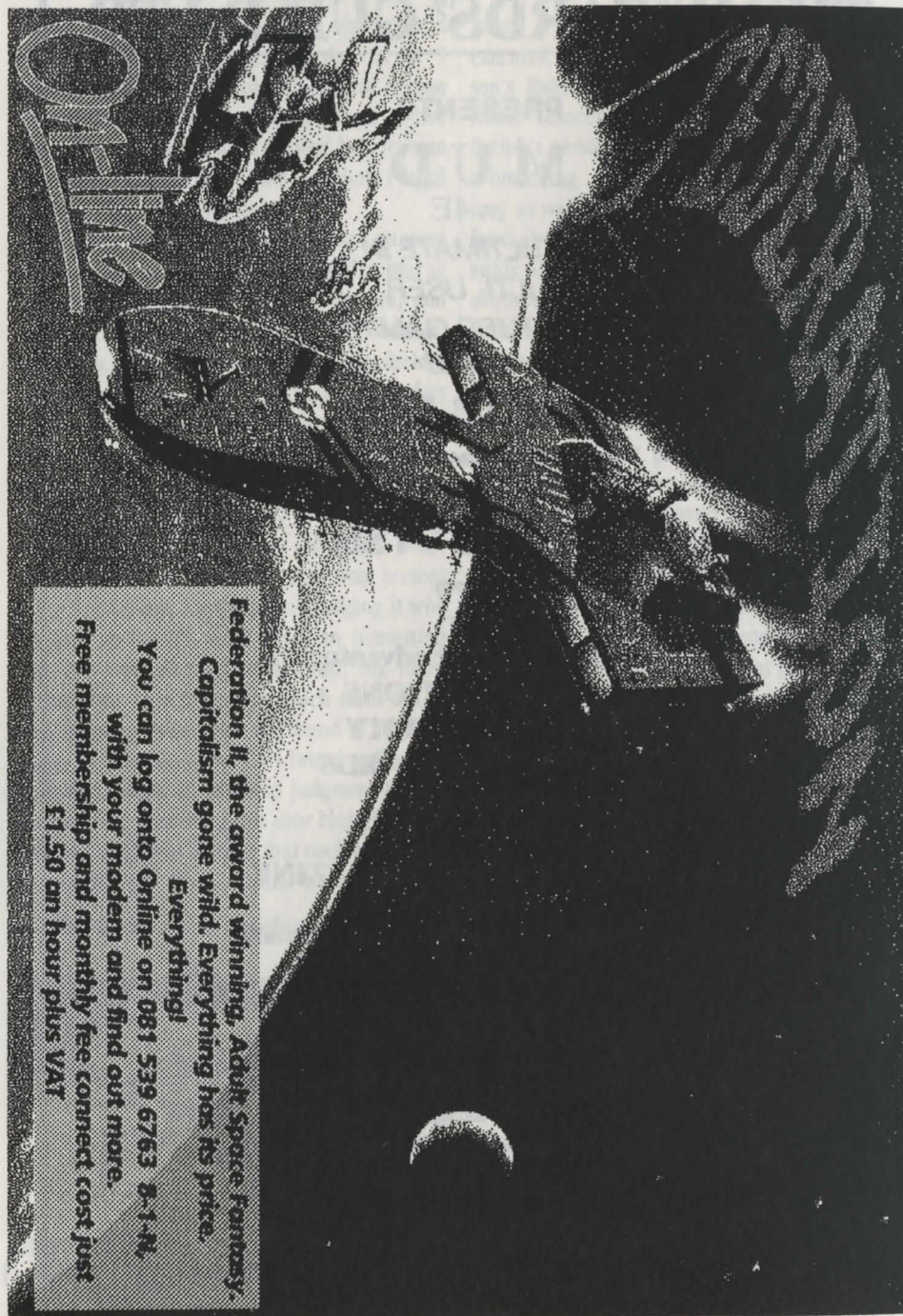
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A LETTER FROM AMERICA!

from Chuck Miller

For my first Letter from America I would like to give you a glimpse of the new adventure titles that have been announced in the States, which you should see filtering across the sea in the coming months. Overall, there is much to look forward to with the new products on the way. So, here goes...

As editors of Enchanted Realms™ (which has now ceased publication, by the way), my wife and I had the opportunity once again to attend the Summer Consumer Electronics Show (CES) held in Chicago, Illinois May 28-31, 1992. Each year this prestigious trade event is held to show off all the new electronic gadgets that will soon be available to consumers, including our favorite - new computer games. Though several significant new products were debuted at this year's show, the most notable aspect of the event was the opening of its doors to the general public - the first time in its 25-year history.

I will mention these new adventures briefly in order of developer. Please remember that this information concerns U.S. release, not overseas distribution, and that these release dates are for product availability in America.

COMPUTER ADVENTURES

ACCOLADE - Only one new product from Accolade qualifies as an adventure title (they're on a sports kick now). **Star Control II**, a space RPG with arcade and strategy elements, will be available this fall for MS-DOS computers. It's a sequel to the original **Star Control**, and includes a separate arcade module for those who just want some blasting excitement.

ACTIVISION - On the heels of a successful release of **The Lost Treasures of Infocom**, including twenty of Infocom's best text adventures, Activision has just released **The Lost Treasures of Infocom II**. This sequel contains

the remaining text adventures released originally by Infocom, and completes the two volume set.

ASCII ENTERTAINMENT - This company, new to the computer adventure scene, has two PC products in the works: **SpellCraft** (due this summer) and **Dominus** (a fall release). **SpellCraft**, appropriately, concentrated highly on spellcasting, sporting a sophisticated magic creation system set in a fantasy world. **Dominus** is a hybrid adventure including elements of life simulation, fantasy role-play, action and strategy.

ELECTRONIC ARTS - Very few "in-house" adventure-related titles were announced by Electronic Arts. Long coming conversions to the PC include **Powermonger** which is now available and **Populous II**, scheduled for release later this summer. A new title for the PC is **The Lost Files of Sherlock Holmes: The Case of the Serrated Scalpel**. This graphic murder mystery is scheduled for a Fall '92 release and, based on the beta version we have in-house, looks to be a substantial product. Unfortunately, no Amiga version is planned. However, look for an enhanced CD-ROM conversion to follow if it does well (and it should).

GAMETEK - A rather extensive fantasy role-playing game which includes an actual video taped introduction to get the player into the mood of the game has been announced by GAMETEK. **Daemonsgate I - Dorovan's Key** will be available by the end of July for MS-DOS and Amiga computers. This RPG features a game world over 3000 screens in size, intelligent inhabitants who go about their daily duties and an innovative conversation system.

INTERPLAY - The biggest news from Interplay is that they have, for all practical purposes, ceased producing Amiga conversions

of their games. The only titles announced were for MS-DOS and console machines. Castles II: Siege & Conquest is scheduled to ship later this year for the PC, a sequel to the original Castles with more play value added. Also scheduled for imminent, though delayed, release is Lord of the Rings, Vol. II: The Two Towers.

KONAMI - Products to be released by Konami include Batman Returns, based on the movie and destined for release on MS-DOS systems near the end of 1992. Classified as an adventure role-play title, from what we could see it looks to have a heavy emphasis on arcade and strategy. Champions, a super hero RPG, looks like it will finally arrive this fall on PCs. Also due this year for MS-DOS (and Amiga) is Plan 9 From Outer Space, a graphic adventure based loosely on the movie by the same name.

LEGEND ENTERTAINMENT - Legend has promised the third in the Spellcasting series for September release on MS-DOS systems. Spellcasting 301: Spring Break follows Ernie on some further adventures and includes improvements to the familiar gaming interface, specifically VGA graphics. An all new title from Bob Bates is Eric the Unready, due in November on the PC. Eric is a knight in not-so-shining armor out on a quest to rescue a beautiful princess. As can be guessed, he will face numerous humorous encounters in the process.

LUCASARTS GAMES - Indiana Jones and the Fate of Atlantis has just been released and is exceptional. Game play is good, with three modes available (team, wits and action), and the humor is excellent. Graphics are state of the art in animated adventures. It's available now on MS-DOS systems.

LucasArts will also be releasing several CD-ROM conversions. Loom is out now, and has been handled beautifully. The Secret of Monkey Island is next on the schedule.

MINDCRAFT - New titles to appear from this vendor include Siege due in June for MS-DOS

(Amiga to follow), Legions of Krellia a Fall product on the PC, and Mercenaries a Summer release on MS-DOS. All three titles are primarily strategic in nature.

NEW WORLD COMPUTING - The creators of the Might and Magic role-playing games are ready to release the latest title in the series -- Might and Magic: Clouds of Xeen. This MS-DOS adventure, due out any day now, takes the player to an entirely new world. Quests can be accepted or declined, and completed in any order. An added feature to compliment automapping is an automatic quest and message keeper.

ORIGIN SYSTEMS - This creator of the Ultima series has several new episodes in the works. Ultima VII, Part Two: The Serpent Isle (available late 1992) and a second Ultima Underworld are in production, as is an add-in module for Ultima VII, Forge of Virtue. All these titles require at least a 386 computer, 2MB or more RAM and VGA graphics. Ultimas I-VI are now also available on CD-ROM.

PARAGON SOFTWARE - New from Paragon in the fantasy RPG arena is Challenge of the Five Realms: Spellbound in the World of Nihagardia, featuring a unique character generator and a face painting program to customize your hero's appearance. It employs a distinctly different graphic style for each of the five realms, and is accompanied by a full musical score. Spellcasting plays an integral part in the game, available on MS-DOS machines in July and the Amiga in Late October. A CD-ROM version with additional graphics, music and speech is set for late 1992.

Also scheduled to appear from the Paragon stable is Megatraveller III, due on PC compatibles in October and the Amiga early in '93. This sequel features a trilogy of game scenarios with randomly generated worlds so that no two games will be alike.

SIERRA ON-LINE - Sierra has numerous new titles on the docket for this year and next. Laura

Bow in The Dagger of Amon Ra, a murder mystery, has just been released for the PC. Though it has its flaws, it's a very good adventure. Also just released is the VGA remake of Quest for Glory I, featuring a gorgeous new look (remember, all new Sierra releases require at least a 286 or better PC).

New adventures not yet released include Quest for Glory III: The Wages of War, King's Quest VI: Heir Today, Gone Tomorrow, Space Quest V: Roger Wilco in The Next Mutation (developed by Dynamix) and The Betrayal at Krondor (an FRPG also developed by Dynamix). All of the above are scheduled for release this year.

Sierra will also release several more educational adventures. EcoQuest: The Lost Secret of the Rainforest, The Island of Dr. Brain and Twisty History are now being readied.

CD-ROM conversions are planned of previously released products. The next conversion scheduled to appear is Space Quest IV, followed by Willy Beamish (Dynamix), Leisure Suit Larry 1, The Castle of Dr. Brain and EcoQuest: The Search for Cetus.

The final big news from Sierra is, unfortunately, their plan to cease producing game conversions for the Amiga. They are not the first to make this decision, but it was unexpected news. Sierra may still have conversions done for the Amiga in Europe, but no more conversions are scheduled for U.S. gamers. Sad, to say the least.

SIR-TECH SOFTWARE - There's really no fresh news here. Crusaders of the Dark Savant has still not shipped. Actually, Sir-Tech didn't even show up at CES. I have been informed, however, that the release of Crusaders is just around the corner. I would say September just to be on the safe side.

STRATEGIC SIMULATIONS, INC. - Several new titles will be available from SSI including the recently shipped Prophecy of the Shadow. Big

news, however, is their new 16-bit game engine. The first adventures to appear using this new technology will be Dark Sun: Shattered Lands and M. Dark Sun: Shattered Lands, scheduled for September on MS-DOS and December on the Amiga, is the first of the new AD&D adventures. This new product will feature a much larger game world, pop-up menus and pull-down windows, and smooth scrolling movement in 8 directions. Also included are improved VGA graphics, fully animated characters and enhanced environmental music. Additional scenario disks will be available.

The second new title is M, a science fantasy adventure scheduled for August release on MS-DOS and October on the Amiga. Sporting a look reminiscent of Breach II, M allows the player to lead a team of renegades on an interstellar mission to free a group of diplomatic hostages, involving them in a struggle to aid an alien race. Play is interspersed with CAD-rendered cinematic scenes. Also featured is a full musical score and isometric viewpoint.

VIRGIN GAMES - Last, but certainly not least on the list, Virgin Games has several top notch adventures coming out. Their number one title is The 7th Guest, a CD-ROM only adventure featuring 3D graphics, live action, speech and full music soundtrack. This ground-breaking haunted house graphic adventure created by Trilobyte will ship on two CD-ROM disks and will require a 386 or better PC with CD-ROM drive and Super VGA graphics. Scheduled release is for, appropriately enough, Halloween 1992. This adventure will sell more CD-ROM systems than all other games combined.

A second top class release from Virgin is Fables and Fiends: The Legend of Kyrandia. It's due out late summer for MS-DOS and is being created by Westwood Studios, well known for their Eye of the Beholder RPGs. It's in the King's Quest tradition, but looks much slicker. Both games are on the Must-Have List for 1992.

Well, I hope that you found this CES report informative, and that it has created a sense of anticipation. While not the most groundbreaking of shows, this year's Consumer Electronics Show was certainly a hub of activity. I will say, however, that I'm glad it's history. Attending CES, sifting through piles of promotional materials and writing up a report each year consumes a good two weeks of time and effort. I will also say that (no offense now, please) Chicago is not one of our favorite places to visit. The air is dirty, the roads are under perpetual construction and almost everything is severely overpriced. Actually, there is one thing that we do like about Chicago... seeing its skyline in our rear view mirror! (Of course, I could much the same about most other major cities, though, Chicago has definitely earned the above reputation in our book.) We'll take open fields over the big city any day.

