



Waiter, your thumb is in my soup...

Don't you worry, sir it isn't hot...

Clickety,
Click...

Clickety, Click...

Yo, Ho, Ho
and a bottle
of Rum...

Captain, sir, shouldn't that be "Ho, Ho, Ho" and a measure of eggnog? You know... the festive spirit in accordance with the latest EEC directive...

Boo...

Railroad
tie

Snake... Rattle and Troll

Hiss

Pardon me, boy, is that
the Chattanooga Choo-Choo?

Fanshaw's the
name...you want
Bradshaw...

A lot of hopping about in this issue...

Waiter, what's
this fly doing
in my soup?

Waiter, waiter
what is this
in my plate?

That's
Bean Soup,
sir'

Not recently
I suspect...

Looks a bit like the
Australian crawl
to me, sir...

Cow-Caught

Cow-Catcher

Railroad
Beau tie

General information

Subscriptions to Red Herring are £2.95 per single issue (UK and Europe), Rest of the World £4.50 (via Airmail). To order more than one issue, simply multiply the cover price by the number of issues required. Please make cheques/postal orders payable to Marion Taylor and NOT to Red Herring.

Contributions to Red Herring on any aspect of adventuring are welcome and can be either hand-written, typed or on disk in Atari ST, Macintosh or PC format (3.5 or 5.25 disks). The particular word-processing program used is not important - ASCII files are also suitable on any of these computers. Opinions expressed in reviews or elsewhere in the magazine are those of the writer and the editors do not necessarily agree with or approve of them. Contributors submitting articles on disk will have their disk returned. Closing date for copy is the 21st of the preceding month.

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ISSUE 2, DECEMBER, 1991

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Castle Adventure

Dark Storm

Deep Waters Vol. 2

Earthshock

Energem Enigma

Harvesting Moon

In Search Of Angels

Jacaranda Jim



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Mega-Lo-Mania

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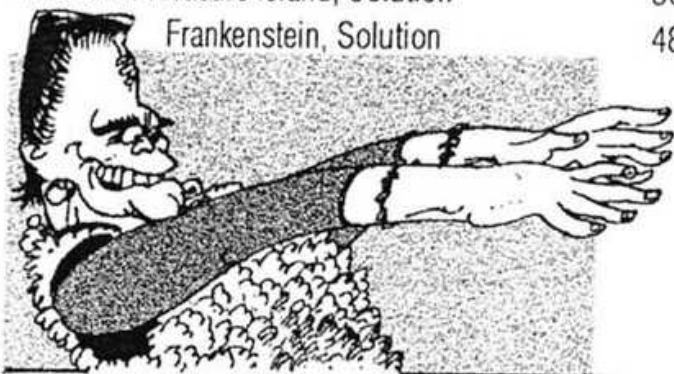
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- Public Domain - SynTax PD248
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Camelot: Atari ST -

Labyrinth Software - £5.95

Castle Adventure: Spectrum 48k -

GI Games - £1.99

Creative Adventure Toolkit: Amiga -

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EDITORIAL

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*A special
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with the proof-
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Red Herring
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Ken Taylor.

November and early December have been a bit fraught here at Red Herring. I had a nasty 10-day virus and just as I recovered from it, Sue got a really bad attack of Chicken Pox which still hasn't completely cleared up. On top of that, she picked up a 'flu bug. She's now well on the way to complete recovery, you'll be glad to hear. Then, late on a Friday afternoon (why is it always a Friday?) my MacPlus, which does all the preparatory work on RH, decided that it too would be ill and wouldn't mind a week or two off. So it 'played dead' and had to be sent to the Mac Hospital for urgent treatment. It came back on the following Wednesday, but I reckon it felt it still hadn't had a long enough rest because it pretended to be asleep and refused to open its eyes. Horace The Hard drive chattered very angrily at it but its screen stayed dark. So back it went again... sigh. Anyway, it's back now and - touch wood - it's hard at work again.

Unfortunately one or two things fell off the back-up disks and I have to apologise to Doctor Dark in particular. The review of his Adventure Link Tape Magazine for the Spectrum was one of the casualties. This will now run in Issue 3. Sorry, Doctor.

Thanks to everyone who wrote to us, we had a terrific response from you all and it was very much appreciated. We have taken note of the comments and criticisms and have acted on most of them. There are again no letters for publication in this issue, if you do want your letters published, please say so clearly on them.

In Issue 3 we will be running, together with SynTax, a Crossword Competition. The prizes have been donated by Inter-Mediate Ltd. who publish Special Reserve and consist of Hint Books. First prize will be *Five* hint books and there will also be prizes for the runners-up. The Hint Books are for 16-bit games, but even if you haven't a 16-bit machine, they would make great presents or you could keep them safely until perhaps you get one. Further details and entry forms in Issue 3. By about Issue 5, we will try to organise a competition along similar lines for 8-bit machines.

A couple of late bits of news from the USA. Mediagenic have released an Infocom compilation consisting of all the Infocom games they hold title to - 20! The compilation is on 10 HD disks and available for the Amiga, PC and Mac only, a bargain at \$79.95. Following on from SimCity and SimEarth, Maxis has released SimAnt in which you join your ant comrades in a struggle to conquer a suburban back garden. Some ants are soldiers, some are guards protecting the Queen Ant, other have to cope with hungry spiders, a dog and a big-footed man armed with a water hose. I expect that it will be available for the same computers as the other games but I have no more information at this time.

A very Merry Christmas from Sue and I, and we hope everyone has a prosperous and happy New Year.

Marion

THE HILLS ARE ALIVE

On the Sierra side, King's Quest V is now available for the Amiga as are Police Quest III, Zeliard (a RPG similar to Sorcerian) and The Adventures of Willy Beamish for the PC and there are several new games planned. EcoQuest I: The Search for Cetus is a "green" adventure where Adam, a 12-year old boy and his friend Delphinus the Dolphin must deal with toxic waste, drift nets and oil spills on their quest to find the Whale King Cetus. The Castle of Dr. Brain sounds more puzzle orientated with mazes, word games and the like. Conquests of the Longbow should also be available soon.

A SPACE OF YOUR VERY OWN

Utopia, Gremlin's equivalent of SimCity but set in space, mentioned in Issue 1 of Red Herring, is out now for the ST and Amiga. There is already talk of a data disk for 1992 which will contain more scenarios.

Spellcasting 201 is also out, costing a massive £40 full price but available cheaper if you shop around. Legend are planning 3 or 4 games each year which is great news for ex-Infocom addicts.

MAGIC BUNDLE

SSI have released a triple pack called Wizard Works containing three oldies, Heroes of the Lance, Dragons of Flame and Hillsfar. It is available for the PC at £35 and Amiga at £31. They've also brought out a Forgotten Realms set for the PC only, containing Pools of Radiance, Champions of Krynn and Secret of the Silver Blades. Talking of oldies, Electronic Arts have reduced Populous to just £11 and PC RPGers can now purchase a triple pack containing Bard's Tale 1, 2 and 3 for £35.

SCOOP!

GI Games has bought the rights to the following St. Bride's games: The Secret of St. Bride's, The Very Big Cave Adventure, Buggy, Jack the Ripper, The Snow Queen, The White Feather Cloak, Silverwolf and The Dogboy.

All of them except, St. Bride's are multi-part and will sell at £1.99. See the GI advert for further details.

LATE LEATHER

There's still no sign of Activision's Leather Goddesses of Phobos II but it is still planned for Autumn and will be £49.99 RRP. Indiana Jones has been put back to early 1992 so don't expect to find it in your Xmas stocking.

FRODO LIVES... ON THE AMIGA

Extra format releases include the Amiga versions of Lord of the Rings at £26, Space 1889, and Hard Nova for the ST. Breach 2 has been re-released over all three formats. Strike Fleet from Electronic Arts, a naval simulation, is now out on the ST and Amiga for £26, joining the PC version.

MADNESS AND FLAWS

Delbert the Hamster Software have two new releases, Microfair Madness and Star Flaws. The former is reviewed this issue and comes in three tape versions for the Spectrum +3, 128K and 48K. Star Flaws is a Star Wars spoof and will be reviewed here soon. That is 48K only and costs £1.99 with a free bonus game on side B.

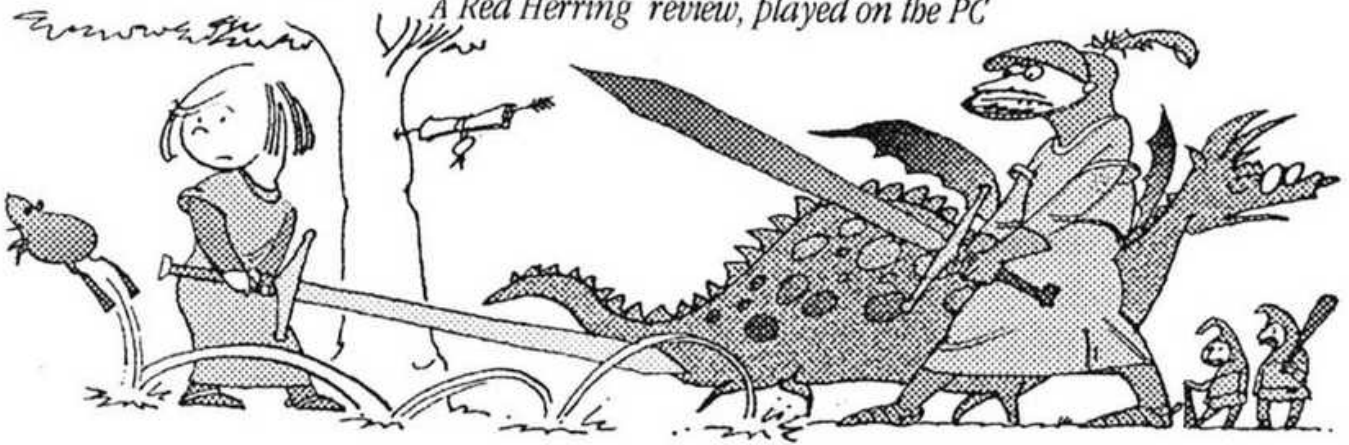
GUILD EIGHT

The Guild have added a lot of new 8-bit titles and have more planned for the near future. They include Corya, Deathbringer and The Soul Hunter for the Spectrum and Castle Warlock, Davy Jones Locker and Jolly Poppa Down for the Amstrad. They are also offering from 50p to £1.00 off selected disks.

Telephone or write for details to The Guild, 760 Tyburn Road, Erdington, Birmingham B24 9NX, Tel: 021 749 2585.

CAMELOT

A Red Herring review, played on the PC



I first reviewed Camelot for SynTax way back in May '91 but since that time I've finished the game and though I liked it when I originally played it, by the time I'd finished it I was even more enthusiastic about it so I thought I'd do a quick reprise for Red Herring. I'd hate for anyone to miss out on this gem of a game!

Young Waldo has his heart set on being a Knight of the Round Table and arrives at the gates of Camelot at the start of the game, clutching an introductory note from his village priest. Finding his way blocked by a guard, he's a bit disheartened but quickly overcomes this problem and enters the city to find it in a state of turmoil. Merlin hasn't been seen for a few days and now Queen Guinevere has been kidnapped. If Waldo can save the day he'll be the "best of knights"! How can he resist?

Finding Merlin isn't too hard and the old magician will prove quite a help in the future. But rescuing Guinevere is a harder task and one that will need Waldo to keep his wits about him as he learns the rudiments of magic, sorts out a band of footpad rats who are armed with knuckle-dusters and flick-knives, clashes with a group of pirates on their ship, fights a knight and a short-sighted dragon, wonders what to do with a frog and risks the wrath of a demon. Some of the problems are ones that you may have encountered in a similar form before (though they might have a twist) but others are quite original and well-implemented.

The game is of average size with some great touches of humour in the text and an innovative

screen display where the colour of the location reflects the type of area; thus woodlands are green, stream banks are blue, interiors of buildings brown and so forth. It is text-only apart from the loading screen which is simple but effective - a wood plaque showing the title picked out in metallic lettering against a background of stone - and the first location description which looks like a page from an illuminated manuscript; very appropriate. Some of the text is quite lengthy, but it doesn't waffle and if you skip through it, you'll risk missing some of the amusing responses.

All in all, an excellent game, not 100% bug-free, but very well-written and presented with most reasonable inputs being imaginatively catered for and it will give you a lot of entertainment for your £5.95. Copy protection is unobtrusive and only needed once in the game.

A Few Hints

Can't enter Camelot? .daerb s'draug eht no yenoh tuP - What does the cat want? - .sdrawkcab niotacifirgomsnart tsac dna koob daer ,nrehtap dna skcolb enimaxE - The blacksmith wants a drink. - .llew nwod elttob rewol ,elttob ot nray eiT .rallec morf elttob dna yrtsepat morf nray teG - Can't reach the pirate ship? - .teerts niam eht ni sesuoh enimaxE .noitacol a dessim ev'uoY - Want to defeat the Black Knight? .mih ta sdrawkcab ybrocs tsac ,tserof ni eloh dna skcart enimaxE - Can't cross the ford? - .kcor der eht evom os ,trohs enots gnippets eno er'uoY

CASTLE ADVENTURE

Reviewed by Joan Dunn, played on the Spectrum 48k

Your aim in this game is to rescue the Princess who is held captive in the castle. Not an original storyline, but you can't have everything and there are many good points to the adventure. The screen is very clear and easy to read, white writing on blue with objects white on red, so there is no excuse for missing anything. Not all objects are on view, and it is most important to search and search again. Vocabulary is good, and there is little difficulty in finding the right words. The game is very user friendly and you are helped in several places, e.g. there is a plaque, if you examine it you are told 'It appears to be loose, turn it.' The response to trying to move an object is 'Try remove.' Now what could be better than that?

Spelling is rather poor in places, but personally I can live with that. There is Ramsave/Ramload and a percentage score. There are no graphics and the location descriptions are fairly basic.

You start in front of the castle and can hear the Princess calling for help from the top of one of the towers. At one stage you are told where she is being held and what you have to do to rescue her. There are a number of puzzles, but they are not difficult. In fact all you clever people out there can whizz

through this game in a couple of ticks!

The Princess rescued and delivered to the right location, you receive your congratulations and are then told that there are ten treasures in the castle, so go back and find them. I thought this was rather good, two games for the price of one. I found the first seven without any difficulty, but the last three were well hidden. Again there are problems to overcome. For instance, you encounter the mate of a lion you killed off in the first part.

There is some magic, a wand and a lamp with a genie. He will help you, but don't try his patience, or you will be sorry. A simple but enjoyable game and ideal for a beginner.

A Few Hints

How do I get through the door after killing the Black Knight? - .etimanyd htiw pu ti wolB - The steps to the underground tunnel collapse when I descend. - .ruomru ruoy evomer tsrif - What do I do To the well? - .epor eht llup - What about the casket? - .dnaw cigam eht dnif ot niaga dna ,dlog eht dnif ot ecno hcraeS - How do I get to the wizard's den? - .elcatnep eht ni dnatS - What do I do with the carbon? - .dnomaid ot ti etumsnarT

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DARK STORM

Reviewed by Joan Dunn on the Spectrum 48k

On loading this game, there is a small graphic with one lonely tree - not very inspiring. You are told that your Father, a hero of the great rebellion which freed Sertainia from the rule of the dark lord, has been kidnapped. Evil stalks the land and a dark storm is rising again.

At the beginning of the game you find a note written by your Father, pleading with you to rescue him, and so your quest begins.

I didn't like some of the screen colours. White on yellow or black was easy to read, but some of the text was red on black and almost impossible to decipher. Some of the messages scrolled so quickly that they were gone before you had finished reading them.

There were a few instances of instant death, but ramsave/ramload were a help there. Some odd things happened; I was attacked, seriously injured and left for dead more than once, but was able to carry on without any ill effects.

The puzzles are straight forward and do not give much trouble, although I did have some difficulty at the beginning of the game lifting a loose floorboard, going through the usual list of lift, prise, lever etc., before finding the correct word.

There is little atmosphere and the end was rather weak. I do like an exciting finish to a game. Having said all that, I enjoyed playing it, but I don't think it would be enough of a challenge for an experienced adventurer.

A Few Hints

How do I remove the loose floorboard? - .sdraobroolf PU
tfil - How do I pass the troll? - Open the door and it is
turned to stone. - .enots ot denrut si ti dna rood eht
nepO - How do I get rid of the dragon? - .retaw ruoP -
The narrow path crumbles and I'm killed. - .WN
YLLUFERAC - epyT - How do I open the dungeon door? -
.eriw htiw kcol eht kciP

DEEP WATERS VOL. 2

A Red Herring review, played on the Spectrum 48k

Last issue, I looked at the first tape in the Deep Waters collection of River Software games brought out by Zenobi. This time, it's the turn of Volume 2, another six adventures on one tape, elegantly written by Jack Lockerby and his son-in-law, Roger Betts. Only one, Lifeboat, has graphics.

As with Volume 1, there are three games on each side of the tape. The first game one on side one is Davy Jones Locker; more on that one in a moment.

Game two is The Jade Necklace, quite a departure for River Software as it is a detective story. As PI Phil Mallow, you must recover a stolen necklace and some gambling IOUs for a distraught lady. The story turns out more complicated than

that, of course, and you'll do well to ramsave often in case you are blown away by the bad guys, which happens with frustrating regularity.

The last adventure on side one is Witch Hunt, one that I have played before, and it's a great game. As a highland adventurer (complete with kilt) a witch persuades you to use a simple spell when you get lost but you end up in a Witches' Retirement Home. In order to find your way home, you'll have to negotiate a system of passages, some sewers and a garden maze before finding your way outside, where you'll need to deal with a sorcerer's apprentice, a witch's cat and a horse missing a shoe to name just three. You'll even get to see mermaids.