Please, remember that these are our opinions... and we're entitled to them (grin) Happy Adventuring!

Chuck

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RAMBLINGS OF AN INVETERATE GAMES PROGRAMMER

A Red Herring interview conducted by Richard Hewison.

Anthony Taglioni may not be a name that you would instantly recognise, but you know him better by his nickname within the industry - Tag. As one half of a creative duo, Tag, along with artist and designer Pete James, has created two graphic role playing games that have kept many people busy into the early hours of the morning fighting orcs and goblins in the name of adventuring. 'Bloodwych' was originally released three years ago through Mirrorsoft, and their latest collaboration is 'Legend' which was published by Mindscape just a few short months ago.

For those who don't know, 'Bloodwych' employed the first person view (as seen in Dungeon Master) but had the novel addition of a two player option. 'Legend' uses a 3D isometric view displaying the player's party of four in all of their animated glory.

In this exclusive Red Herring interview, I tried to find out exactly what makes a computer RPG programmer tick...

RH: How long have you been working in the industry?

"I've been working at playing with computers since I first got myself a Spectrum back in '82 and my latest prodigious performance was 'Legend' - out now from Mindscape for PC, Amiga and ST. Like probably everyone else I started just playing games and fiddling with BASIC but then I became interested in playing with machine code and don't you just love Z80?

My first work was for Incentive Software. They had just released a game called 'Splat!' on the Spectrum and I just had to make a copy of it and just had to tell them what lousy tape protection they had. Before I knew what was happening I had my own tape-protection system called 'Power-Load 48' and Incentive was handling it for me. Thus started the rocky road of being a self-employed leisure-software engineer.

I did a few conversions - 'Zodiac Master', 'Lords of Midnight', 'Spy Vs. Spy', 'Superman' (hangs head in embarrassment) and then the ill-fated 'Star Trek' licence which tolled the death-knell of Telecomsoft. I even helped my brother Philip with a C64 conversion of 'Mooncresta' that he'd done for the Spectrum. I even tried running a software company - Starlight Software and you might even recall such classics as 'Deathscape' or 'Red Led' on the eight-bit machines."

RH: How did 'Bloodwych' come about?

"I used to play too many D&D type games at University and remember one night trying to fall asleep wondering just how to put D&D onto a computer. I don't think anyone's come anywhere near close yet and don't expect that it will happen but there's no harm in trying to fall asleep. Anyway, my friend and colleague, Pete James, was suffering similar insomnia and, being an artist, was drawing screens for a first-person perspective

game on his C64. He really fancied creating a two-player game and had the idea of a chess-like game based in a dungeon.

It just so happened that Dungeon Master appeared around this time on the ST and what a product that was! Three weeks later we'd played it to death, even taking just a party of short people. My own record is twelve hours with just two characters. I was talking with Mirrorsoft at the time and suggested that I could do a DM conversion for them on the C64. They ummed and arred a lot and Pete carried on drawing screens until they finally said 'Yes!' and I said 'No! We've got a better design and it'll be two-player-simultaneous'. They said 'Ok but we want ST and Amiga as well'.

This was my biggest project by far. Five versions to produce - Spectrum, Amstrad, C64, ST and Amiga - and just a few C64 screens and lots of memories of killing orcs to go on. When I was role-playing I don't think I ever played D&D or (so-called) AD&D. I was with a group of systems fiddlers and we designed combat systems, magic systems, thief systems.. Basically, the DM was God and there was never a rule book to refer to. Lucky that we had good DMs. Bloodwych slowly grew. I did the ST and Amiga and C64 while my brother did the Z80 versions for Amstrad and Spectrum. It wasn't easy trying to fit 512k of code into a 48k Spectrum or even a 64k Commodore but with the odd tuck it all squeezed in. The Spectrum had just seven bytes free at the end! We felt it was pretty important to do the eight-bit versions especially since the game was originally designed on the C64. It was a shame they hardly sold."

RH: Did you always intend to do a data disk and why was there only one?

"Mirrorsoft asked us for a data disk a couple of months later so I made up some fresh spells and added the option to recruit monsters while Pete made a fresh dungeon and drew some fresh graphics and 'Data Disk Volume One' was duly written. We tried to make the Data Disks much more 'zappy' than the original. The puzzles were tougher and the 'magic of the ancients' felt so much more enjoyable. Mirrorsoft somehow missed the Christmas release and that was the end of that. I think they sold a couple of copies in France.

Until recently, I still felt 'Bloodwych' to be the best first-person perspective role-playing computer game. The product did suffer from having a small view window but until 'Ultima Underworld: The Stygian Abyss' (PC only) there hasn't been anything to compete for game content and it's still great fun in two-player mode. By the way, if there's anyone out there who wants to buy 'Bloodwych', I'm selling it and the Data Disk at a price of five pounds for either of the two or eight pounds for both (Data Disk is only on ST and Amiga, and the C64 version is disk only) via mail order from: TAG, 8 Peveril Mount, Bradford, West Yorks, BD2 3JY. (Cheques should be made payable to Anthony Taglioni)."

RH: So where did the idea for 'Legend' come from and how did you go about designing it?

"After much time and a lot of wondering what to do next, Pete and I were playing Dungeon Quest one night. It's a great game that can spread over an entire floor until you finally feel you've had enough. Pete had some lead figures he'd painted and looking

at them I re-discovered the great view you get when you get down on the floor amongst the figures. Suddenly, like the proverbial bolt from the blue, we had 'Legend'. I don't think the game really changed all that much from those first enthusiastic ramblings and notes we made that night. We re-designed the non-dungeon parts a couple of times and the magic system was designed much later but where can you go wrong with such a tried and tested environment as looking down over your party of fearsome adventurers while they dash around smiting anything they see?

We toyed with the idea of moving in phases of player then monsters and even of making it a game of 'pass the mouse' with each player controlling their own character. We soon saw, however, that keeping the game real-time just had to be the most fun to play even if a lot harder to write. There was almost a C64 version but it was abandoned due to lack of memory and Z80 versions were never on the cards. Maybe it's piracy and maybe it's because there's less demand for full-priced adventures but the poor sales of Z80 'Bloodwych' left me feeling that, for me, the Spectrum's day had passed.

Pete and I work pretty well together. Every once in a while we have 'mega brainstorming sessions' that work really well and, for the rest, I write code and he draws graphics. Pete had done the maps for 'Bloodwych' so he was the logical choice for map-designer once I'd written the map editor. He probably took about

three months on-and-off doing the Legend maps and testing that they hung together as interesting dungeons. The Moonhenge dungeon is my favourite and that grew from a doodle on the map editor while Pete was off making coffee. The first room has seven exits and the whole dungeon just keeps wandering around. I always get lost in it.

The puzzles probably took about a week to design. Pete did most of the map-related puzzles and I did most of the so-called logic puzzles. You can usually spot the ones I did because the room

looks like a puzzle rather than looking decorous.

I'm still very pleased with the magic system. Despite comments in some less than charitable magazines, it is unique and original. Instead of writing spells into the game, I wrote a system where you make your own spells from a list of a sixteen spell effects. For example, a classic fireball is, essentially, a flying damage spell as is a magic missile. So, we give you a component for making spells fly and a component for damage and a component for area-effect and what you do with them is a private matter between you and your mouse. Just start by realising that there is a significant difference between the spell flight/area-effect/damage and the spell area-effect/flight/damage. You can make very many worthwhile spells with the system and even now, after two years of playing and testing, I still occasionally discover a fresh rune combination to add to my spell book."

I'm still very pleased with the magic system. Despite comments in some less than charitable magazines, it is unique and original.

RH: Are you pleased how it turned out?

"I think the game turned out very well. Maybe some of the puzzles are a bit too tough but that's what hintbooks thrive on I suppose. We did a special demo level for Amiga Power magazine and I made half a dozen fresh puzzles for it. The playtesters at Mindscape called me after two days to tell me they were still stuck on the second puzzle so I had to tone them all down a lot. Sad but that's life. The puzzles probably ended up more fun to solve due to the extra attention, though, and Amiga Power practically devoted an entire issue to saying what a great game 'Legend' is."

RH: What will you be working on next?

"I'm not sure what'll be next. I'm currently doing a PC conversion for Mindscape but after that I'd like to do a 'Legend' follow-up/data disk before moving onto a full-blown sequel. It really depends on how well the game sells. After all, the public tells me what it wants by what gets sold (or bought) in the shops and my idea of a great game idea may not be popular at all."

RH: How do you see computer adventures and RPGs going in the next few years?

"I've really got no idea of how computer adventure games will progress from here. 'The Stygian Abyss' is, I think, the best that is likely to be done with the first-person presentation and it's shown me just how limited the format really is. I expect that future hits will feature much more interaction in encounters and I suspect that animated sequences are coming heavily into fashion. These, of course, chew memory like nobody's business and so floppies stop being a valid medium for playing from. I think the ST and Amiga will soon be seen as poor competitors to the PC with its powerful processors and ever better graphics cards and sound boards and ever faster hard drives. Consoles will be able to compete and are here to stay as ROMs get bigger and battery-backed ram cards become common."

I saw an article last month about an interface device that you control with alpha waves. Basically, you control your machine directly from your mind. How long will it be before we have machine output directly back to the brain? Won't that be something?"

With that thought in mind (excuse the pun!) it was time to leave Tag to get back to slaving over his melting keyboard. All there is left to say is a hearty thanks to Tag for taking time out of his busy schedule and that as many Red Herring readers as possible should go out and buy 'Legend' now!

Legend retails at £30.99 on ST, Amiga and PC and can be found in all good software outlets. (Shop around and you can probably get it cheaper through mail order if you look hard enough). A comprehensive hintbook (written by yours truly) should be available now at the very reasonable sum of £6.99 directly from Mindscape International if you happen to get stuck.

(End of plug and interview!)

DOS FOR DUMMIES by Dan Gookin

Book review by Marion

I absolutely HATE PCs... I really do. Mainly, I suppose, because non-technical me cannot cope with the DOS operating system. Even the 'apparently' simplest operation gets me confused, screaming at the PC and finally turning the (insert epithet of your choice) PC off. So why do I have one, you might well ask. Well... Sue actually likes them and does all of her Red Herring stuff on them and I need one so that I am able to convert her PC files to Mac files (such an easy computer to use) for page makeup and of course, to play the increasingly large amount of PC-only adventures.

So when I was browsing through the Amstrad User Group's Newsletter a few months ago my eye was drawn to an advert for DOS For Dummies by Dan Gookin. Aha... just my level. So I read what the advert said and immediately faxed an order for it. When it arrived, I eagerly opened it and very soon light dawned on a whole pile of problems I'd previously had (despite my PC-owning friends giving me lots of detailed help). I was very impressed. As I read on, it occurred to me that some of you might recently have bought a PC and could be having a few problems, so I thought I'd detour from adventures and tell you about the book.

DOS For Dummies typifies the best of the American manuals, and their best is *the* best (in my opinion). They always start with the premise that you know nothing at all, not even how to turn on the computer, and proceed from there. To give you the flavour of the book, here are a couple of quotes from the introduction.

"... You're a smart person, but a DOS dummy - and you have absolutely no intention of ever becoming a DOS wizard. You don't want to learn anything. You don't want to be bored by technical details or background fodder. All you need to know is a

single answer to that one tiny question, and you'll close the book and be on with your life..."

"... You don't have to remember anything in this book. Nothing about DOS is worth memorising. You'll never 'learn' anything here. This information is what you need to know to get by, and nothing more. And if any new terms or technical descriptions are offered, you'll be alerted and told to ignore them."

The book has six major sections divided into chapters. 1: The Absolute Basics. 2: The Non-Nerd's Guide to PC Hardware. 3: The Non-Nerd's Guide to PC Software. 4: Yikes! (or, Help Me Out Of This One!). 5: The Section of Tens (lists of 10 common somethings, e.g. a list of ten things to throw at the computer). 6: DOS Reference For Real People. As you can see from the chapter titles, humour plays its part in leavening all this boring DOS stuff and the book is also liberally sprinkled with cartoons by Rich Tennant. If your brain goes on standby, you can always have a smile and try again.

It is designed to be used as a work of reference - look in the index for your problem, go to the page and there it is, an easily understood answer minus technobabble. As well as the answers, each chapter has loads of tips ranging from... "If the computer won't turn on, check to see that it's plugged in." (You may laugh at that, but a neighbour of mine phoned me in a panic because her PC wouldn't work and when I went to see... guess what... it wasn't plugged in!) to... "The best program to buy is the one all your friends have because they know it and can answer questions. Presto, free tech support."

PC owners who have groaned and cursed when confronted with "file not found" and

divers strange messages will find this book very useful. The writing style is amusing while at the same time all the information you need is clearly presented. Dan Gookin is a bestselling writer and computer expert with a nice sense of humour and Rich Tennant is a syndicated cartoonist, specialising in computer gags.

DOS For Dummies is a large paperback - 292 pages, including the index and, for the ecologically-aware, it is printed on re-cycled

paper. It is published by IDG Books Worldwide and should be available from the larger bookshops. The UK RRP, as shown on the back cover, is £15.45. IBN No: ISBN 1-878058-25-8.

It takes a lot to make me even look inside the front cover of any book about DOS, never mind buying one, but this book is different. Even although you only learn a couple of new things from it, I reckon that it is money well spent... it's stopped me shouting at the PC!

SAM COUPE ADVENTURE CLUB

by Phil Glover

When Dave Whitmore and I set up the club in November 1991, we hoped to find a dozen or so other SAM owners who shared our enthusiasm for adventures. We have now achieved a club membership of nearly seventy, and we're still attracting new members.

The club mainly functions through the bi-monthly club disk magazine, as well as a healthy postal correspondence and the occasional lengthy phone call. Each disk has so far featured a free Spectrum 48k adventure from many supportive software houses and the numerous reviews are accompanied by screenshots. All the usual features of such magazines are present, such as letters, classified ads, a help section, full-colour adverts, programming help and articles. Being disk-based, we can feature program routines and game demos which prove very popular.

Among our early successes was our discovery of methods to convert 48k Quill and PAW Spectrum games to SAM disk-data storage, so removing the tedium of using cassettes. These games can now include a wide choice of new fonts and palette colours. Several Zenobi games have now been released in this format.

Jon Lemmon, Compass Software, has now

joined the ranks of SAM owners, and hopes to convert all of his games to SAM disk-compatible format.

As well as running Spectrum 48k games on SAM, we can now run CP/M 2.2 software, using a utility called PRO-DOS. We now need to track down any adventure on CP/M 2.2 to increase the number of titles available to us. Any help from other Red Herring readers would be greatly appreciated! SAM uses 3.5" disk drives, but one or two members can convert files from 3" to 3.5" disk. With any luck, we hope to persuade Activision to convert some of their compatible adventures to 3.5" disk, as we are sure some of the early Infocom games will now run on SAM.

SAM-specific adventure software has now been given a considerable boost by the arrival of the SAM Adventure System, which can create games of up to 710k in length, the ability to include hi-res SAM graphics and various means of customising games to the users' requirements in either BASIC or machine code.

We are confident that the next few months will see even more progress being made in the field of SAM adventuring, as more games are being written and the club seems to be steadily growing in size. Sadly, the SAM computer has



ZOGAN'S REVENGE

After Zogan was defeated at Bolimol he retreated with the remaining orc army and marched into Freand!

He set up camp at the far side of Battle valley and began his new campaign to rid this land of good. His first target were the mud monsters he believed that if the mud monsters had helped him, he would not have lost the war. Zogan called on all

his magic powers and one by one the mud monsters dried and crumbled to dust! As Zogan became more powerful the evil that burned inside him began to take its toll. The dark force engulfed Zogan, his body and face twisted and distorted into a hideous form. It was at this time that Bogmole, following Zogan's trail, arrived in Freand with prince Eldrin and the dwarf army. As prince Eldrin and the dwarfs marched towards Battle valley, Bogmole decided to visit his old swamp and see what damage had been done. After a short walk he arrived at Black hill. Suddenly, three orcs appeared and surrounded Bogmole. They were about to attack when Randor the dwarf burst forth from behind a tree. He drew his sword and charged into the orcs. Now, badly wounded the orcs retreated up Black hill and disappeared. Randor then explained to Bogmole how he had been sent by prince Eldrin to act as bodyguard and to travel with him on his journey.

YOUR QUEST...

You are Bogmole, the last of the swamp monsters. With the aid of Randor you must hunt down Zogan and destroy him before he commits total genocide on the mud monster race. Gregor, the wizard of Bolimol, has promised to help when he can and Bernard the beaver has already entered Freand and is now searching for you...

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never had the financial backing to make it a success in the market place and was given a rough ride by the Press in the early days. Despite this, the SAM remains a superb computer with the ability to be expanded with extra memory. Hardware support is good and most software is priced at, or even below, that of the Spectrum.

If any Red Herring readers are considering buying a SAM but are reluctant to, due to lack of information about it, I'd gladly supply whatever facts I can if they'd like to contact me.

(You'll find Phil's address in 'Useful Information' on Page 2. M.)

SAM Coupé Adventure Club Software

The following disks contain Spectrum 48k adventure games that have been converted so that data storage uses the SAM disk drive. Some games have been enhanced, whether with new loading screens, palette change options or a selection of new fonts. The buyer of any disk will need to add a legal copy of the Spectrum 48k ROM to use the disks. Please note that each disk has two prices, for club members and non-members. Any person wishing to claim club discount will need to give their membership number when ordering a disk.

Special Offers - until 14th September, 1992

DEEP WATERS by Jack Lockerby. A twelve-game compilation featuring "The Hammer Of Grimmold, The Mutant, Davey Jones Locker, The Jade Necklace, The Lifeboat, The Enchanted Cottage, Realm Of Darkness, Matchmaker, The Cup, Jack And The Beanstalk, The Challenge, The Witch Hunt". Special Offer Price - SCAC Members £6.00 * Non-Members £7.00 (Price from 15th September: SCAC Members £7.00 * Non-Members £8.00)

MARLIN MAGIC by Linda Wright. A three-game compilation disk containing "The Jade Stone, Cloud 99, Agatha's Folly". Special Offer Price - SCAC Members £4.00 * Non-Members £5.00 (Price from 15th September: SCAC Members £5.00 * Non-Members £6.00)

Other Software Prices

THE TRAVELLER IN BLACK by The Traveller In Black: A 3-game compilation containing "Phoenix, The Violator Of Voodoo, Aztec Assault". SCAC Members £5.00 * Non-Members £6.00

THE RIVER COLLECTION by Jack Lockerby: Four recent adventures, "Treasure Island, The Ellisnore Diamond, The Dark Tower, The Mines of Lithiad". SCAC Members £6.00 * Non-Members £7.00

THE DARKEST ROAD and KOBAYASHI AG'KWO by Clive Wilson. Two adventure compilation. SCAC Members £3.00 * Non-Members £4.00

THE MAGIC ISLE (with A LEGACY FOR ALARIC for free!) by Palmer P. Eldritch. SCAC Members £2.00 * Non-Members £2.50

Cheques and Postal Orders payable to S. Whitmore and sent to
SCAC Software, 3 Pass Way, Carr Mill, St. Helens, Lancashire WA10 3HF.

GATEWAY TO THE SAVAGE FRONTIER. An RPG for the novice.

by Ron Rainbird, played on the Amiga 500 (1) meg

Part 1: A general guide to the town of Yartar.

Map Reference			
1	-	9	"Glowing Gem" Inn. You can rest here.
3	-	6	Armoury. Buy your fighting equipment here.
4	-	1	Fishmarket.
4	-	0	
11	-	2	At one of these locations, save Krevish and let him join your Party.
2	-	2	Act upon his advice from time to time.
11	-	12	
7	-	0	Boat Store for repairs.
9	-	4	Boats for rent.
13	-	0	
13	-	4	Possible encounter.
15	-	8	Guard HQ.
11	-	7	Get information from Waterbaron.
9	-	5	Vault.
3	-	8	Training Hall - the place to advance your levels.
8	-	13	Shop of Magical Items - well worth making selected purchases.

EVERYDAY ADVENTURE

Hints by Alex MacEwan, played on the PC

General: Don't carry anything into The Federation Arms. Keep your money in a closed envelope. Don't buy anything you don't have to.

Receiving Instructions: You can't receive telephone calls if the phone has been cut off. Use some of the money to pay the bill. The torch contains a battery, this can be used elsewhere. Put the battery in the cassette player in the shop. Play the tape without buying the player. Finding the centre of the maze is crucial to meeting contacts. Give the beeper to Kara BEFORE leaving town. Take a book for the journey.

Objects: Teddy Bear - Listen carefully to the noises coming from the cupboard. Wait till you hear snoring before attempting to take the bear.

Beeper/Receiver: Count the beeps. There are a certain number for each compass direction. Find Kara as quickly as possible after receiving the instruction. Find the receiver as soon as possible after giving the beeper to Kara. Use the receiver to track Kara's movements. A map of the maze is essential to successful tracking.

RUN BRONWYNN RUN

Solution by Joan Dunn, played on the Spectrum

Part One

You are Princess Bronwynn, the only daughter of King Brendon and Queen Sophia. You have a wonderful life, everything you need, living in a beautiful castle with servants to pander to your every whim, but all that is now going to change. At the wedding banquet of your brother, your Father has announced your betrothal to Prince Timothy of Karsten and you are to be married in one week's time.

"What? No, never!" you shout. Timothy is a real twerp and you have no intention of marrying him. Your Father is furious, and you are taken to your room and left, your Father making it quite clear that the decision has been made and you will do as you are told. Oh dear, there must be an answer. If you can get to your cousin Kelson, King of Hecate, he will help you. You must escape, but how? Carefully you open the door and peep out, but there are two guards there, so perhaps the window?

First of all it would be a good idea to collect any useful items and a change of clothes. You can hardly go dashing about the countryside dressed in a ballgown, high heeled shoes and a diamond tiara. In the fireplace you find a length of wool and a piece of paper giving the times of your brother's wedding and reception. At the bottom it says, C = O. You don't understand that, you might be beautiful, but you are not very bright.

In the bedroom you find riding leathers, boots and some odds and ends in a drawer. You change into the riding outfit and boots and remove your tiara. This and the shoes you decide to take with you, but leave the ballgown.

Back in the main room you open the window and climb along the ledge until you overlook the courtyard. From here you jump down easily onto some steps, then down into the courtyard by the stables. Looking north to the gatehouse you see a number of soldiers on guard. You will need all your wits to pass them.

In the stable you find your horse Fleetwind and east to the tackle room you get his harness and bridle. Searching the hayloft you find a straw dummy dressed in soldier's uniform. This gives you an idea. You swap clothes with the dummy, reluctantly cut off some of your hair, and this you tie to the dummy's head. You put the dummy on the horse and give him a slap, but, oh no, he refuses to move. Rummaging in the straw you find a carrot. This Fleetwind munches happily and another slap on his flanks and he's off, out through the gatehouse with the officer in charge in hot pursuit. You stay very quietly in the stable, heart thumping, until you see the officer return and enter the castle. Now is your chance. Leaving the stable you walk across the courtyard and out, the soldiers hardly give you a second glance.

You find yourself in a maze of alleys each one looking exactly the same. You wander around, hopelessly lost. In fact before long you find yourself back at the beginning. If you can only find Nanny's house, she lives somewhere near the Cathedral, she will help you. Then you remember the piece of paper. You smooth it out and study it again. If each time is a direction, then 2.10 will be NE and 3.15 will be E. It's worth a try and you work your way through the alleys, when suddenly a boy appears. "You're the one the soldiers are looking for, aren't

you?" he says with a cheeky grin and then "If you make it worth my while I'll take you to a lady who will help you." You look through your possessions, but the only thing of value is the tiara and reluctantly you hand it over. The boy snatches it from your hand and leads you to a house, he then makes off at great speed before you decide you want your tiara back.

The old lady and her son ask where you want to go and you tell her Bridget's house, your old nanny. So her son leads you through the streets and then holds off the soldiers so you can escape. You constantly see soldiers ahead and have to change direction, until you reach the Cathedral square. The place is swarming with soldiers and you are sure to be caught if you don't do something quickly. In the shadows you find an empty dustbin and climb in and pull on the lid. You stay very quietly until you hear the soldiers move away and it is safe to emerge. In the dustbin you find a piece of wire which you take... you never know when it will come in handy.

Examining the name plates on the doors you find nanny's house. The door is locked, but your piece of wire is just the thing to pick the lock. Now how did a princess ever learn to do that? Upstairs and there she is fast asleep. On the washstand you see a key and being very careful not to knock anything off you take it and hurry downstairs and unlock the back door. Now you are in a wide alley and looking north you can see your horse. Softly you whistle. He pricks up his ears and comes galloping over to you. You jump on his back and are away before anyone can catch you.

Part Two

You ride for a long time, until, weary, you find rest and shelter in an old hut. Refreshed after your sleep, you are dismayed to discover your horse is missing. You see hoof prints leading west so follow them until you come to a cottage, and inside find an old woman knitting. Oh yes, she knows where your horse is, but she will not give him back until you get her another ball of blue wool. So off you go in search of the wool. You come to a bridge guarded by soldiers, and are sure you will be recognised... you need a disguise. South of the cross roads you find a scarecrow. His hat and coat will be just the thing, but unfortunately the coat doesn't fasten and keeps blowing open. However, in the tavern you find just what you want... a button and when you sit on a bench outside a cottage, a needle finds you!! Now you can sew on the button and safely cross the bridge.

On the other side is a sheep farm and although you quickly find a bag of wool, Stefan the shearer won't let you take it, you need to distract him and what better way than bringing his girl friend. Back to the cross roads and south you find her, Smelly Sue, and she is well named, tangled hair and dirty face and clothes. You get to work on her, cleaning her up, brushing her hair and giving her a pretty dress to wear... now she is Sweet Sue and is quite willing to follow you back to the sheep farm, where Stefan can't believe his eyes. "Why Sue," he says "you're beautiful." And off they go, hand in hand, leaving you free to get the wool. You still have to spin and dye it but everything is to hand and that is not difficult. When you return to the old woman however, she takes the wool but is unwilling to return your horse and you have to threaten her, before you are able to get Fleetwind back. Once mounted, you are galloping away and well on the way to Hecate and freedom... or so you hope.

Part Three

As you travel through the forest, you can hear the shouts of the soldiers and the baying of the hounds and they seem to be getting nearer. In the wood you hear the sound of wood being chopped and entering a clearing, there is the woodcutter felling a tree. You move quickly through the clearing and the woodsman shouts **TIMBER**

just as your pursuers appear. They are entangled in the branches of the tree as it falls, and once more you can escape... but how long will your luck hold?

You come to the bank of a river, enter it and wade north until it is safe to cross to the other bank. Then pass a gypsy encampment, after which you reach a marshy bog. On a hummock you find some pebbles and find the only route through the bog by dropping pebbles and listening to the sound they make... a plop is unsafe ground, but a splash means you can venture in that direction.