Side two kicks off with The Challenge where, as young Yarulla, you challenge the unpopular heir to the chieftainship of your village when the old Chief dies. Pacheo doesn't play fair so you know it won't be easy to beat him and be the one to bring back a fabled Blue Stone from the land of the bears and reptiles, let alone "convince" him to give up the half-medallion he wears while you bear the other half. A tricky adventure in parts with some exciting sections as you and Pacheo battle it out to the bitter end.

The next game is Lifeboat, the story of five survivors from the clipper, Alana, which sunk in the early 1900s. You get separated from your companions early on in the game and will soon find yourself enmeshed in the nursery rhymes of your youth. Only a spell can get you safely through the adventure - if you can find the ingredients.

The last game is The Cup. Following the annual Liars' Club dinner and prize-giving, won by Paddy Murphy, you go home to bed but are woken by Paddy, in a dishevelled state, telling tales of lions - in Cricklewood? Stepping through your front door, you find yourself in a jungle and will have to solve a devious collection of puzzles if you are to recover the Cup. Another excellent game from start to finish.

Having completed several of these games before, I chose Davy Jones Locker for my in-depth review this time. Though there are often humorous touches to the River adventures, it is more apparent in this game than their others, because many of the puzzles revolve around puns. The game follows on from Lifeboat in that it deals with the last few escapades of the survivors of the Alana. It starts with the five of them (you, Jake, Pedro, Shamus and the woman) plus the little dog in a lifeboat (again) which drifts up against a rusting ship. Your companions scramble up the anchor chain onto the deck but before you can follow them you hear screams... then deathly silence. Picking up the little dog, you climb the chain but once on deck you find there is no sign of them.

There's a torch close at hand but it hasn't got a power pack so you will have to find one, or something that will serve as one. Now you can start to explore the dark areas under the deck but though you find a dinghy in a flooded pump room, a vicious catfish will stop you going near it. Again, some lateral (if not downright twisted) thinking is needed here as you come across the first of the many puns in the adventure.

There are some more "normal" puzzles mixed in too, but generally you will have to think in a completely different way from normal to complete the game. Though it seems fairly linear and apparently quite easy, I found this deceptive; the adventure is harder than it looks and the answers to the puzzles will frequently have you groaning when you work them out, as will many of the location descriptions, objects found and text messages. Even wondered just what happens inside a whirlpool? Now you can find out.

You'll meet some great characters in it too, including an old man on a desert island who had been abandoned there by his father - Robin's son, Crusoe - a German crab, Herr Mitt and a pirate in silver longjohns who has a streaming cold. You'll even play a game called Trevvy Eel Pursuit, written by a conger called Trevvy, of course. But will you discover the secret of Davy Jones Locker?

Once again, this tape represents excellent value for money. The range of adventure types on Volume 2 is, perhaps, even more varied than those on Volume 1. Buy both if you can afford them, and give yourself an early Christmas present!

A Few Hints: Davy Jones Locker

To find a power pack: -semit lareves ,aes otri kooh worhT - To get past the catfish: - .hsif rozar eht htiw evahS - How can I pay the mermaid: - ldiuqs kcis eht reh evig tsul - To answer the old man's question: - .emag eht yalp dna ksed no tcejbo maxE - To enter the hole without being frightened: - .mlap eht daeR - To cross the Sargasso Sea: - .noitatropsnart sah ttiM roH

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

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EARTHSHOCK

Reviewed by Scott Denyer, played on the Spectrum 48k

8th Day Software were highly acclaimed when they were around, so has this re-release from Gordon Inglis captured any of that adventuring magic? The answer is certainly yes!

The storyline is all about post nuclear war escapades in which the hero (you!) must somehow journey into the earth and, after completing all the problems, destroy The Ark, a doomsday machine. (I think that's the basic storyline as I wasn't given one.)

The first thing to hit you about the game, apart from the fact that you start in complete and utter darkness, is the text. It is very well-written and beautifully atmospheric. Some of the location descriptions are so long there's hardly any room for you to input, but I didn't worry too much as I was too

engrossed in reading it.

One novel feature that pops up early on is another factor which makes this game even more special. You meet a Sha-Man who offers you a sword, a key or a hoop, each of which are lying on a wooden shrine. When you've decided which of the three you would like, you enter a sub-adventure based on your choice. Once this has been completed you then re-enter the mainstream game to complete your goal. Not many games have used this feature, so the fact that it was written in 1987 makes it even more outstanding.

The game is text-only, the typeface is readable and colour is used sparingly. The amount of text used makes this game stand out, so all in all it's great value at £1.99. Buy it for a good, solid adventure.

SPECTRUM MINI REVIEWS

IN SEARCH OF ANGELS

Reviewed by Chris Rogers, played on the Spectrum 48k

In Search Of Angels is a Quilled, text-only adventure. It is based around the mysterious world of a MI5 agent and has hints of James Bond in certain places. You even get a beepy rendition of the theme tune when you die!

It centres round a quest for a missing spy satellite and involves getting sent to various countries to solve certain puzzles and pick up objects. Each time you find something of importance you take it back to your office in London and exchange it with OMEGA (your boss) for something which will be of use in the next country you go to. So far I haven't found anything in the game that is of no use - everything has at least one use.

The game lacks atmosphere in a lot of places having the minimum description in the location text, e.g. "You are by a river". The problems are also quite easy and it only took me three goes to get over 50%. But that is quite good, as you actually feel that you

are getting somewhere. This game would probably be recommended for beginners as it doesn't take long to get into, but anyone who is experienced in adventures will find it quite easy.

A Playing Guide

To get out of the first room, see what you are carrying and then insert it into what you find, then examine the door. Don't enter the taxi as soon as you see it because once you get to the airport you won't be able to get anywhere. Examine the embankment by the River Thames to learn of the steps going down to the bank. Examine the body to find a notebook. To get into your headquarters, just SHOW PASS. Give the book to your chief, then follow him to the research lab. Make sure you note the switch numbers on your car as they will come in extremely useful when you get to Rio. Combination for the switches when being chased by the cars is - 7 (Wheel Blade), 5 (Jet Engine), 3 (Guided Missile). Turn South then press 6 (Jet Engine off).

THE ENERGEM ENIGMA

Reviewed by Gareth Pitchford, played on the Spectrum 48k

The Energem Enigma, for those of you who can't remember far back into the mists of time (well, 1987 anyway!) when the game was originally released, is the follow-up to The Extricator, which is also available on the GI Games label. The game was written with The Quill, which still seems to be an 'acceptable' utility today unlike the less popular (but still used to good effect by certain authors) GAC. Energem is a good example of the type of games adventure writers used to produce before they became far too clever for their own good.

This plot is this... you've just rescued old Professor Roberts from the planet ARG in the first game and you think that's the end of it! But no... Roberts, not content with you saving his life, only wants you to go and find him some Energems (rare energy emitting gems) on an alien planet in the Glenbo system. To top it all, the last agent sent on the mission has mysteriously disappeared and the enemy is also believed to know what you're up to. As you can see, *Things* don't look too good, but you go anyway - well, what adventurer wouldn't, eh?

To me, the planet Edam on which the adventure is set, seems more earthlike than alien. You'll come across several familiar objects like a well, a chest and a mattress - objects which aren't described in the (very short) location text, but only shown in the graphics. This has several detrimental effects. For starters, if you turn the graphics off you'll miss these vital objects and even with them on you have to guess at what the graphics are meant to portray. This is not an easy thing to do in the case of the mattress, which looks like a featureless blob, I can tell you.

The problems range in difficulty as puzzles in a good game should. Several old chestnuts appear, for example, the bucket in the well, the uncrossable rivers and ravines, the hole in the tree and the hidden passage behind the waterfall. But the old puzzles are often the best, which is quite true in this case, and your search for the Energems will be anything BUT easy.

To begin with, you'll need to find all of the equipment required for the task. It's scattered in all manner of places on the planet's surface. A detector would come in handy, as would some sort of way of actually seeing the darn Energem things.

One particularly nice feature of the game is the HELP command. Type it followed by the name of an object and you might be rewarded with a hint about the use of that particular object. Believe me... you'll need all the hints you can get, especially if you're a beginner to adventuring.

Overall, the lack of good text is more than made up for by the inclusion of several devious problems and you can look on the graphics as an added bonus. Many of the earlier Quilled games have aged, but this one still looks good even after four years. Sure, it's not up to present standards and may be slightly too hard for a beginner, but at £1.99 it's well worth buying. So get it and sample the good old days once again, or maybe for the first time.

A Few Hints

To get over the river: - .elop eht esU - At the well: - .tekub eht ni kool ot rebmemeR - To open the portcullis: - .llew eht morf eldnah eht esU - At the mattress: - .rosiv eht esolc dna ti no eil - To use the visor: - .rotcoted eht otni ti gulP - To get down the well: - .stoob eht raeW - To get past the ghost: - .niahc

A HARVESTING MOON

Reviewed by Joan Dunn, played on the Spectrum 48k

You start in a small courtyard. North there is a tall clock tower and a clock with a face of gold. You see your parents walking away with the guide, they haven't noticed that you are missing. Ahead of you is a closed portcullis through which you can see a rose garden. The horror of all children has befallen you - you are lost. Kind people take you to the Lost Children Tent, but this isn't for you and you escape through the flap. This will keep happening, so the first thing to do is to find something to cover your face. This accomplished, you can start the search for your parents.

The parsing in this game is excellent and the text descriptions give a real feeling of menace and impending doom. A storm rages, lightning flashes. In a cornfield is a scarecrow, straw body, old clothes and a turnip for a head, giving the impression of great age - yet somehow he seems to move, or is it just a trick of the light?

The graphics are very attractive, framed pictures at the top of the screen. At the top of the frame are two devil masks and at the sides two snakes. The screen is clear and easy to read and you can check your score as you go along.

It is quite a big game with plenty happening and numerous puzzles to solve. Timing is important and you need to be at the right place at the right time. Occasionally, as a result of certain actions, you will

be transported to a different location.

You seem to be a very agile and fearless youngster, climbing flagpoles, and swinging on ropes to ledges and even through windows.

There is a hedge maze in which, if you drop anything a voice booms out, "Do not drop litter. Thank you." When you look the object has gone. There is however a way through the maze later in the game.

I must say I found the game difficult and needed help several times. There is a great deal of retracing steps and I did find myself with the problem of... where do I go next?

You need to collect five religious symbols to destroy the evil forces, save your parents and be reunited with them. A really excellent game and quite a challenge, well worth playing.

A Few Hints

How can I hide my face? - .tah a raeW - I've no money to buy a ticket. - .semit eerht nioc lluP .llew eht ta nioc a si erehT - How can I enter the coach? - .nottub sserp dna tsewhtuos og ,semit eerht hcaoc gnaB - I'm attacked by a gargoyle. - .yllod nroc eht gniyrrac era uoy erus ekaM - How do I get through the maze? - .two era uoy litnu taepeR .meht wolof neht ,seciov raeu uoy litnu TIAW epyT - How do I destroy the Witchmaster? - .erehps ezeeuqS - I haven't found a sphere. - .elyograg eht fo sniamer - ymosam hcræS

JACARANDA JIM

Reviewed by Neil Shipman, played on the PC

Ibberspleen IV. What a wacky world to end up on. But that's where you, Jacaranda Jim, find yourself when your space-cruiser is attacked by a squad of homicidal beechwood armchairs and you are forced to make a crash landing. Dragged from the wreckage by one of the planet's strange inhabitants, your adventure begins as you regain consciousness in the dark den of Alan the Gribbley.

Emerging into daylight you find a handy torch powered by Instant Karma batteries of eternal life - "We all shine on" - near your burned-out spacecraft. You are then able to take a look at Alan's den, decorated with invoices and ledgers and with a chain hanging temptingly from the ceiling, as well as at your saviour himself. He is a smug creature with a revolting beard and he will dog your heels throughout your exploration of Ibberspleen IV.

Unusually, Jacaranda Jim is written in the first



person: "I pull the rusty chain... With a creak it begins to move. From high above one thousand pink rose petals shower down on me. Slowly the petals stop falling and I find myself in the middle of a market. A number of elves shuffle around and laugh occasionally. I am standing by a plinth with a large button. From here I can see the church clock. The hands of the giant clock seem to be stuck."

The buildings which surround the market square include the town hall where a boxing match is taking place, a vegetable shop, the Ibberspleen Police HQ and a zoo whose inmates include Armenian bat-weasels, Venusian buzzards and a poorly wolf called Dodgson. Travelling north past the post office takes you to the beach where, at one end, Ernie the deckchair attendant potters about by a Punch and Judy tent. The other end leads to a series of caves and their psychopathic inhabitant, Grog the gorilla.

How to make use of the various items which can be found scattered around these locations requires some lateral thinking. What would you do with a carnation, a piece of gristle, a crowbar, a beachball and a bottle of champagne? How can you deal with the stripey-jumpered thief who keeps popping up on the beach demanding your valuables? And where does Alan keep disappearing to?

While you are pondering on these problems the Ibberspleen postman continues roller-skating on his rounds. It doesn't take much to stop him dead in his tracks, but successfully disposing of the body before the police collar you is just one of the many frustrating and well thought out problems in the game.

There are 50 locations to the adventure, all described at reasonable length, and the available exits are always shown so it is extremely easy to find your way around. A single verb or verb-noun input is often all that is required but sometimes you will need to "Ask A about B" or "Do X with Y". The parser is flexible and allows recognition of "him", "her" and "it" and, although one or two rather obscure commands are needed, the vocabulary is extensive. Also, the ability to scroll through and edit your previous 10 commands with the cursor keys is useful.

The author, Graham Cluley, has an off-beat sense of humour which shines through in Jacaranda Jim and this weird adventure often brought a wry smile to my lips. I found the goings-on on Ibberspleen IV strangely compelling and would certainly recommend the game to anyone looking for something rather out of the ordinary.

If you want to try before you buy then it's available from most PD libraries as shareware. However, you will need to register your copy if you want to finish the adventure. Registration also entitles you to the latest version plus help from the author - you'll need it! - as well as a detailed map.

A Few Hints

Where does Alan go to when he disappears? - .two drif
ot sciovnI yaS - I can't get out of the padded cell. -
.ereht s'nalA nehW dnaw eht evaW - I get electrocuted
when I push a button. - .klim emos no pils rexob eht
ekaM - Nothing happens when I push the buttons. -
.snoitacol dna stejbo fo sruloc eht pu hctaM - What do
I do with the gristle? - .pils dehsarc ruoy raen yrruaq eht
ni it porD - I can't get past the wall of fruit. - !ool eht rof
daeh neht ti taE

LEATHER GODDESSES OF PHOBOS I

Reviewed by Ken Morgan, played on the ST

There you were, having a nice quiet drink in Joe's Bar, when that bane of all professional drinkers, a full bladder, forces you to pay a visit to the little boys room (sorry girls!). Leaning blissfully against the wall and taking your future in hand, you carelessly begin to wash your shoes. Being understandably annoyed with yourself, you pick up the nearest heavy object with the intention of venting your anger back in the bar. Unfortunately, a brilliant flash of green light, followed by an invasion of tentacled aliens, puts paid to your enjoyment for the next few hours (7.3 to be exact) as you pass out. Thus begins Infocom's Racy Space-age Spoof; Leather Goddesses of Phobos.

The objective of the game is to locate eight very different items with the purpose of building (with your friend's help), 'A Super-Duper Anti-Leather Goddesses Attack Machine'. And to use this to wipe out the invasion fleet about to attack Earth. Finding the items isn't too difficult, actually getting them is the hard part, as they are scattered over the Solar System and protected by some very strange characters.

Your adventures will take you from the steamy jungles of Venus, where you encounter an overgrown lettuce and a mad scientist. To the

frigid south pole of Mars, where an Ion-Beam proves difficult to survive. You can be either Male or Female in the game, determined at the start by which toilet you use. And it can be played in one of three modes; Tame, Suggestive, or Lewd. No guesses as to which I chose. A nice touch in Lewd mode is that the program asks your age first to see if you're old enough. If you enter an age under 18 it refuses to allow Lewd mode, and on re-entering an age over 18, it calls you a liar! You have to re-boot the program from the start.

The packaging is up to its usual high standard, and contains a 3D comic book, 3D sunglasses, a Scratch'n'Sniff pad, and a map of the catacombs, along with the usual instructions. My only grouch about the game is the Catacombs. It's absolutely vital to save your position regularly, as this maze is a pain to get through without being killed.

Still, all in all a very funny, enjoyable adventure from Infocom. One that should keep most adventurers happy for some time, and one that I highly recommend. It's very difficult to rate Infocom games as they are definitely in a class of their own. The only people that come near to them in my opinion, are Level 9. My own personal rating is 90% (10% off for that stupid maze! I hate mazes).

MEGA-LO-MANIA

Reviewed by Lol Oakes, played on the Amiga

Every now and again (far too infrequently we would all say) along comes a game that is better than good, that is even better than very good.

Anyone owning a 16 bit machine has been lucky this year because we've already had 'Monkey Island' and now a few short months later here we are again hearing about a game that is at the very top of computer entertainment. The game in question is Mega-Lo-Mania - as we say in this part

of the world - it's a real stonker!! What's it about then, I hear you say... well pin back your lugholes and pay attention.

The game comes on two disks of which one is the boot disk and the other the speech disk. This disk contains over 800k of compacted speech data recorded by professional actors in a professional sound studio especially for Mega-Lo-Mania (pretty impressive, eh!!). The instruction manual is very easy to understand and not too long.

Mega-Lo-Mania is a game where the player chooses to be one of four would-be gods, each

seeking supremacy over a planet. Each of the would-be gods control a race of people (his team) who slowly advance in weapon and defence technology - from Cave man through the Middle Ages, the Victorian era and on to present-day nuclear weaponry and beyond - and fight each other for control of islands.

The player wins by taking control of all 28 islands scattered across the planet's surface. The first 27 islands are divided into groups of 3, each group being known as an epoch. The player may attempt to conquer the islands in any order, but must conquer each epoch in sequence before he can finally fight the "Mother of Battles" on the 28th island - known simply as Mega-Lo-Mania. Only then will the player have achieved the ultimate goal of becoming the eternal god of this battle-scarred planet.