On the road once more, you come across a dying soldier. You talk quietly to him, and he warns you of outlaws ahead. Further along the road you see them, lying in wait for any traveller who can be attacked and robbed. You have collected some weapons en route, so when you see riders in the distance, you fire arrows at the outlaws to distract them. A battle ensues between the outlaws and the riders, and the riders are successful, the outlaws are slain or captured. One of the riders is Duke Alaric Blackmoon, who recovered the lost Axe of Kolt. He is pleased to escort you to your cousin's castle and safety at last. Bronwynn, you need run no more!

DEATH KNIGHTS OF KRYNN

RPG Guidelines by Ron Rainbird, played on the Amiga (1 meg)

Where to find those items. Part "A"		
LOCATION	ITEM	AREA (if not random)
THROTL TEMPLE	Flail + 1	12-7
	Extra Healing Potion	
	Speed Potion	
	Arrows + 1	
THROTL CATACOMBS	Invisibility Potion	18-3
	Hoopak + 2	
	AC6 Bracers	
	Ice Storm Wand	12-6
	Healing Potion	
	Ring Of Protection + 1	29-1
	Chain Mail + 1	
THROTL	Neutralize Poison Scrolls (Cleric)	14-13
	Healing Potion	
	Shield + 1	
	Scroll With 3 Red Mage Spells	3-7
	Scroll With 3 White Mage Spells	5-7
Map Refs: 1st figure read Left to Right, 2nd Figure read Top to Bottom.		

THE INNER LAKES

Solution by "Kedenan", played on the Amstrad CPC

Don't go straight to the Lough Ree Arms, your strong B.O. smell will put the customers off you.

S. S. SE. EXAMINE SINK. GET SOAP. EXAMINE SHOWER. UNDRESS. TURN KNOB ON. RUB SOAP. DROP SOAP. TURN KNOB OFF. DRESS. NW. EXAMINE WARDROBE. GET BOX. N. NW. TALK TO NOEL. GIVE BOX TO NOEL. TALK TO CUSTOMER. EXAMINE KEY. READ NOTE. E. EXAMINE POCKETS. GET POUND. CLOSE DOOR. BUY SAUSAGES.

W. SE. W. PUSH DOOR. N. UNLOCK DOOR. DROP KEY. N. OPEN FRIDGE. EXAMINE CUPBOARD. OPEN DRAWER. GET KNIFE. S. S. S. EXAMINE SOFA. GET MASK. N. W. GIVE SAUSAGE TO DOG. GET CAN. EXAMINE CAN. E. N. N. GET RUDD. S. S. E. E. E. GET ROD. GO INTO BOAT. EXAMINE ENGINE. POUR PETROL INTO TANK. DROP CAN. PULL CORD.

S. W. SW. PUT RUDD ON HOOK. CAST IN. REEL IN. GET PIKE. EXAMINE PIKE. NE. EXAMINE PIKE. GUT PIKE WITH KNIFE. GET LURE. DROP KNIFE. E. N. W. LEAVE BOAT. W. NW. GIVE PIKE TO NOEL. GET DETECTOR. GIVE LURE TO CUSTOMER.

SE. E. TURN ON DETECTOR. SEARCH. DROP DETECTOR. GET ANCHOR. GO ONTO BOAT. PULL CORD. S. E. E. EXAMINE TREE. WEAR MASK. OPEN BOTTLE. EMPTY BOTTLE INTO NEST. DROP BOTTLE. GET GRUBS. W. W. S. PUT GRUBS ON HOOK. CAST IN. STRIKE. *Well done, the tench weighs over 10lbs. You've succeeded where many anglers have failed. Take a bow! You are the supreme angler!*

CONQUESTS OF CAMELOT : Part 5

A playing guide by Ron Rainbird, played on the Amiga 500 (1 Meg)

Fatima is introduced into the game as a test of your virtue, so keep saying "NO". You may question her upon such matter as The Grail, Sir Galahad, the Test and the Catacombs. (To find the Hierophant, you will have to go to the leprous beggar in the Bazaar.). Give Fatima your purse and she will open a door so that you may take the Test of the Symbols. It is essential that you pass this test and if you remember your visit to the Scholar when you first arrived in the Far East, the answers should not be difficult. The Goddesses are: Astarte, Athene, Isis, Venus, Vesta.

You must now enter the Catacombs. Go to the Hierophant who will show you the way in. Use your Lodestone! It will be the only true directional indication. During your journey through the Catacombs you will be bitten by a rabid rat, infecting you with a slow-acting poison. There is no way of avoiding this and from then on to the end of the game, your time will be restricted. On entering the Catacombs you will enter a room containing a Mural of Adonis. From there go East to the Gnostic Room and East again to a Child's Mummy. Using the tip of your sword, get the Medallion from the mummy. Wear the Medallion. Go North to Galahad's Bier and give him the Elixir you should have obtained from the Hierophant. Go back to the Gnostic Room, then North to a Sarcophagus. Provided that you are wearing the Medallion, you may get a Golden Apple from the open part of the Sarcophagus. Go North to the Pygmalion Room, then East to the Statue of Aphrodite. Give her the Golden Apple. She will ask you to answer six of the following questions (which for convenience, I have abbreviated):

Flora, answer Apple : Boar, answer Adonis : Hunt, answer Chariot : Fauna, answer Dove : Chariot, answer Hyppolitus : Dispute, answer Zeus : Pygmalion Company, answer Women : Theseus, answer Posiedon : Sacred Number, answer Six : Pygmalion Live, answer Cyprus : Pygmalion Worship, answer Aphrodite : Goddess Scorned, answer Phaedra : Statue, answer Ivory : King, answer Theseus : People, answer Greeks : Pygmalion Reward, answer Life : Underworld, answer Persephone : Boar, answer Ares.

Answered correctly, Aphrodite will give you instructions which must be carefully noted. When faced with several doors, use your Lodestone and then choose the West door. Once out of the darkness, go North, inspect the skull on the floor and then go up the stairs. You are now at the Temple of Aphrodite and the final part of the game.

To be continued

CASTLE WARLOCK

Solution by "Kedenan", played on the Amstrad

Examine guide. Get paper. Read paper. S. Get frog. Examine frog. Kiss frog. E. SE. S. W. S. Examine blankets. Get coin. N. E. N. NW. W. N. N. NW. NE. Get garlic. Climb cliff. Move skeleton. Get bone. D. SE. SW. N. Examine well. Drop coin in well. N. Examine writhing demons. Read writing. Whisper beware levite. Whisper beware levite (and the doors grind slowly open).

Drop paper. N. N. E. Get crucifix. N. E. Get chair. W. W. S. S. W. Drop chair. Stand on chair. Get shield. Get chair. E. N. N. N. Examine armour. Turn helm. Get brass key. Drop crucifix. Drop garlic. Examine fireplace. Climb chimney. N. D. Examine door. Pick lock. Drop bone. E. Get rope. W. U. S. D. W. N. Open chest. Get block. Drop shield. S. E. E. N. Wedge door with block. Slide mirror. N. Get iron key. S. S. W. W. N. W. Examine door. Unlock door. Drop brass key. W. Lift table. Get manuscript. E. S. E. Get garlic. W. N. N. Say up. S. W. Examine desk. Open top drawer. Get silver key. E. N. Say down. S. S. E. S. S. Drop iron key. Drop manuscript. Drop silver key. Drop rope.

N. N. W. N. N. Say up. S. S. S. S. E. Get copper key. S. Draw curtain. NW. W. Examine door. Unlock door. Drop copper key. W. W. Drop chair. Get gold key. E. E. Open window. S. Get pipe. Exam gargoyle. Read word (remember). N. N. N. E. Get hammer. W. N. Drop garlic. Say down. S. S. E. S. S. Drop gold key. Drop pipe.

N. Examine table. Get cheese. N. E. E. Get box. W. Drop box. W. get crucifix. W. W. (Sound of explosion - the box has blown up). E. E. E. D. Get mouse. Drop cheese. U. W. W. S. S. W. Examine door. Get Iron Key. Unlock door. Drop iron key. Get manuscript. W. Play organ. Drop manuscript. E. S. S. S. S. S. E. SE. S. W. S. Break table. Drop hammer. Get plank. N. E. N. NW. W. N. Get branch.

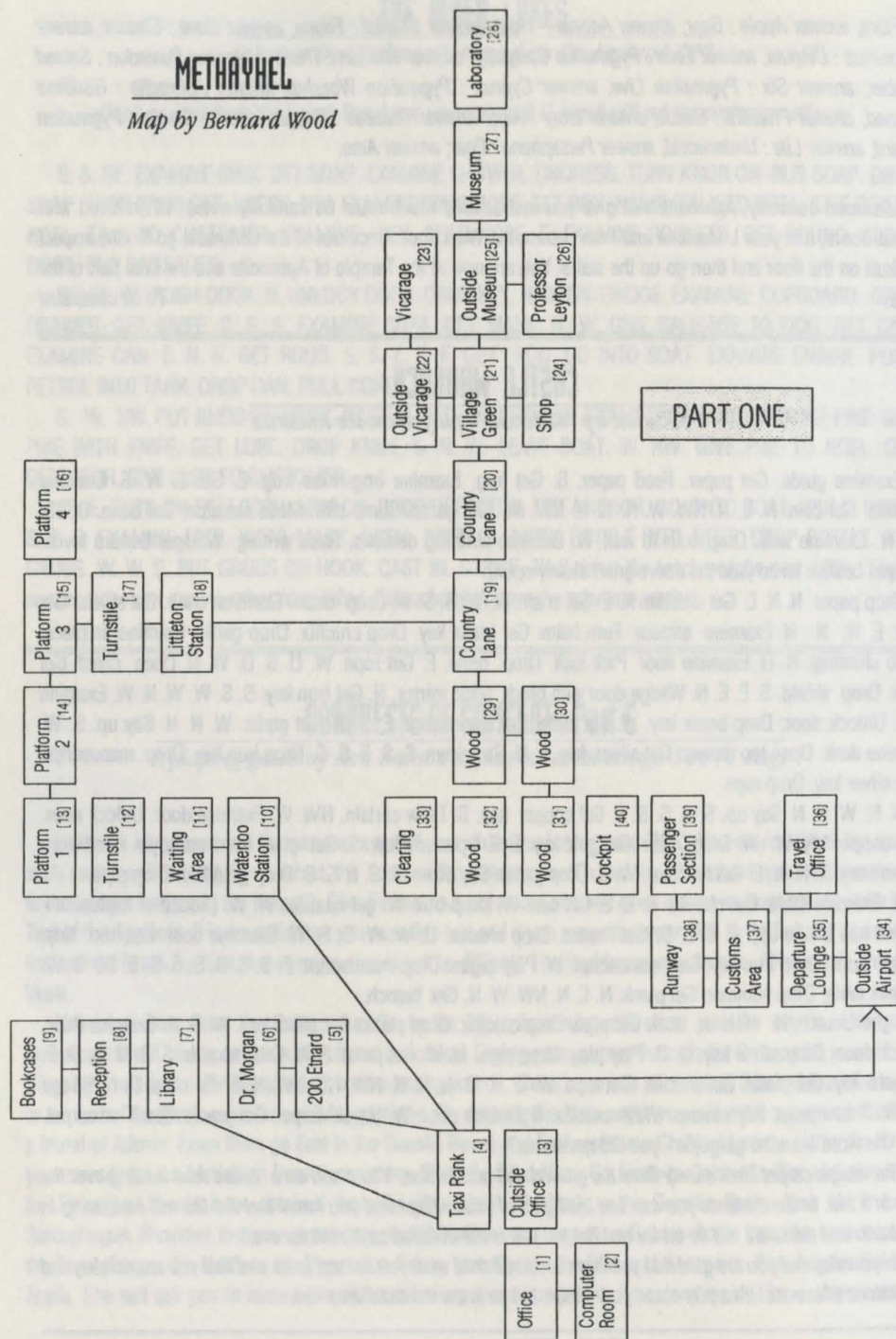
Light branch. N. N. N. N. N. Get pipe. Drop crucifix. Drop plank. Get silver key. W. D. N. Examine door. Unlock door. Drop silver key. N. D. Play pipe. Drop pipe. N. W. Get paint. E. N. Drop mouse. S. S. U. S. U. E. Get gold key. Get plank. Get crucifix. Get rope. W. D. N. D. N. N. NW. NE. NW. N. E. Tie rope. D. N. Bridge gap. N. Throw paint. Say sesame. Wave crucifix. N. Unlock door. W. Unroll carpet. Get jewels. Stand on carpet. Say (The word from the gargoyle - you did remember?).

The magic carpet rises slowly from the ground and accelerates. You stand on a broad road leading over the brow of a hill. In the distance you can see the lights of your village and you know that the fire will be blazing in the hearth and the kettle will be on for tea. Behind you is the dreaded castle left for ever.

As you step out you are glad that you have accomplished what you set out to do and that you are rich beyond the dreams of avarice. It's a pity about your guide, but he knew the risks involved.

METHAYHEL

Map by Bernard Wood



PART ONE

METHAYHEL [Even Another Big Disk Version]

Solution by Bernard Wood, played on the Spectrum 128k

NUMBERS IN BRACKETS REFER TO MAIN LOCATIONS ON MAP.