You start this epoch with 100 men (and women). Any left unused after completing the 3rd island are carried over to the next epoch, making this game one of man management as well as strategy.

This is a totally mouse-driven game where all that is needed is for you to point to an icon and press the mouse button. The graphics are very good, the icons being self-explanatory, and it's so very easy to get totally immersed in the game after having only a cursory glance at the manual.

The game is really about (1) Mining Elements, (2) Inventions, (3) Construction, (4) Building weapons to defend your tower, etc., (5) Building weapons to arm your men prior to attacking the opposition. The better the mines, the better the element. The better the element, the better the weapons and the stronger your army is. The more men you put to a task, whether it is mining, inventing, construction etc., the quicker the job gets done.

It's possible to advance 3 "tech" levels in each epoch, so it's possible to attack your opponents with far more advanced weapons than they have,

(I mean, can you imagine what it's like sending an army of 20 cannons to fight 70 men armed with sticks and stones, lovely jubbly!). Of course, while you're running round the countryside attacking everything that moves, keep an eye on your sector, someone might be mounting a sneak attack on your tower.

Two things really make this game stand out, one is the gameplay. There is so much to do that it would be impossible to describe it in this review. The screen layout is simple, a large map on the right of the screen and all the icons on the left.

The second is the sound and speech which are quite brilliant, there are so many different voices that it's hard to believe they are all spoken by just two actors and one actress. You even get the mickey taken out of you if you quit an island because you are about to get stuffed.

This is one game that is very difficult to stop playing, so addictive is it. My only gripe about it is in the saving of your position, You don't save to a disk - on completion of an epoch you are given a code to enter next time you boot up. But... and here's the rub... the save will take you only to the beginning of the epoch and not to the actual island. For example, you might have taken several hours to conquer two islands - you look at the clock and see it's 2.30 in the morning and you should be on the Night Shift!! Or... you might be playing during the day and have to call it a day because you've left the baby in the bath, soaking! However, when you next boot up the game and enter your saved code, you have to play those two islands again. A bit of a pig, to say the least.

With Santa due in the not too distant future, perhaps a word in the right ear and who knows what you may find under the Xmas tree. Well, I've waffled on for a bit. Now it's time to see if that thermo nuclear device I've just built will kill those bl**dy cave men next door - they're breeding like rabbits!!

MICROFAIR MADNESS

Reviewed by the Spud, played on the Spectrum 48k

The game commences on Friday Sept. 13th... this must be an omen of trouble ahead. A typical summer day, pouring rain and high winds.

Today, however, is the day of the 100th Microfair, Personal Computer Whirled Show. There will be lots of interesting stalls and you are hoping to hand your new adventure game to your publisher. But ...you have unfortunately forgotten your ticket.

You start before Sir Clive's Exhibition Complex and your immediate problem is a pass to enter. This is easily solved with the help of a smelly tramp. The guard lets you in, if somewhat reluctantly.

There are several stalls that you can visit, a software stall, a computer stall and a music room. The humour is zany and will appeal to Monty Python fans, although personally it is not my cup of tea, it is clever and there is a very good play on words. There is a most original way of disposing of

a dragon which I liked very much. The problems are good and logical.

The loading screen pictured a quite amiable looking dragon in bright green and an odd looking man operating what could have been a keyboard, but could easily be something quite different.

Not a large number of locations and there appears to be four mini games included... quite original. In fact the whole game is different and has been well thought out. Unfortunately, I wasn't able to play these as after my first session I was unable to load the game. I believe I am not the only one who has come across this problem. I spent a lot of time fiddling with the volume control of the tape recorder to no avail. I find this very frustrating especially as this game has a lot going for it.

This, as far as I'm concerned, gives the game a definite thumbs down! Let's hope the problem can be solved.

THE MISSION

A Red Herring review, played on the ST

Back in the early days of adventure gaming, if we were sent on a quest, it invariably had a hackneyed theme... find the King's treasure... rescue the lovely Princess Flora... kill the nasty old dragon and so forth. It was rare that we were sent to look for something different. Luckily authors are having to show a bit more imagination now but it's still a treat to find something unusual to look for. Until now, my favourite quest object had been the Coconut of Quendor in Beyond Zork but since starting to play The Mission, it's being rivalled by the Toothpick of Quetzalcoatl (who, so far as I can remember was one of the chief Aztec Gods, worshipped as the bestower of the arts of civilisation on mankind, and having the symbol of

a plumed serpent; I don't remember any mention of toothpicks, though! Any Terry Pratchett fans will also remember him turning up in the form of Quezovercoatl, the Feathered Boa, in his ninth Discworld novel, Erik. But I digress, as always).

So, there you are one day, sitting in your Club with Blenkinsop and his crony Braithwaite, in a somewhat alcoholic haze, boasting of some of your previous adventures and suddenly finding that you've agreed to recover this fabulous artifact. How could you have been so stupid? On the other hand, it is justice in a way as you had played a similar trick on old Sowerby-Jones some time ago. The old guy didn't know that the object in question, Guinever's Shoelace, had been in your

possession for some five years. But did you get a twinge of conscience as he handed over his cheque to settle the bet, thereby condemning him to a life of penury? No, you didn't. But now the roles are reversed and you face the same fate if you fail. But you vow that if you succeed this will be the last such exploit of your career and that Blenkinsop and his pal will regret setting the challenge.

But it's a new day as you start on your mission in a circular chamber with the inevitable lamp and sword by your side, determined to succeed even though no-one knows if the Toothpick even exists, let alone where it is. A few moves on, you'll find the only way out, a small door with some buttons by the side of it. I'll say this for Jim - he loves buttons in his games... shaped ones, coloured ones, ones that shimmer or glow or others that just sit there daring you to press them! Some of them are even recessed into small holes so that you can't get at them! Outside this door are the first buttons you'll encounter in this game, a round one, a triangular one and a square one. Work out how to open the door and enter the small room beyond and you'll be greeted by three more, coloured red, blue and green.

Once these buttons have also revealed their secrets, you'll be on your way, emerging into daylight at the base of a tree with signs of habitation in the distance. Habitation maybe, but not inhabited as the place is completely deserted, but there are plenty of rooms to explore, another button (shimmering this time), a portal, a wheel and a signal.

Try to get through the portal and you'll find it impossible but with a little experimentation you'll discover the logic behind the puzzle and be through the portal. The portal turns out to be the gateway into several other scenarios, making this a

good-sized adventure - and I haven't finished it yet. Part of the enjoyment of The Mission is derived from working out what order the portals should be tackled in, and part is from revelling in the marvellously detailed descriptions which are as good as always. From what I've seen of it so far, it isn't surprising that the game needs 1 meg to run. The parser is as comprehensive as in his other two games: The Golden Fleece and The Holy Grail.

The copy protection, which comes in the form of an infotater code wheel as before, plays a minor part in the game. It's a shame that the function keys aren't programmable in the ST version as they are in the Amiga one as there is a lot of to-ing and fro-ing involved and being able to use a macro would have been a boon.

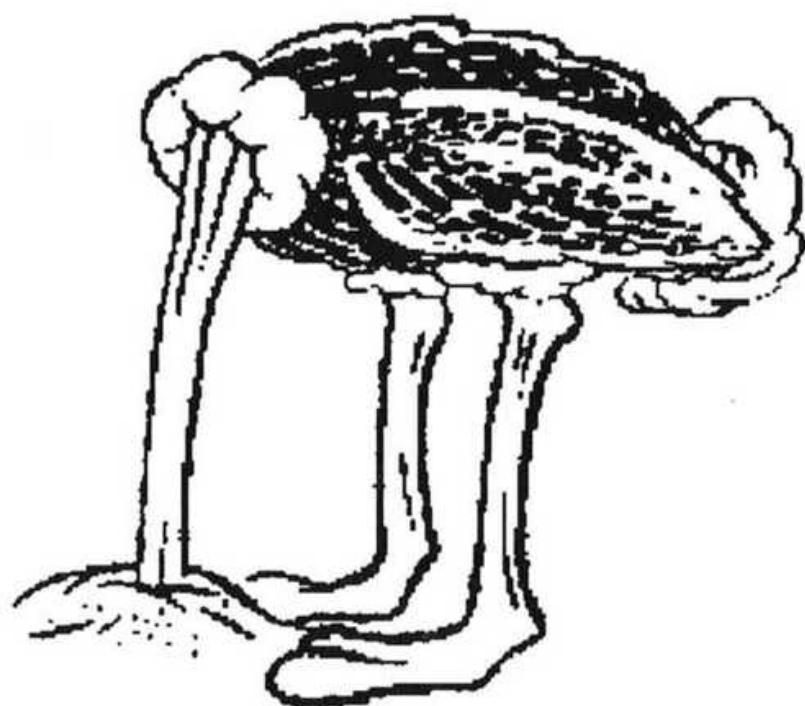
"...I'll say this for Jim - he loves buttons in his games... shaped ones, coloured ones, ones that shimmer or glow or others that just sit there daring you to press them!"