PART ONE

- (1) GET TELEGRAM, READ TELEGRAM, GET ENVELOPE, OPEN ENVELOPE, (RELIC OF FIRE), EXAM RELIC, READ WRITING, (BURN FOUL FIEND), EXAM DESK, LOOK IN DRAWER, EXAM CABINET, UNLOCK AND OPEN CABINET, LOOK IN CABINET.
- (2) S, EXAM CABINET, UNLOCK AND OPEN CABINET, LOOK IN CABINET, GET AND READ NOTE, (PASS WORD ARNOLD), EXAM COMPUTER, PRESS SWITCH, READ MESSAGE, INPUT 'ARNOLD', READ MESSAGE, INPUT 'MORGAN', N, EXAM HATSTAND, GET COAT, EXAM COAT, OPEN WALLET (MONEY), WEAR COAT, E.
- (3) N.
- (4) CALL TAXI. SAY TO DRIVER 'HELLO', SAY TO DRIVER 'ETNA ROAD'.
- (5) UNLOCK DOOR, OPEN DOOR, N.
- (6) SAY 'BURN FOUL FIEND', EXAM BODY, EXAM BOOKS, EXAM PAPER, S, CALL TAXI, SAY TO DRIVER 'BRITISH PUBLIC LIBRARY'.
- (6) N, GIVE PAPER TO LADY, EXAM BOOKCASE(8), EXAM BOOK, DROP BOOK, S, S, CALL TAXI. SAY TO DRIVER 'OFFICE'.
- (1) W, S, GIVE NOTEBOOK TO LAURA, (ARISE BODY AWAY), N, E, N, CALL TAXI, SAY TO DRIVER 'WATERLOO'.
- (10) N, EXAM MACHINE, INSERT COIN, INTO MACHINE, TYPE LITTLETON, GET TICKET, N.
- (12) GIVE TICKET TO GUARD, E, E, BOARD TRAIN, WAIT, WAIT.
- (18) S, E, E.
- (21) SEARCH GREEN, S.
- (24) EXAM SHELVES, BUY SPADE, EXAM COUNTER, BUY KIT, OPEN KIT, READ LEAFLET, N, N, E.
- (23) SAY TO BRIERS 'HELLO', GIVE BRIERS ROSARY BEADS, W, S, E, S.
- (26) EXAM DESK, LOOK IN DESK, SAY TO LEYDON 'HELLO', N, PRESS TONY, E.
- (28) EXAM BENCHES, EXAM BUNSEN, LIGHT BUNSEN, PLACE CRUCIFIX IN CUP, FOLLOW INSTRUCTIONS ON LEAFLET, LOAD REVOLVER, W, W, W, W, W, W, S, W, N, N.
- (33) DIG GROUND, OPEN COFFIN, SHOOT WITCH WITH REVOLVER, LOOK IN BOX, EXAM CANDLESTICK, EXAM DESIGN, S, S, E, N, E, N, BOARD TRAIN, WAIT, WAIT, W, W, S, S, S, CALL TAXI, SAY TO DRIVER 'OFFICE'.
- (1) S, W, SAY TO STEPHAN 'HELLO', EXAM INVITATION, E, N, CALL TAXI, SAY TO DRIVER 'GATWICK'.
- (35) N, N.
- (37) DROP REVOLVER, SAY NO, SHOW PASSPORT, TO CUSTOMS, N, U.
- (39) EXAM RAGS, WEAR PARACHUTE, SIT IN SEAT, OPEN DOOR, JUMP OUT, PULL CORD, SAY TO FARMER 'HELLO'.

WELL DONE, PART I COMPLETE.

PASSWORD FOR PART IS 2 AT5I ST96 (Make sure you include space)

SynTax

SynTax is a bi-monthly disk magazine, running in colour, and it's the only diskmag dedicated to adventures, RPGs and related software and books. It contains information sections, articles, reviews, maps, solutions and hints including the popular SynTax 3-in-1 hints where you can pick subtle or sledgehammer hints. The disks build up into a useful reference collection and specially labelled disk boxes are available to keep them organised.

Originally produced for the ST, the first issue was in July '89 and an Amiga version, which runs using an emulator in an external drive, is now available. The emulator is provided free with your first disk. The ST and Amiga versions are colour-coded issue by issue. The new PC version, programmed by Graham Cluley, runs in a similar range of colours and includes Bumblebee Red and Cheese and Onion flavour!

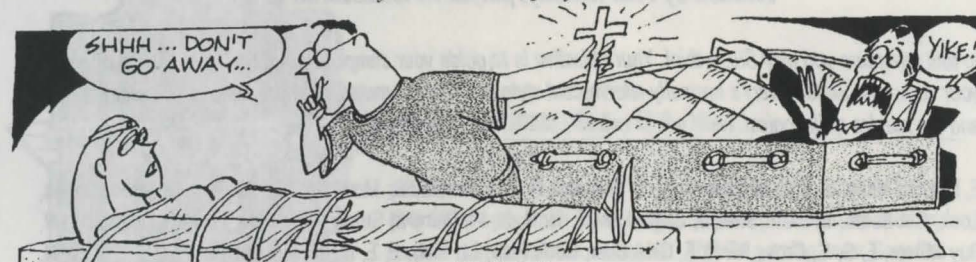
The SynTax PD Library of adventure games, solutions and demos contains disks for the ST, Amiga and PC. They can be bought or traded one for one for contributions to the magazine on disk.

Finally, what is Brainchild? It's an innovation in adventuring brought to you by High Voltage Software, authors of Cortizone, in association with SynTax, and exclusive to SynTax readers. To find out more, order Issue 15; it's just £3.50 or £20.00 for a year's sub in the UK/Europe (£5.25/£30.00 rest of world by airmail).

Send cheques or POs payable to S. Medley to SynTax, 9 Warwick Road, Sidcup, Kent, DA14 6LJ. Don't forget to say whether you want the ST or Amiga version.

CASTLE OF TERROR

Solution by Dave Barker, played on the C64



PART ONE

EXAMINE VILLAGERS - it looks as if they could do with some help. HELP VILLAGERS - they give you a coin, a gold sovereign. TAKE COIN, N - outside cottage, N - into cottage. EXAMINE POT - full of soup, TAKE SOUP - you fill a mug and hungrily drink the soup. EXAMINE TABLE, TAKE KNIFE, S - out of cottage. E - outside first mill. EXAMINE BARREL, TAKE FLINT, U - into mill. MOVE SACK, EXAMINE LADDER, REMOVE RUNG, EXAMINE RUNG - it looks the same size as a locking pin. LOOK UP - you see a lantern. TAKE LANTERN, EXAMINE LANTERN - it looks fragile, better not drop it. D, W, S, E - outside second mill. U - into mill. LOOK UP, TAKE ROPE, D, W - outside Inn. ENTER - you see an old man sitting in the corner. SAY HELLO TO MAN - he asks for a tankard of ale. BUY TANKARD - with the coin. GIVE TANKARD TO MAN - he says that his daughter has disappeared, he asks you to find her and gives you a small key. WAIT - until the villagers take pity on you and buy you a tankard of ale, this usually takes six moves. W, S, EXAMINE CHURCH, TAKE CROSS, EXAMINE CROSS - it's made of gold and reflects the setting sun. W, W - at entrance to castle. EXAMINE WHEEL, TURN WHEEL - drawbridge lowers. INSERT PIN - locks wheel in position and prevents portcullis from falling on you. N, EXAMINE DOOR - it's bolted. UNBOLT DOOR, OPEN DOOR, ENTER...

PART TWO

W, EXAMINE BOOKCASE - contains many dusty volumes. DEPRESS SKULL - you hear a faint click and notice some dust on the bookcase stir. TAKE BOOK - the knight freezes as the drape opens revealing a passage to the west. W, STRIKE FLINT - as you light the lantern the soft light reveals that there is a book missing from the bookcase. PUT BOOK ON SHELF - reveals a secret passage leading east. DROP FLINT, DROP LANTERN, TAKE TREASURE, E, E, E - banquet hall, there is food on the table, but it is rotten. D, N - confronted by two knights guarding a door to the north. THROW ROPE - it entangles the knights' spears allowing you to get past. N - cobwebs block your way north. TAKE CLUB, SWING CLUB - you clear the cobwebs. DROP CLUB - must leave the club here else you will not be able to get past the spider. N - you find a body holding a note. READ NOTE - it gives you a warning. EXAMINE WALL, EXAMINE BRICK - one appears to be loose. PUSH BRICK - you hear a click and a far off clang! A secret stairway is revealed in the banquet hall that leads up into the vampire's tower. TAKE DAGGER, S, S, S - back in banquet hall. U - secret stairs into tower. You see a girl tied to a stone slab and the vampire in his coffin, you will be safe if you have the cross. UNTIE GIRL, DROP DAGGER, D, E, D - into the armoury. TAKE AXE, TAKE ARMOUR, U, W, D, N - the knights block your way north again. N - with a mighty blow from your the axe you stun the knights. You can now pass. N, N, N - as you enter the dungeon the door slams shut behind you. In the dungeon is a pot of oil over a fire. EXTINGUISH FIRE/POUR ALE ON FIRE, EXAMINE POT - it should be cooler now. MOVE POT - revealing a small hole leading down. D - see a light to the south. S - you appear in the village graveyard. *You have escaped the Castle of Terror with the girl, the treasure and your life!*

THIEF'S TALE

Solution by Phill Ramsay, played on the Amstrad CPC

In this adventure you play Sid, a thief. Your objective is to guide your companions to Gordo, the uncle of one of your company. Simon Avery's normally effervescent style is somehow muted - but the game is still very playable and the puzzles quite logical.

Part 1

E, N, Steal Knife, S, E, E, N, Exam Tree, S, Give Nut, N, E, Exam House, Move Rubble, Get Box, Unscrew Hinges, Look, Get Bottle, S, Exam Stream, Catch Fish, E, N, N, N, W, Remove String, Tie String, Lower Stone, E, S, W, Buy Mirror, E, S, S, Cross River, E, Give Beer, Cook Fish, Eat Fish, E, E, N, In, Pull Bar Get Bar, Out, N, N, N, Exam Adit, Move Rocks, S, S, S, S, E, E, N, Talk Nasna, Say Light, Enter Mine, E, S, Read Message, N, E, N, N, E, S, E, E, E, Exam Door, Kick Door, S, Close Box, Drop Box, Stand On Box, Exam Shelf, D, N, W, W, W, S, S, W, W, W, N, N, N, Close Eyes, Hold Breath, N, E, E, E. At this point you are given the password for Part 2.

Part 2

On the initial screen, enter the password. Exam Cage, Exam Bamboo, Pull Bamboo, Cut Rope, Tie Rope, Turn Handle, Look, Get Keyring, W, Get Torch, Unlock Door, W, W, Jump Chasm, Get Vial, Jump Chasm, E, N, W, Swim Pool, E, N, Open Door, W, N, E, Move Rug, E, E, S, W, Get Glove, E, N, E, Throw Vial, W, W, W, W, S, W, Wear Glove, Pull Sword, E, S, Unbolt Door, E, Kill Goblin, Get Head, W, N, N, N, N, N, Look, Get Boots, S, S, S, E, E, E, Wear Boots, Up, Lever Boulder, D, W, W, W, N, N, N, Wave Wand, N, N, W, Kill Thorgard, Exam Body, E, E, E, Open Gate, W, W, N, W, W, N, S, S, E, N, S, Exam Chains, Exam Paper Set 1507, N, W, W, W, N, S, W, W, Talk Dog, W, W, N, N, N. At this point you are given the password for Part 3.

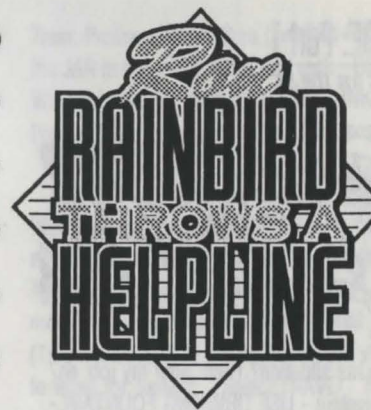
Part 3

On the initial screen, enter the password. N, N, N, Exam Sign, Get Knife, N, E, Exam Figure, Talk Squirrel, W, N, W, S, Move Logpile, Get Saw, N, E, S, S, S, E, E, Cut Branch, Get Branch, D, Exam Stream, Get Spectacles, Up, W, W, N, E, E, E, N, Exam Counter, Exam Panel, Pull Panel, Get Plank, Get Bottle, S, E, N, Read Book, Get Book, S, Get Bar, W, S, S, Sprinkle Powder, Slide Lid, D, Carve Plank, Kill Body, Look, Get Skull, Up, N, N, W, W, W, N, E, Kill Squirrel, Get Squirrel, W, N, N, N, N, E, E, Jump Across, E, Pull Chain, E, Exam Staircase, Get Rope, D, Get Watch, Fill Skull, Up, W, W, Jump Across, W, W, W, W, W, S, Talk Warrior, Give Skull, Look, Get Box, N, W, Open Box, W, S, Wedge Bar, S, E, In, Exam Subar, Tie Subar, Look, Get Keys, Out, Unlock Gate, S, S, Knock Door, S, E, Make Hat, Talk Dwarf, Give Watch, Talk Dwarf, Give Hat, Talk Dwarf, Give Spectacles

BARB'S TALE II

Hints by Steven Walker, played on the Spectrum

To recharge the wand or any other such weapon: Sell them back to the Equipment Shop. Then buy it back and it's fully recharged. *How to get plenty of money:* (1) Get a special character, e.g. Wind Dragon (2) Go monster-bashing and get about 2000 gold each. (3) Pool gold on Wind Dragon and save him at the Guild (with money). (4) Leave the Guild and pool gold on a character, then remove Wind Dragon. (5) Enter Guild again and add saved Wind Dragon. He should still have the original pooled gold. (6) Leave Guild and pool gold on a character. (7) Remove Wind Dragon, go to (5) and repeat. *Therefore you can keep increasing your gold by however much you saved on the Dragon each time you load. Make sure that you never save the Dragon without any gold on him, though.*



DUNGEON ADVENTURE (The Rest Of The Hints)

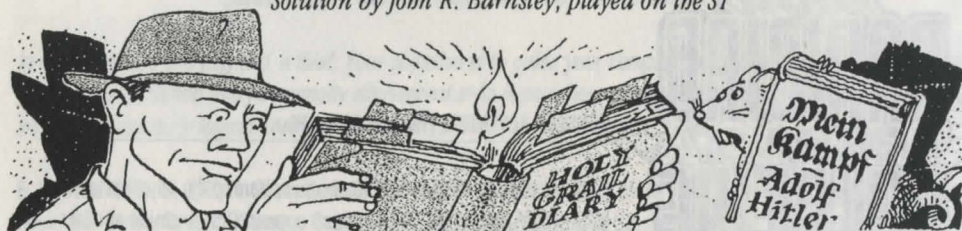
- (23) For mutual destruction, lead one sphere to the other sphere.
- (24) Close eyes when nasty images appear. (25) Examine another corpse - but leave this one behind. (26) To get ring, wear Gauntlet.
- (27) 9 gems will get you out of the central Dungeon; 10 are available. They are Agate, Amethyst, Diamond, Emerald, Opal, Pearl, Rhinestone, Ruby, Sapphire and Topaz. (28) Wedge the doors to get an Agate and keep going despite what you are told. (29) Wear the blindfold when getting the brooch. (30) Throw the brooch to get the Amethyst.
- (31) Don't open the box until you have dropped it in some water.
- (32) To win a present, press buttons 9 and 4.

MORDON'S QUEST - Hints

- (1) Don't leave the blanket behind - or the newspaper. (2) Say YES to Mordon.
- (3) When entering the jungle, have the transporter and torch with you. (4) Blanket will help you cross the treacherous ground. (5) Bamboo, berries and thorns make a killing weapon.
- (6) Kill pygmy with blowpipe. (7) Carnivorous plant enjoys a meal of dead pygmy.
- (8) Frog will get you past Tarzan. (9) Send treasures back to base via the transporter.
- (10) Sacrifice the frog. (11) Smash the pyrites when you get them - then get more.
- (12) Pressing the plate in the Cylindrical Chamber gets you places - but destinations are random! (13) In Metallic Complex, get the coins, but keep the Cretan variety. (14) Don't miss the ingot, although you'll need a Geiger Counter. (15) In the Roman Area, investigate the churns. (16) Search the hay. (17) Back in the Metallic Complex, find the place in which to insert the battery. (18) After getting the cigar, you will have to PERSEVERE. (19) At the beach shingle, look for a boat. (20) Go down for an aqualung, then swim N, N, SE, Up, SE, Down, N, E to find a refill for your aqualung. (21) Aqualung filled, you can then find the pearl easy to obtain. (22) Turn off the lamp to get into the wreck for the 'object' and the doubloons. (23) Found the Spiderman? Give him the newspaper. (24) In the Metallic Complex again, go to the invisible barrier and spray it. (25) Type 8875. (26) Give pyrites to Jester for a fair exchange. (27) Take the Cretan coin with you into the Roman Area. (28) After getting the sword and shield, smoke the cigar nonchalantly. (29) Open the dead Minotaur for another surprise.

INDIANA JONES AND THE LAST CRUSADE: Part 1

Solution by John R. Barnsley, played on the ST



SECTION ONE: BARNETT COLLEGE

TALK to Marcus at the start - (Select: What do you mean, considering his situation? Then: After my job, eh? Who is this expert? ... to learn of John Reid) - Walk to the drinking fountain - USE DRINKING FOUNTAIN - Walk to the Gymnasium - CLOSE DOOR - Walk to the Locker Room (You will automatically change and enter the boxing ring. Select: Go easy on me. I'm a bit out of shape! When the fight commences, just hold down the 9 key until it is over... you ALWAYS win!) - (Now select: I think I'll pass for now. Maybe another time. You will automatically leave the ring and change) - Walk to the door - OPEN DOOR - Go through it to the left - Walk to the first (and only) door on the screen, opposite the girl talking) - OPEN DOOR - Enter this door - (You will now be in a classroom of ranting students) - TALK TO STUDENTS - (Select: Just a moment folks, I'm sure we can work something out. Then: Please relax. I have a solution that is fair to everyone. Then: Irene, take down names and I will see everyone in order) - (You will now be in your office) - Walk over to the window on the right - OPEN THE WINDOW - Go through the window.

You will automatically be picked up by two guys and taken to see Walter Donovan. Note the words: "A spring welling up inside him for eternal life", "Through the desert to the canyon of the crescent moon", "Where the cup that holds the blood of Jesus Christ our Lord resides forever" and the clues: 'this slab is one of two markers left by three knights during the First Crusade'. This Franciscan manuscript tells of the second marker buried with one of the knights. It suggests that a description of the Grail can be found on the way to the Knight's tomb. It also says a painting was made of the Grail that answers questions my father had. "Does the Grail actually glow?" and "Our team leader believes it is in Venice, Italy - and that is where he disappeared". You are automatically returned to outside the College.

Select TRAVEL then HENRY'S HOUSE - Walk over to the tilted bookcase which is on top of another one - PULL BOOKCASE - Select WHAT IS and position the marker precisely on Indy's right hand, to see Sticky Tape - Walk to it, then PICK UP STICKY TAPE - LOOK STICKY TAPE (to learn that it feels lumpy. In fact it contains a key but you'll need to dissolve the tape first) - Walk into the bedroom to the right and PICK UP the small picture by the first window - LOOK PAINTING (a painting of a trophy) - Walk back to the door - Position the marker in the greenery of the pot plant - PICK UP PLANT - PICK UP TABLECLOTH - OPEN CHEST - (Locked) - Go back outside to return to the College.

Walk up to the front door - OPEN DOOR then enter it - Return to your classroom (back to face those screaming students. There are other ways. Using the window for access - to pass through this part of the game, but doing this bit TWICE in TWO DIFFERENT ways, gains the most points) - TALK to the Students - Select: Perhaps you all should find another faculty advisor. Then: There's a geology professor who knows archeology.

Then: Professor John Reid (Tell him Mulbray recommended him). You are now back in your office. Walk over to the JAR in the centre of the first rack - OPEN JAR - USE STICKY TAPE IN JAR - (to get your key) - CLOSE JAR - Walk behind your desk - PICK UP JUNK MAIL - PICK UP LETTERS - PICK UP PAPERS - PICK UP PACKAGE - (you automatically replace the letters, papers and junk mail).

OPEN PACKAGE - (to find your father's Grail Diary) - Walk over to your door on the right - OPEN DOOR - Walk through it - CLOSE your door - Walk right across the classroom, which is now empty - Walk over to the door on the right - OPEN DOOR - Walk through it and CLOSE DOOR - Go back outside the College - Select TRAVEL and return to HENRY'S HOUSE - Walk to the chest - USE SMALL KEY ON CHEST - Select WHAT IS and move the marker around the chest until you locate an OLD BOOK - PICK UP OLD BOOK - LOOK OLD BOOK - (This is a copy of the Grail Diary, that you made as a little boy) - CLOSE CHEST and leave (You are now ready to leave for Venice) - Select TRAVEL. Then: TO THE PLANE TO VENICE - (The game will now autorun for a while).

SECTION TWO: VENICE: (You now have your famous whip)

(Take note of that MANHOLE COVER - it is your way out of the Catacombs. You'll also need an empty wine bottle. When the automatic sequence ends, you will be alone in the foyer of the Library - apart from that deaf librarian.) Go back outside and make your way to the patio where you arrived in Venice - Walk over to the far left table where the two lovers are talking over a bottle of wine - LOOK WINE BOTTLE - PICK UP WINE BOTTLE (Sometimes they may NOT have finished with it. In that case walk around the other tables and keep trying to pick it up until they let you. Having obtained the empty wine bottle, return to the Library foyer.

You now have to search all the stacks of books and obtain the following THREE books: MEIN KAMPF, FLIGHT MANUAL and BOOK OF MAPS. Be patient, this takes time. LOOK at every stack and when you locate the correct section for the particular title you are seeking, select WHAT IS and find BOOK as opposed to BOOKS. When you have obtained all three, LOOK at them for further hints and clues. Now locate the METAL POST (with the RED CORDON) and PICK UP both of them. You only need to PICK UP METAL POST and the cordon comes with it.

Now walk to the Stained Glass window (not the foyer) and walk up to it. LOOK WINDOW - LOOK GRAIL DIARY - (Note the design of the window on the page, particularly the positions of the ANGELS, the pattern of the SHIELD and the design resting ATOP THE SHIELD. Walk around the stained glass windows until you find the one that MATCHES EXACTLY that in your diary.

LOOK GRAIL DIARY again and note the message below the picture: "If ye would enter." This tells you which column to go to (LEFT or RIGHT) and which number to take note of (FIRST, SECOND or THIRD) - Walk up to the correct column - LOOK INSCRIPTION (You will see a set of Roman numerals. Note the one you require, 1st, 2nd or 3rd) - Walk to the MATCHING SLAB - USE METAL POST WITH SLAB (Number?) - Ignore the Guard who tries to stop you, and you are now in the Catacombs.

NOTE: It is wise to save your game at this stage and these are the items that you should currently have with you: EMPTY WINE BOTTLE, BOOK OF MAPS, FLIGHT MANUAL, GRAIL DIARY, MEIN KAMPF, RED CORDON, OLD BOOK, WHIP, SMALL KEY and PAINTING. Looking at the Book Of Maps provides a rough guide as to the layout of the Catacombs, but it is ONLY a guide.



SynTax Public Domain Library

Disks cost £2.50 each (unless stated otherwise) including P&P in UK/Europe. Outside these areas, please add £1.00 to TOTAL cost. Cheques or Postal Orders should be made payable to Sue Medley, 9 Warwick Road, Sidcup, Kent, DA14 6LJ. If ordering PC disks, remember to specify disk size required. ST disks which will run on the Amiga using the emulator on disk PD 182 are marked (AM+Em). PC disks which will run on the ST using an emulator are marked (ST+Em). Double-sided ST disks are marked D/S.

ST Disks

STAC Games - text/graphics unless stated.

PD 4: STAC demo plus The Case of the Mixed-up Shymer
 PD 6: Wizard's Tower V1.65
 PD 7: Invasion
 PD 8: The Payoff
 PD 34: Assassin
 PD 89: Snatch and Crunch - "adult", text
 PD 90: The Elven Crystals by The Fink
 PD 92: Tomb of Death - text
 PD 94: Treasure of the New Kingdom
 PD 130: The Grimoire - updated vers.
 PD 149: The Search - educational
 PD 161: Isthorn - text + spot graphic
 PD 165: Public Investigations
 PD 175: Trials and Tribulations of an Apprentice Wizard
 PD 247: Don't Bank on it
 PD 250: Eagle Star, D/S
 PD 259: Elven Crystals II
 PD 277: Dr Wot & Grime-Lords, D/S
 PD 317: A Night on the Town
 PD 406: In The Shadow Of The Gallows
EAMON Adventures, text-only, not STE.
 PD 16: EAMON plus Deathstar and Quest for the Holy Grail
 PD 17: EAMON + Zyphur, Devil's Tomb
 PD 18: The Crypt Crasher
 AGT Adventures, text-only.
 PD 38: The Adventure Game Toolkit.
 PD 39: AGT Source Code 1 - 10 AGT adventures. Requires AGT disk.
 PD 245: AGTBIG - write larger games
 PD 41: A Dudley Dilemma
 PD 42: Tark
 PD 50: Love's Fiery Rapture
 PD 63: Der Ring Des Nibelungen
 PD 64: Star Portal - D/S
 PD 65: Susan - adult only
 PD 66: Tamoret - D/S
 PD 67: Pork - Zork spoof
 PD 68: Son of Stagefright
 PD 69: Easter Egg Hunt
 PD 70: Fast Lane
 PD 71: House of the O's
 PD 72: Pork II

PD 73: Pyramid of Muna
 PD 74: Quest for the Holy Grail
 PD 75: Sir Ramic Hobbs
 PD 76: The Battle of Philip...
 PD 77: The Pilot
 PD 146: Dragon Slayer - adult
 PD 161: Mold 1
 PD 183: Disenchanted
 PD 184: Mystery of Old St Joseph
 PD 212: Lasar
 PD 213: Andkara
 PD 214: Escape from the ELI
 PD 216: Weekend Survival
 PD 218: Magic Mansion
 PD 221: NMR2
 PD 223: Pyramid
 PD 225: Storms
 PD 227: Two Ways
 PD 231: Orientation / Van Pelt Library
 PD 233: NMR
 PD 235: Whatever We Decide to Call this Game
 PD 257: Around the World in Eighty Days
 PD 260: Lady in Green
 PD 261: Deena of Kolini, Lottery. Adult
 PD 262: Betty Carlson's Big Date and Christian Text Adventure
 PD 269: Elf's Adventure
 PD 308: Ghost Town
 PD 314: Castle of the Alchemists - D/S
 PD 318: Colossal Cave (D. Malmberg's version) - D/S
 PD 319: Apprentice, The Testing of a Magical Novice - D/S
 PD 321: Colossal Cave (D. Gasior's version) - D/S
 PD 323: Escape from Prison Island - D/S
 PD 332: Fleece Quest - D/S
 PD 333: Hotel Notell - D/S
 PD 335: The Rescue of the Fair Princess Priscilla... D/S
 PD 337: Deadly Labyrinth - D/S
 PD 339: Library - D/S
 PD 341: The Lost Stone Mansion - D/S
 PD 346: The Spelunker's Tremendous Cave Adventure - D/S
 PD 348: Tales of Tavisa - D/S
 PD 350: The Tomb of the Ancient Pharaohs - D/S