I mentioned earlier that Jim seems to like buttons as part of his puzzles. Well, there are a few other recurrent themes in his games such as the ACME trademark which appears in both this and Fleece and, no doubt also in Grail. There are a few too many closed doors which need opening

for my liking but that's sheer laziness of my part as they do make the game more realistic. The other trademark that I have particularly noticed (though I have been told of others) is the dreaded mathematical puzzle - argh! It's a long time since I did any maths worth mentioning and I found it hard to wrap my brain around the maths problems in Fleece. I've only found one pretty easy one in Mission which is a relief. But that's just a personal preference and no doubt there are others among you who would enjoy a good brain-teaser.

Once again a good, though hard game from Jim - I wouldn't recommend it to a beginner. I'm looking forward to seeing if I do actually find the fabled Toothpick.

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PERRY MASON: THE CASE OF THE MANDARIN MURDER

Reviewed by Ken H. Dean, played on the Amstrad PC1512

Erle Stanley Gardner is the number one best selling mystery writer of all time, according to the Guinness Book of World's Records. Creator of Perry Mason and of eighty five books of which Perry Mason is the hero, he was himself a member of the bar and is considered to be the dean of American mystery fiction. His books were the basis for the well known television series and one is here produced for the computer by The Telarium Corporation, written in SAL and can be played with or without graphics.

"Perry Mason: The Case of the Mandarin Murder" is the first interactive mystery to use the world famous criminal lawyer, it also presents a breakthrough in interactive fiction: the cooperation of the characters and jury changes as a direct result of your interactions with them, in addition, you can do virtually everything that a courtroom lawyer can do, from cross-examining witnesses to introducing evidence.

THE STORY: Her name is Laura Knapp and it looks as though she is in trouble, when she calls upon you at 7pm in the evening. It doesn't take long to find that her husband wants to divorce her; not your favourite case at that time in the evening. But then, it's not like Perry Mason to leave an attractive young woman in distress either, especially when her husband is Victor Knapp, the most famous restaurateur in Los Angeles.

You therefore take the case, and what a case it turns out to be, because barely twelve hours later, Victor Knapp is dead - murdered. Laura is in jail, charged with the crime, and facing trial very soon.

Only she swears that she didn't do it. You think

that she might be right.

You'll have to work fast and smart, investigate at the scene of the alleged crime and dig into people's lives. Like Russell Miller, the food critic whose career was ruined when he gave Victor's restaurant a bad review.

Margot Duboq, Knapp's chef, and the secret of his success, who seems to have a secret of her own. And the Masters couple, Julian and Suzanne, he a bitter partner of Knapp's, and she reputedly a very close friend.

You'll have the help of your Secretary, Della Street and that wily detective Paul Drake. You'll be up against your old foes, Lt. Tragg and Prosecuting Counsel Hamilton Burger.

If you're good you will be able to convince the jury that your client isn't the killer. If you're very good (after all, you are Perry Mason), the real murderer will break down and confess - but only after you have figured out the true, twisted story.

Of course for a person of your talents it should be just another day at the office...

To start the adventure place Disc A in the drive, and use the command INSTALL1 for 1 disc drive, or INSTALL2 for 2 disc drives. After you have just loaded the game, prepare a SAVE disc - see manual - otherwise you will not be able to save, so have a formatted disc ready.

A Few Hints

Go to apartment, Examine door, then get blood sample. Get document, letter and earring before leaving apartment. When Paul Drake appears on the scene, say to him, "Paul, investigate blood sample" and when he returns ask him to "Investigate dog".

FOR SALE... Perry Mason: The Case Of The Mandarin Murder

Runs on the Amstrad PC1512 or any IBM compatible with MSDos and has two 5.25 disks. Original Packaging, with full instructions. Price £10.00 to include post & packaging. Please telephone first to ensure availability.

Ken Dean, 16 Swonnells Court, Malsters Way, Oulton Broads, Lowestoft NR32 3PY. Telephone 0502 566538

THE QUEST FOR THE HOLY JOYSTICK

Reviewed by G. L. Wheeler, played on the Spectrum 48k

Quest For The Holy Joystick is a re-release of a very old adventure, which to be honest would have been better left to sink into obscurity. At this point in a review I normally like to give a little background information about the storyline and object of the game, unfortunately this proves to be rather difficult with this adventure as there are no instructions or storyline supplied with the cassette. You may well be wondering why after completing this adventure I still feel unable to make at least some comment as to the object of your quest. Well to be absolutely truthful I am still as much in the dark now as I was when I first loaded the adventure, because even after completing the game I still cannot work out any reason as to why I am searching for the Joystick or why it is held to be holy!

The adventure has approximately fifty-six locations to explore which gives the impression that it is in fact quite a large game with a plethora of puzzles to solve. Alas this is by no means the case as the whole adventure can be solved in just a mere twenty five moves, twenty of which are directional and the remaining FIVE moves cover ALL of the puzzles that need to be solved to

complete the adventure.

In fact most of the time that I spent playing this adventure was taken up trying to do something with a vast amount of irrelevant characters in a lot of irrelevant locations, and believe me it was extremely frustrating, as it was a long time before I could bring myself to accept the fact that all these locations and characters were put there in a vain attempt to create some atmosphere!

The parser is verb/noun as you would expect with such an old game, but even taking its age into account there is no reason whatsoever why the parser should be as inflexible as it is. The 'Examine' command is particularly poor as not once in the entire adventure did I manage to obtain any other response than "You see nothing of amazingly extreme interest" from using it. I must admit that one of my pet hates where adventures are concerned is the lack of a decent 'Examine' command.

To sum it all up I feel that there is not even enough content in this adventure to fill the memory of a ZX81 without a RAMPACK and even at the modest price of £1.99 it is still not value for money.

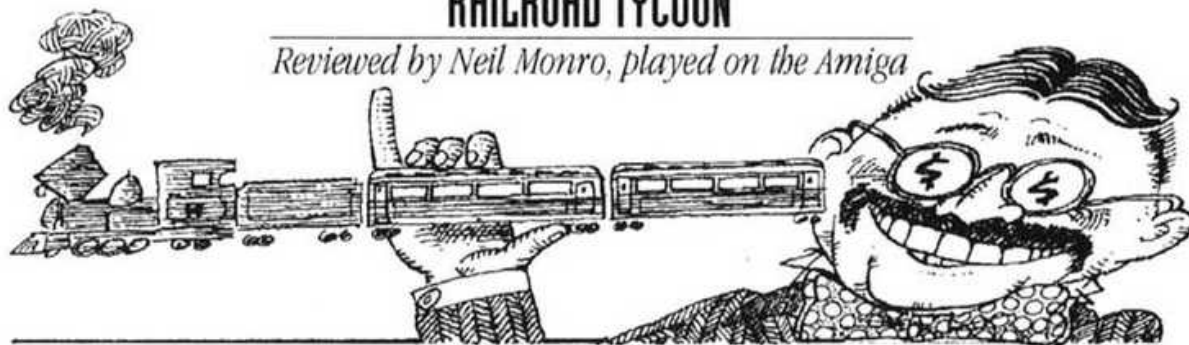
H-E-E-E-L-P!

Solutions, Playing Guides or Hints are desperately needed for the following:

A Dark Sky Over Paradise (Interactive Technology)
The Journey (Temptatrix Software, c.1874) * Maddog Williams
Genesis II * The Mystery of Arkham Manor * The Damned Forest
The Golden Wombat of Destiny

RAILROAD TYCOON

Reviewed by Neil Monro, played on the Amiga



The years when the steam locomotive was king are long gone unfortunately; but now you can relive them, thanks to Microprose's Railroad Tycoon. A good Tycoon will make pots of money and command great respect from his or her peers. Or something. You see, Railroad Tycoon is not for the faint-hearted.

Railroad Tycoon allows you to build and run your own railroad company. There are four locations to choose from: England (1828), Central Europe in (1900), Western America (1866), or Northeastern America (1830). Each area has differing requirements and supplies available, and offers huge potential for linking these resources to areas which need them - the meat and drink of any supply and demand addict. Thankfully it is hard drive-installable. There is plenty to do - some of the tasks you control at the lowest game level are: route planning, track laying, engine purchase, types of carriage pulled, station building, station improvements, industry encouragement, loans, investments; and all with the threat of stockholders' displeasure should you trade poorly. At higher levels there is the threat of hostile stockmarket competition, the pressure of operating trains so that no collisions occur, or a complex economy which restricts demand of supplies to areas with respective industry.

Offering an almost bewildering amount of options, Railroad takes some getting used to. The huge manual gives plenty of background and a tutorial section to accompany a sample railroad, while a technical supplement offers just that. Read a few pages to acclimatise yourself with the controls however, and jumping straight in isn't

difficult; keep the manuals handy for reference though - you'll need them!

Planning a network of track is quite a complex task, especially as the development of cities and towns will be influenced by your choices. This doesn't mean to say that planting a big terminal station in the middle of nowhere will result in a city, but put near a town it will affect the growth of population and industry. Small depot stations can be built; useful when a cluster of goods-supplying areas is near a larger station.

Track costs money, as does the land over which it is laid. Build a railway line over clear ground and there's only a small surcharge, track laid over anything from a farm to a factory will cost a lot extra. Pulling carriages uphill slows trains down, so avoiding steep inclines is useful; if this is unavoidable a tunnel may be built at great expense.

Engine choice varies with the year - the earlier you start the less choice and power there will be. Next, carriages can be specified. Assuming sensible station placement, each will offer a number of paying services such as mail, passengers, or goods of some description. These must be transported to a station which will pay for them - send a station the wrong goods, and you won't be paid. Fortunately there is an easy method of specifying which carriages a train takes, which can be configured so that a station which supplies goods but demands nothing is easy to cope with.

Control over the railroad is made simple by four views of the area. An overall view shows the country and layout of all railroads. A second "area" view zooms in a moderate amount,

showing a skeleton of the track against a plain blue background and information boxes for each station. Zooming in further gives the "local" view which shows countryside and helps to plot routes. The fourth view is the most magnified, and permits station and track building along with a "survey" option which shows the altitude of each square - this helps in constructing fast routes.

The economy fluctuates fairly wildly at times, affecting the interest rate and income. To show your railroad's performance, a series of financial and efficiency reports is available. In addition you can call your stockbroker to enable purchase and sale of shares, raise or repay bonds, and get an idea of how your railroad is faring against the competition.

With a game such as this there are few tips to offer in a short review except "read the manual", but two points to consider are: when thinking of future extensions, you can block opposing railroads since railroads cannot cross one another; special deliveries are very useful to raise cash, but can interfere with your railroad - ignore them if this is the case.

The graphics are a good blend of functionality and style and there is an amazing amount of information and detailing, but the Amiga version misses out on a few things. For a computer whose forte is graphics and animation, Microprose have not seen fit to include several pieces such as the bridge-building and the spectacular intro animation.

SORCERIAN

A Red Herring review, played on the PC

Although Sorcerian was only released in the USA/Europe at the end of last year, it is actually five years old, having first been seen in Japan in the mid 80s, where it was one of the earliest RPGs. In fact, it sold so well over there that it was responsible for many of the American software

Overall Railroad Tycoon is a simulation of incredible scope. Since stations and track can be built almost anywhere, it does not suffer from the restrictions of set piece simulations. The different areas and dates change the game considerably: an English game can result in a tight, profitable, and compact network; to achieve good results in Europe often requires huge lengths of track and more trains running between each station. I haven't even started on either of the American options...

A review can't do this game justice, but be warned: Railroad Tycoon takes an awful lot of time!

Two Books are available for Railroad addicts

"Railroad Tycoon Master Strategies For Empire Builders" released in the UK by Osborne at £10.95, ISBN 0-07-881728-5. This provides clear and precise strategies, presented with a slightly twisted sense of humour.

"The Official Guide To Railroad Tycoon" doesn't seem to have been released over here; any good US book supplier should be able to get it however. Suggested retail \$12.95, published by Compute Books. This shows how to embezzle without risk (!), which tycoons are most likely to take over your railroad given a chance, and includes information from the horse's mouth as it were. It even gives tips on which areas to build on each map, surveying, stock market manipulation, and more. Sounds great!

houses producing Japanese versions of their own RPGs eg Ultima, Might and Magic, Wizardry and Bard's Tale. The package contains both 3.5" and 5.25" disks, the latter being high density and only runs on PCs with at least 8mhz in speed and an EGA or VGA display. A hard disk is recommended.

Sorcerian consists of 15 different quests, arranged in three sets of five which get increasingly difficult as you progress through them. The

lost object, saving the Kingdom from disaster, ridding the land of evil person, persons or thing, rescuing someone (often royal) or even making a deal with vengeful gods, collecting items to aid you on your way and battling a wide range of monsters.

In each case you control a party of up to four adventurers who can be an elf, fighter, dwarf or wizard. You can create your own characters or use a pre-rolled party. As with other RPGs, they can be male or female and have abilities such as strength, intelligence, dexterity and karma - 7 in all, with bonus points to be divided amongst them. Each character also has an occupation which will pay wages at the end of each year in game time if he/she isn't involved in a quest. Each quest takes a year too, even if you don't complete it, so the characters age as you play, their abilities altering to reflect their advancing years.

Each adventure starts from the city of Pentawa where the party can buy equipment (weapons, armour etc.) from the Weapons Master and can visit various other establishments such as the Magician's House where items can be enchanted (more on that later), the Herbalist, Temple, The Elder's House, the Training Grounds where they can increase their skills and the King's Throne Room where they can advance a level if they've gained enough experience points.

Magic plays an important part in Sorcerian with loads of spells to cast - no wonder the manual is over 100 pages long! First of all there is Herbal Magic, a series of 31 potions which can be made from five herbs including sage and hyssop in various combinations. The Herbalist can prepare potions for a price or a character can learn the skill. Secondly there are various categories of magic involving the planets. These spells can be offensive, defensive, healing or transforming and

are enchanted onto an item in a character's possession by Esther the Magician eg Sun/Venus creates a cure spell against poison, Mars/Sun/Venus/Saturn demoralises monsters. Each process of enchanting takes time during which the object must be left with Esther.

Some herbal and planetary spells can have the same effect. However many will only work against certain types of monsters which are divided into earth, air, spirit, water and fire monsters. Earthbane will protect against earth monsters but Fire Wall will protect you from earth and water monsters. It's all very confusing...

So how does the game play? Certainly not like the RPGs we are used to. Have you seen Heroes of the Lance? Well, it's very much like that in appearance - but with bells on. The graphics are stupendous and the musical accompaniment very varied if a bit strident; the music from the game has been released as a CD

"...magic plays an important part in Sorcerian with loads of spells to cast - no wonder the manual is over 100 pages long!"

in Japan, re-recorded by a symphony orchestra! But though there are RPG elements in the game, Sorcerian is very much an arcade adventure, the party being moved using a joystick or the arrow keys. The characters trot along in crocodile formation, jumping in the air, fighting monsters and picking up items while solving problems (unlocking doors, pulling levers etc.) and examining things by jumping up and down in front of them though the response can often be a fairly long section of text. So the game has much more depth than Heroes of the Lance with the large number of quests which take place against varying landscapes of forest, underground caverns, ruined buildings and so forth, each with its own specific selection of monsters.

Buy Sorcerian expecting an RPG and you'll be disappointed. Buy it as a complex arcade adventure and you'll be pleasantly surprised, if not impressed, though like all arcade adventures, it's a pain to map!

STARCROSS

Reviewed by Ken Morgan, played on the ST

It is the year 2186, and Humankind is spreading out from the Home Planet and beginning to colonise the Solar System. The Moon, Mars, and several of the larger Asteroids already have well established colonies. What Humankind does not have in abundance is energy, energy in the form of Quantum Black Holes.

Since first watching STARTREK LXXXVII it has been your dream to go into space, to explore strange new lumps of rock, to stupidly go where no-one has gone before! Well today's the day!! After investing your life's savings in buying and equipping a second hand mining ship, you are now ready to blast off in search of fame, fortune and Black Holes.

M.C.S. STARCROSS

Captains Log

Earthdate 5th March 2186.

Finally! Took off from Ceres Spaceport this afternoon. It's all or nothing now. Either I find fortune and glory or they'll take a little bit of me to clone. Just hope it's not an important bit, that's all!

Captains Log

Earthdate 23rd June 2186.

Things are getting desperate. Had no luck at all near Jupiter or in the outer system, so I've decided to try the inner system. In towards Mars!

While searching for Black Holes in the vicinity of Mars, your ship's mass detector alarm wakes you from a deep sleep. After ascertaining from your charts that the mass in question is unknown, you instruct the computer to set an intercept course and sit down to enjoy the ride, and nurse your

headache. After several hours, you are close enough to see that the mass is about 5kms long and 1km in diameter, and symmetrical in shape! A ship, totally unlike anything ever built in the system, ALIEN! Scary Huh?

The computer shuts down the engines as you draw close, and you watch carefully as the alien ship rotates beneath you. Suddenly, from one of the docking bays, long tentacles of steel snake out and ensnare your ship, drawing it in close and firmly holding it to the side of the alien. Oh bother!

Realising that trying to escape would tear STARCROSS in half, you decide your only alternative is to enter the alien ship, and kick some ass!

So the scene is set for Infocom's STARCROSS, where the characters you will meet range from the dreaded GRUE to a bored SPIDER, from vicious RAT-ANTS to a MOUSE-LIKE vacuum cleaner. The problems are moderately easy to difficult, but all are very logical. There is no lateral thinking involved in this game, although a knowledge of Chemistry and Physics would be very useful!

The descriptions and responses are up to the usual high standard of Infocom games. All in all a very enjoyable and demanding adventure, an adventure which I personally rank as the best I've ever played.