PD 364: New England Gothic
 PD 365: Map + Murder
 PD 418: Crusade
STAWS.
 PD 188: ST Adventure Writing System. Includes about 9 sample games
 TADS: Text Adventures
 PD 177: Text Adventure Development System. Includes the game Ditch Day Drifter. Needs 1 meg
 PD 178: Deep Space Drifter - written with TADS. Needs 1 meg
 PD 378: Unnkulian Adventure I
 PD 379: Unnkulian Adventure II
Miscellaneous Adventure, text-only unless stated otherwise.
 PD 9: Colossal Cave, Once a King (2 vers.) and City out of Bounds
 PD 10: Enchanted Realm, Sherlock and Beyond the Tesseract
 PD 15: AdvSys/AdvInt adventure writing system + Starship Columbus. Not STE.
 PD 19: Asylum
 PD 20: Crowley's House, Prisoner of the Dark Pearl, Dippyworld. Not STE.
 PD 23: System 5 and Paranoia. Not STE.
 PD 40: Darkness is Forever. Text-only in medium res, a few graphics in high res
 PD 46: Treasure Hunt Jersey - mouse -controlled graphic game
 PD 79: Article on writing adventures with GFA Basic + 3 low-res adventures- Dungeon (maze-type), Magik (text), Moonstone (text) Mercy Mission (text)
 PD 80: Under Berkwood - arc/adv, editor
 PD 126: World
 PD 164: Grampa Howard Mysteries (text, multiple-choice), Naarjek Data Systems
 PD 185: Hassle Court Adventure
 PD 189: Escape!
 PD 246: Sleuth - Cleudo-type whodunnit
 PD 382: Master Scrath + Journey To The Centre Of The Earth. ST BASIC.
STOS games.
 PD 91: Time Switch - text/graph, D/S
 PD 93: Treasure Search. Source code. Great effects, good for kids. D/S
 CAT - "C" Adventure Toolkit
 PD 248: CAT. Shareware, D/S, ST and PC

versions, needs C compiler
 PD 249: Awe-chasm, adult, D/S.
 PD 356: Everyday Adventure
RPGs.
 PD 5: Hack! v1.03. Ramdisk, D/S
 PD 25: Larn v1.00
 PD 37: DDST
 PD 78: HASCs - MONO German RPG with mono emulator, D/S
 PD 127: Nethack v2.3.1 MEG, D/S
 PD 147: Hero II - RPG/arcade adv, demo, 1 MEG, D/S
 PD 258: Mystic Well DM-style game. Shareware version, so no save routine
 PD 311: Bloody Blade. A text RPG!
 PD 312: Dark Castle - part RPG, part 'board' game for up to four players.
John R. Barnsley's 16-bit Adventure Help disks - text solutions. (AM+Em)
 PD 1: Disk 1; PD 2: Disk 2;
 PD 3: Disk 3; PD 29: Disk 4; PD 58: Disk 5; PD 125: Disk 6; PD 148: Disk 7;
 PD 186: Disk 8; PD 256: Disk 9;
 PD 313: Disk 10, PD 382: Disk 11
Other Solution Disks.
 PD 240: TBE Solutions Disk 1.
 PD 271: The Blag sol. and maps, D/S.
John's Game Help Disks.
 PD 59: Bard's Tale 1 Game Help Disk, maps and text, D/S. (AM+Em)
Alex van Kaam's map disks, all D/S with slideshow program. (AM+Em)
 PD 61: Bloodwych maps
 PD 129: Bloodwych Data Disk maps
 PD 131: Xenomorph maps
 PD 362: Nightmare maps
Other RPG Help.
 PD 11: Dungeon Master maps and demo of the DM cheat
 PD 12: Dungeon Master help files
 PD 81: Dungeon Master maps, text files
 PD 60: Chaos Strikes Back D/S. Maps, plus isometric 3D version of level 5
 PD 144: More Chaos maps
 PD 145: Chaos help, portraits and pix
 PD 151: Ultima IV help, mostly text files
 PD 156: Chaos and Bloodwych Editor
 PD 159: Chaos maps - isometric 3D maps of Levels 3 and 5. D/S
 PD 162: Chaos editor, Chaos hints/pix, Populous editor
 PD 179: More Dungeon Master help and maps including downloaded file
 PD 180: A new Dungeon Master dungeon created using the editor
 PD 187: SimCity terraformer and editors for Chaos, Bloodwych, Autoduel,

Phantasie I & II, Roadwar 2000, Rogue
 PD 238/9: Drakkhen solution and maps on two disks (one D/S), must be used together. £3.50
 PD 251: Five Chaos dungeons created using the editor
 PD 252: Five more Chaos dungeons
 PD 253: SimCity editor, terraformer, cheat program and printer option
 PD 310: Captive help, maps, text files etc. D/S. (AM+Em)
Talespin games for kids.
 PD 176: Mountain, SDI and Mansion
 PD 181: The Wolf and the Seven Kids
 PD 381: Wizard's Dungeon. D/S. Not suitable for children.
Unclassifiable!
 PD 152: Dungeons and Dragons creator. shareware try-out disk
 PD 158: Mapper - a utility for drawing, saving and printing maps for RPGs and text games. (AM+Em)
 PD 163: Character generators for Traveller and Star Frontiers
UMS.
 PD 166: Selection of UMS scenarios
Mind Games.....and "board" games.
 PD 84: Puzpuz - MONO jigsaw program from Germany with mono emulator
 PD 85: Colour jigsaw program
 PD 86: Drachen - German colour version of Shanghai
 PD 87: Around The World in 80 Days - like the board game. Runs in mono but a mono emulator is provided.
Utilities.
 PD 33: ST Writer Elite now v4.1. Excellent PD word processor which saves as ASCII. D/S. (AM+Em)
ST Shareware disks; £1.00 of the price goes to the author.
 SW 2: Toil and Trouble (STAC, text/graphics, plus datafile)
 SW 3: Datafile for Shymer (adv. on PD 4)
 SW 4: Les Rigden's Dungeon Master Guide
 SW 5: Les Rigden's disk of maps for Xenomorph
 SW 6: Evaluation copy of Operation Blue Sunrise
 PD 403: Intro-maker - create fancy loaders for your own adventures.
PC Disks.
 A program too large to fit onto a 5 1/4" disk is shown (*). This means the program will be supplied ARCD on 5 1/4"

disk so you'll need to unARC it onto a hard disk to run it.
PC Adventures, text-only unless stated. (ST+Em)
 PD 53: Crime, Island of Mystery, The Haunted Mission, Nuclear Submarine Adventure, Terror in the Ice Caverns
 PD 54: Landing Party, Marooned Again
 PD 55: Palace Adventure, Gymnasium
 PD 56: Kingdom of Kroz (arc/adv) and Beyond the Titanic
 PD 57: Golden Wombat of Destiny
 PD 62: Quest / Kukulklan, Under the Ice
 PD 153: Jacaranda Jim now v 4.0
 PD 157: Humberg now v 4.4, saves to disk as well as RAM.
 PD 170: Advanced Xoru - evaluation copy
 PD 174: Nirvana
 PD 194: Adv551 (enhanced Colossal) and Enchanted Castle
 PD 196: McMurphy's Mansion
 PD 197: Four With Battune (Museum, Caverns, Wonderland and The Sailor
 PD 201: Adventure (version of Colossal), Castaway, South American Trek, Hellfire and Sam Spade
 PD 202: Dragon's Lair Magic Land and Skullduggery (text, on-screen map).
 PD 203: Dracula in London (text/graphics) and Moon Mountain Adv.
 PD 263: 10 Basic Adventures - travel
 PD 264: Another Lifeless Planet
 PD 202: Dragon's Lair Magic Land and Skullduggery (text, on-screen map).
 PD 203: Dracula in London (text/graphics) and Moon Mountain Adv.
 PD 263: 10 Basic Adventures - travel
 PD 264: Another Lifeless Planet
 PD 273: Four More With Battune (Actor, Crimelfighter, Safari, Sleeping Beauty)
 PD 274: Supernova by Scott Miller
 PD 281: Sleuth (graphical murder)
 PD 283: Pirate Island, Castle of Hornadette and Stoneville Manor
 PD 284: Two Heads of a Coin, Graphic Castle Adv. & Pleasuredome Adv.
 PD 285: Fifi's Whorehouse, Softporn Adventure (adult), Basic Adventure and Funday Adventure.
 PD 286: T-Zero - time travel adventure
 PD 294: Adventure
 PD 295: Alien, Dark Continent, Nebula
 PD 298: Masquerade, Escape from Maya's Kingdom, The Thief's Adventure
 PD 327: CosmoServe
 PD 375: Dunjin
 PD 414: Pork - the original!

PD 417: CIA, Dungeon 1 (the 'original' Zork, written by Blanc/Ebling et al!) IBM Adventure and Escape From New York. (BASIC needed for CIA & Escape.)

PC Adventure Writing Systems

PD 394: Adventure Writer
PD 415: GAGS, The fore-runner of AGT plus sample games.
PD 416: Christian Text Adventure
TADS Text Adventures.
* PD 288: TADS adventure writing system plus Ditch Day Drifter
PD 289: Deep Space Drifter
PD 329: Unnkulian Unventure I
PD 330: Unnkulian Unventure II
CAT - C Adventure Toolkit
PD 266: CAT - write your own text adventures, needs C compiler.
PD 357: Everyday Adventure

AGT Text Adventures.

PD 198: AGT - write your own text adventures. £3.50 (multiple disks)
PD 237: AGT Utilities - AGTBIG, POPHINT, PRETTY, SCRIPTER
PD 167: Betty Carlson's Big Date
PD 168: Deena of Kolini - adult
PD 169: Christian Text Adventure, Lottery
PD 195: Andkara
PD 200: What Personal Computer?
PD 215: Escape from the ELI
PD 217: Weekend Survival
PD 219: Magic Mansion
PD 220: Mold 1
PD 222: NMR2
PD 224: Pyramid
* PD 226: Storms
PD 228: Two Ways
* PD 229: Crime to the Ninth Power
PD 232: Orientation / Van Pelt Library
PD 234: NMR
* PD 236: Whatever We Decide to Call this Game
PD 265: Crusade
* PD 267: Son of Stagefright
PD 268: Elf's Adventure
PD 278: Quest for the Holy Grail
PD 287: What? No Low Alcohol Mineral Water!
PD 291: Space Aliens Laughed at my Cardigan
PD 307: Ghost Town
* PD 309: A Dudley Dilemma
* PD 315: Castle of the Alchemists
PD 320: Apprentice, the Testing of a Magical Novice
PD 322: Colossal Cave (Gasior version)
PD 324: Escape from Prison Island

* PD 326: Sanity Clause
PD 328: Disenchanted
PD 331: Fleece Quest
* PD 334: Hotel Notell
PD 336: The Rescue of the Fair Princess Priscilla...
PD 338: Deadly Labyrinth
* PD 340: Library
PD 342: The Lost Stone Mansion
PD 346: The Spelunker's Tremendous Cave Adventure (spoof Colossal)
PD 348: Tales of Tavisa
* PD 349: The Multi-dimensional Thief
PD 351: The Tomb / Ancient Pharaohs
* PD 352: Mop and Murder
PD 363: New England Gothic
PD 327: CosmoServe ARCD on both sized disks.

RPGs

PD 171: Moraff's Revenge
PD 172: Evets
PD 173: Dungeons and Dragons
PD 282: Cavequest
* PD 290: NetHack v 3
* PD 296: Vampyr. Ultima-style col. RPG
PD 300: Leygref's Castle, Temple of Loth
PD 301: Swords of Chaos
* PD 305: PC Hack v 3.6
PD 408: Maze Quest

EAMON Games.

PD 303: Assault
PD 304: The Quest for Trezore
Arcade Adventures.
PD 279: Dark Ages
PD 280: Commander Keen
PD 297: The Dungeons of Silmar, Dunjax and Navjet
PD 316: Kingdom of Kroz (arc/adv)
PD 395: Xmas Lemmings
Miscellaneous.
PD 292: Questmaster - design your own Sierra-style adventures.
PD 299: Editors for Pools of Radiance and Bard's Tale 2.
PD 52: Eye Of The Beholder II. Character editor by Hartmann Games Utilities

PC only adventures - Provided ARCD on both size disks, need a hard disk or high density floppies to play.

* PD 230: Humongous Cave
* PD 344: Sherwood
* PD 385: Hugo's House Of Horrors
PD 407: Lorrintron (RPG)
PD 410: Wolfenstein (RPG)
Amiga Disks.

Text adventures.
PD 190: ADVSYS plus an extended

version of Colossal Adventure
PD 191: Castle of Doom. Text / graphics
PD 192: The Golden Fleece - text
PD 193: The Holy Grail - text. 1 meg
PD 275: Midnight Thief, text or text/graphics. 1 meg. Disable any external drives if selecting graphics mode.

PD 400: TACL - adventure writing system plus sample games

AGT Adventures.

PD 353: AGT on the Amiga! 2 drives recommended
PD 354: Crusade
PD 355: Andkara
PD 358: Alice
PD 359: Battle of Philip...
PD 360: Tark
PD 361: Quest for the Holy Grail
PD 371: Pork I
PD 372: Pork II
PD 396: Star Portal
PD 397: A Dudley Dilemma
PD 398: Love's Fiery Rapture

RPGs

PD 377: Moria
PD 390: Survivor. 1 meg. Colour
PD 392: Hack!
PD 393: Return To Earth - icon driven, strategy/trading. German docs!
PD 399: Return To Lothian
Utilities
PD 182: ST emulator for Amiga
PD 410: AmiGraph III - a dungeon-mapping utility

Help Disks.

PD 204: Amiga Solution Disk 1 - 60 16-bit adventure solutions
PD 205: Amiga Solution Disk 2 - More 16-bit adventure solutions
204-205 are auto-load and run.
PD 206: Amiga Solution Disk 3 - 25 more 16-bit solutions
206-208 are CLI-accessed disks with files in ASCII format.

PD 209: WWF 'ACE' Amiga Help Disk - auto-load, musical soundtrack .Cheats for 100 games, over 30 sols.
PD 210: WWF Amiga Help Disk 2 - more cheats, solutions and maps
PD 211: MWB Amiga Solution Disk - mostly Sierra, Lucasfilm and RPG
PD 270: Eye of the Beholder maps and playing guide by Geoff Atkinson.

Further disks are available for game demos, music, graphic slideshows, comms, utilities, magazine disks etc. Please send an SAE to Sue for a full list.

A.R.E.N.A.

Adult II
Adultia
Adventure 100
Adventure 200
Adventure 550
Adventure In Atlantis
Adventure Quest
Adventureland
Altershock
Agatha's Folly
Alice (AGT)
Alice In Wonderland
Alien
Alien Research Centre
Alstrad
Allered Destiny
Amazon
American Suds
Amity's Vile
Andromeda III
Angelique
Another Bloody Adventure
Another World
Antidote
Antilliss Mission
Appleton
Arazok's Tomb
Arlene
Arnold 1: Goes To Somewhere Else
Arnold 2: Trial Of Arnold Blackwood
Arnold 3: The Wise And Fool Of A. Blackwood
Arnold The Adventurer
Arrow Of Death. Part 1
Arrow Of Death. Part 2
Arthur
Ashby Manor
Ashkeron
Atalan Adventure
Atlantis
Aunt Velma
Aural Quest
Aussie Assault
Avior
Avon
Axe Of Kolt
Aztec Tomb
Aztec Tomb Revisited

B.A.T.

Ballyhoo
Balrog And The Cat
Bard's Tale I

Bard's Tale II
Barsak The Dwarf
Base, The
Basque Terrorists In Dartmouth
Battle of Philip
Battleleth
Battune In Wonderland
Battune The Sailor
Bealle Quest
Beer Hunter
Behind Closed Doors 1
Behind Closed Doors 2
Behind The Lines
Behold Atlantis
Beneath Folly
Bermuda Triangle
Bestiary
Betty Carlson's Big Date
Bew Bews
Beyond Zork
Big Sleaze
Bimble's Adventure
Bite Of The Sorority Vampires
Black Cauldron
Black Fountain
Black Knight
Blackscar Mountain
Blade Of Blackpoole
Blade The Warrior
Blag, The
Blizzard Pass
Blood Of The Muliners
Blue Raider
Boggit, The
Bomb Threat
Book Of The Dead
Border Harrier
Border Zone
Bored Of The Rings
Boredom
Bornless One, The
Borrowed Time
Bounty Hunter
Bratallas
Brawn Free
Breakers
Brian And The Dishonest Politician
Brian The Bold
Brimstone
Buckaroo Banzai
Buffer Adventure
Bugsy
Bulbo And Lizard King

Bungo's Quest For Gold
Bureaucracy
Burlough Castle
Buttons
Caco Demon
Cadaver
Cadaver: The Last Supper
Calling, The Camelot
Can I Cheat Death?
Canasto Rebellion
Captain Kook
Case Of The Beheaded Smuggler
Case Of The Mixed-up Shymer
Castle, The (W. Pooley)
Castle Adventure
Castle Blackstar
Castle Colditz (K-Tel)
Castle Eerie
Castle Master I
Castle Master II
Castle Of Mydor
Castle Of Riddles
Castle Of Terror
Castle Of The Skull Lord
Castle Thade
Castle Thade Revisited
Castle Warlock
Cave Capers
Cave Explorer
Cavern of Riches
Challenge, The
Chambers Of Xenobia
Changeling
Chaos Strikes Back
Chrono Quest I
Chrono Quest II
Circus
Citadel Of Chaos
City For Ransom
City Out of Bounds
Classic Adventure
Claws Of Despair
Cloak Of Death
Cloak 99
Codename - Iceman
Colditz (Phipps)
Colonel's Bequest
Colorado
Colossal Adventure
Colour Of Magic

Send a First Class Stamp for each solution requested and a SAE. This isn't the full list, so if you don't see what you need... ask!

Commando
Complex
Conch
Confidential
Conquest Of Camelot
Conquests Of The Langbow
Corruption
Corlzone
Corya I
Count, The
Countdown To Doom
Crack City
Cranston Manor
Cricket Crazy
Crime Adventure
Crimson Crown
Crisis At Christmas
Crispin Crunchie
Critical Mass
Crom
Crown Jewels
Crown of Ramhotep
Cruise For A Corpse
Crusade
Crystal Cavern
Crystal Frog
Crystal Of Chantie
Crystal Quest
Crystals Of Carus
Crystals Of Doom
Cuddles
Cup, The
Cup, The (River)
Curse, The
Curse of Calultha
Curse Of Crowley Manor
Curse Of Shaleth
Curse Of The Seven Faces
Cursed Be The City
Custard's Quest
Culthroats
Cyborg
Dallas Quest
Damocles
Damsels In Distress
Dance Of The Vampires
Danger, Adventurer at Work!
Dangermouse In The Black Forest Chateau
Dare, The
Dargon's Crypt
Dark Crystal, The
Dark Lord
Dark Lore
Dark Planet
Dark Side (Incentive)
Dark Storm
Dark Tower
Darkest Road
Darkness Is Forever
Darkwars
Dead End
Dead Enders
Deadline
Death In The Caribbean
Deathbringer
Deek's Deeds
Deena Of Kolini
Deja Vu I
Deja Vu II
Demon From The Darkside
Demon's Tomb
Demons' Winter
Denis Through Drinking Glass
Der Ring Des Nibelungen
Desert Island
Desmond and Gertrude
Detective
Devil's Hand
Devil's Island
Diamond Trail
Diplomat's Dilemma
Doctor Goo And The Samorans
Doctor's Demise
Dodgy Geezers
Dogboy
Dome Trooper
Domes Of Sha
Dondra
Don't Panic- Panic Now
Doomlords I - III
Doomsday Papers
Dracula
Dracula II (C64)
Dracula's Castle
Dracula's Island
Dragon of Notacare
Dragon Slayer
Dragonstar Trilogy
Dragonworld
Dragon's Breath
Drakken
Dream Zone
Driller
Dudley Dilemma, A
Dun Darach

Space Rogue	Survival	Time Machine	Ultima IV	Who Done It
Space Vixens	Survival Of The Fittest	Time Quest (Central)	Ultima V	Width Of The World
Spacy	Susan	Time Quest (Legend)	Ultima VI	Will O' The Wisp
Special Delivery	Suspect	Time Quest (Scorpio)	Ulysses And The	Wintler Wonderland
Spectre Of Boobalياهو	Suspended	Time Thief	Golden Fleece	Wishbringer
Spellbreaker	Swamp, The	Time Traveller	Underground	Witch Hunt
Spellcasting 101	Sweet Sixteen	Times Of Lore	Adventure (AGT)	(Audiogenic)
Spiderman	Sword Of Vhor	Tir Na Nog	Underworld Of Kyn	Witch Hunt (River)
Spoof		Tizpan, Lord / Jungle	Uninvited	Witness
Spooky House	Tales Of Mathematica	To The Manor Bourne	Unknown, The	Wiz Biz
Spy Trilogy	Talisman Of Lost	Token Of Ghall	Upper Gumtree	Wizard And The
Spycatcher	Souls	Tomb Of Xeiops	Urban	Princess
Spyplane	Talisman Of Power	Top Secret	Urban Upstart	Wizard Of Akryz
Spytrek Adventure	Tamoret	Torch And Thing	Urquahart Castle	Wizard Of Oz
Squynchian Adventure	Tangled Tale	Total Eclipse	Use Your Loaf	Wizard Quest
St. Jives	Targhan	Total Reality Delusion	Utopia	Wizard's Scrolls
Staff Of Law	Tark	Tourist Trouble		Wizrd's Skull
Staff Of Power	Tass Time In Tone	Tower Of Despair	Valhalla	Wizard's Tower
Staff Of Zaranol	Town	Tracer Sanction	Valkyrie 17	Wizard's Warrior
Stainless Steel Rat	Teacher Trouble	Trail	Valley Of The Kings	Wollman
Saves The World	Tealand	Transylvania	Velnor's Lair	Wonderland
Stalag 23	Tears Of The Moon	Treasure	Venom	Woods Of Winter
Starflight I	Temple Curse	Treasure Island (River)	Very Big Cave Adv.	Worm In Paradise
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Starship Columbus	Theatre Of Death	Wizard	War In Middle Earth	Yukon
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Storm Mountain	Parliament	Trouble At Bridgeton	Weaver Of Her Dreams	Zak McKracken
Stone Table	Thermonuclear	Twice Shy	Welladay	Zim Sala Bim
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STAC : PD 406: In the Shadow of the Gallows

PC

PC Adventures : PD 414: Pork - the original : PD 417: CIA, Dungeon 1 (the 'original' Zork, written by Blanc/Lebling et al!), IBM Adventure and Escape from New York (Basic needed for CIA and Escape)

PC Adventure Writing Systems : PD 394: Adventure Writer

GAGS Adventure Writing System : PD 415: GAGS, the fore-runner of AGT, + sample games : PD 416: Christian Text Adventure

Arcade Games : PD 395: Xmas Lemmings

RPGs : PD 408: Maze Quest

PC Only : PD 407: Lorrinitron (RPG) : PD 410: Wolfenstein 3D (RPG)

Amiga

Text Adventures : PD 400: TACL - adventure writing system plus sample games

AGT : PD 396: Star Portal : PD 397: Dudley Dilemma : PD 398: Love's Fiery Rapture

RPGs : PD 392: Hack! : PD 393: Return to Earth - icon driven, strategy/trading, German docs! : PD 399: Legend of Lothian

Utilities : PD 410: AmiGraph III - dungeon mapping utility

Miscellaneous : PD52: Eye of Beholder II Character Editor by Hartmann
Game Utilities. PC only

NEW SOLUTIONS

Demons From The Darkside : Devil's Hand

Gerbil Riot of '67 : Hermitage

Inner Lakes : Leisure Suit Larry V

Run Bronwynn Run : Thief's Tale : Wizard's Skull

I say, Mainwaring old chap, you don't honestly expect me to venture into the unknown unarmed and without any preparation do you? After all, it's *beastly dark* out there...

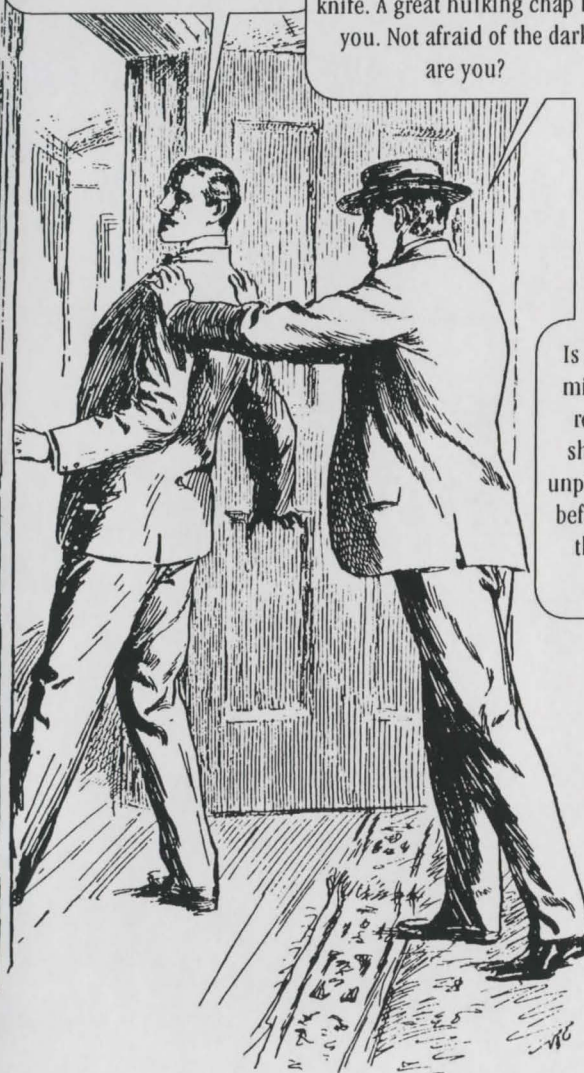
Good Heavens. Farqueson, you've got your Swiss Army knife. A great hulking chap like you. Not afraid of the dark are you?

Not as such, it's rather the absence of *light* that upsets me. After all, who knows *what* fearful monsters, may lie in wait for the bright-eyed, noble-browed young adventurer? There are, ulp, *double-glazing salesmen* out there...

Oh, dash it all, Mainwaring. the truth is... I haven't finished reading my new copy of *Red Herring*, the estimable adventure magazine...

Is *that* all? Then set your mind at rest. I will finish reading it for you, and should something of an unpleasant and fatal nature befalls you, I'll make sure that it goes *directly* to your beneficiaries.

Gosh, Mainwaring, would you? Even as I boldly go to face almost certain death, danger and the possibility of torn trousers, ruffled hair and scuffed shoes I feel so much happier. You wouldn't care to walk me as far as the gate, I suppose?



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If you are writing, don't forget to send a SAE.