A Few Hints

Stuck at the airlock door? - ?metsyS raloS eht ni tsenalp ynam woH - Still stuck? - .pmub htruof eht sserp os ,nuS eth morf tenalp driht eht si htraE - What to do with the Spider? - .spleh semitemos sepat ot gnetisil .od ot gnihtemos mih evig os derob s'eH - Can't get the Red rod from the Rat-ants? - .eulc a rof tsen eht enimaxE - Still stuck? - .ti ta gnihtemos ngiworht yT



The storyline of *Witch Hunt*, the third in the Classic Quests series, is intriguing; you play Filbur Apse (great name!), a truly obnoxious person. All your fun in life is gained through being as unpleasant as possible to everyone you meet, until one fateful day when you try your nasty tricks on an old man who looks harmless is actually a wizard in disguise. Casting a spell on you, he turns you into a nice person - yuck! How can you possibly go through the rest of your life being pleasant to people? There's only one thing to do; gather the ingredients for a spell and make yourself into a detestable person once more.

I'd ordered the game direct from Audiogenics at the same time as the other four games in the series. I didn't get any discount AND they charged me postage on top! SynTax readers will already know my views on the first two adventures. I wasn't particularly impressed but at least the games were getting a bit more taxing as I worked my way through them in order of difficulty.

My first problem with *Witch Hunt* came when I tried loading the game. The other four loaded by typing CQ, the games all being called CQ.EXE. *Witch Hunt* was just called CQ. I was a mite suspicious but, being relatively new to the PC, gave it a go. It didn't load. I copied the disk, renaming the program CQ.EXE, tried again and the game ran. Feeling fairly pleased with my growing expertise on the PC, I started playing.

The game began outside a cottage in the middle of woodland. Gaining entry I found the cottage belonged to a witch. This could be useful! Finding her spellbook, I discovered just the spell I needed... and there was a cauldron nearby for me

to mix it in. All I needed was to find the bits and bobs I needed which included a toad, a bat and some lark's vomit! I mapped the forest, leapt into a well, braved poison ivy and "something" that lurked in the darkness inside an eerie crypt, explored a cave system and frantically tried to persuade a lark to throw up. Finally, the last ingredient was collected. Success was mine, or so it seemed.

"Put vomit in cauldron" I typed. "The lark's vomit won't fit" I was told. Oh. "Put toad in cauldron". Same response. Mutter. I tried all the ingredients. Nothing fitted in the cauldron. A few choice phrases were used and the cat and the dog went into hiding.

To the rescue, Dave Barker, complete with a solution for the Commodore version. I read it through... hmm: I was using the right phrase. I played through the solution up to the first hopeful "put x in cauldron". It still didn't fit. Dave played through the Commodore version. It worked, though he was a few points short at the end.

My disk went in a jiffy bag and was posted back to Audiogenics. I'd already rung them about the mis-named file at the time but I repeated the tale, told them about the problem with the cauldron and asked for a new copy. I must confess, cynic that I am, that I doubted I'd ever see one. But, a week later, a replacement arrived though it was just stuffed into a padded bag without any sort of covering note or even a compliments slip.

You may have guessed what happened next. That's right, the new disk had exactly the same fault with the cauldron though the program name was correct. They probably just did the same as me

and renamed it! It was returned again to Audiogenics with a step-by-step part solution up to attempting to put the first object in the cauldron and a slightly more miffed letter complaining about expensive software that doesn't work. This was followed up with a phone call some two weeks after and I was told that the game had been given to their programmer as all their disks were the same as mine. The guy told me that they'd sold thousands of the game in the past and never had a complaint (until now).

At last a third disk arrived. I was almost afraid to try it out. But I noted it had a different label adding a new 1991 copyright and it was now a Supersoft game. There were also some extra files on the disk. These turned out to be digitized sound effects; one a "Welcome to Witch Hunt" speech in the first location, the others bird song and the rushing sound of the witch's broomstick passing overhead. Best of all the program now worked. Items can go in the cauldron and the game can be completed... and with full points, thanks to

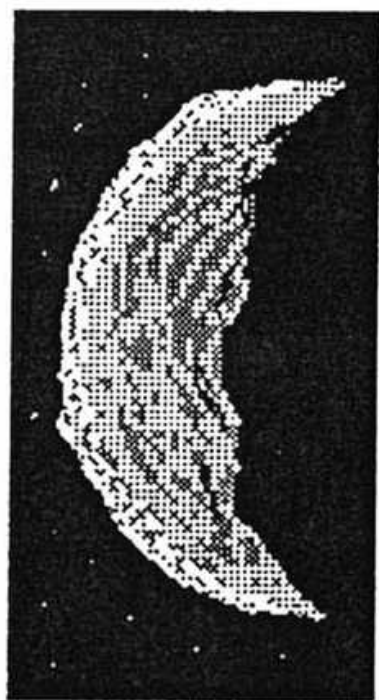
Dave's continuing investigations which finally turned up the missing points.

PD and shareware games frequently have a reputation for being bugged. Sometimes it's deserved, other times not. I often remind people that it's not only PD games that have poor grammar, spelling mistakes and bugs. Witch Hunt is a great example of a game that could have been good but was let down by faulty programming, in the case of the PC version rendering it unplayable until Audiogenics got their act together. The finished game, though a vast improvement on my original disk, is still not worth the exorbitant asking price.

A Few Hints

To find the cauldron: .ecalperif retne ,tsae ,moor gnivil eht ni lluks eht nruT - To get lark's vomit: .tsen eht dnif woN .gniraelc ni sbmurc worht ,sbmurc teg ,daerb kaerB - To pass the ivy: .ti nrub ot thgil a dna lio eht esU - To get safely into the crypt: .llew eht morf nac eht esU - To get a bat: .evac eht ni elttob eht nepO

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THE BALROG'S TALE

.....as the tabby from number 10 arched her back and raised her tail high into the air, a large grin spread across the face of the cat and the message "Tonight's the night!" emblazoned itself across his mind. With a shake of his nether regions and an extremely husky "Purrrr!" he advanced towards the waiting tabby... only to be rudely awoken from his lustful meanderings by a prod with a large stubby toe and the cry of..."Wake up you lazy sod, today is the day of the annual Orcs v Trolls cricket match and we've got stacks to do if we want to get there before the first ball is bowled!"

Opening one eye and shaking his head in complete disbelief, the cat squinted up at the large dark shape looming over him. To his immense disgust it was only the old Balrog and he quickly closed his eye again in an attempt to get back to the waiting tabby. But Balrog was not to be denied and another 'gentle' prod with a toe soon caused the cat to stir himself... it was either that or the fact that in his dream the tabby from number 10 had decided that the 'liberated female' of the 90s was not one to wait for anybody and was now intent on arousing the interests of that young ginger tom from number 23. Either way, the cat's 'Warren Beatty' impersonation had been brought to a sudden halt and there was nothing he could do about it...but just let that ginger tom come sniffing around his dustbin and the local dustbin men would find more than left-over prawn balls in the garbage.

"First of all," mumbled the Balrog, "we will have to process all these orders." With a flick of its tail the cat did just that and about half-a-dozen assorted envelopes quickly found their way behind the fridge. "Hmmm," he thought, "they will keep until tomorrow or whenever Mrs. Balrog next sweeps behind that!" Just then Balrog turned round to pick up the morning mail and with a puzzled look on his face said, "I am sure there were more than this when I picked them up this morning." With that he shuffled off upstairs.

As Balrog worked away upstairs, amidst the clanks and groans of the duplicating machine, the cat was hard at work supervising the poor old cockroach who had been coerced into preparing the picnic lunch the trio would take with them to the cricket match. Such great delicacies as 'pickled Dragon eggs', 'green-cheese sandwiches' and 'rhubarb strudel' found their way into the hamper (actually a large plastic Safeway's carrier bag) and a steaming thermos of dandelion coffee was quickly brewed and added to them, before the cat stretched himself and yelled, "Come on Boss, I ain't slaving away over a hot stove all morning for nothing and if we don't leave soon the damn game will be over before we get there!"

Balrog ambled downstairs, picked up the 'hamper' carefully (for Safeway's carrier bags are famous for having the handles 'snap' whenever you pick them up) and headed off in the direction of the back door. Cat slid off the top of the fridge and with a sly kick in the direction of the cockroach, strutted off behind him. "What anybody sees in a poxy game where one player throws what looks like a Dragon's left testicle at his opponent and the other player does his best to beat the sh*t out of it with a large lump of wood, I will never know. Why don't they take up some more intelligent pursuit like falconry or harvest mouse baiting?" The cockroach stopped rubbing his sore left leg (the second one) and with a sudden darting movement, nipped through the open door. Two large fleas, who had been sat on the doormat, saw their chance to have a 'free' day out and deftly leapt on to cat's passing tail, before snuggling down in comfort. Cat absent-mindedly swished his tail and the party of 'cricket-lovers' set off in the direction of the village green.....



THE C ADVENTURE TOOLKIT

Reviewed by Alan Brookland on the ST

CAT, The C Adventure Toolkit, from Tony Stiles, could be seen by some as a largely academic move, the ST/PC market not being exactly starved of adventure creators. However, CAT, as a shareware project, is cheaper than the 'big-boys' of adventure creation and stands up favourably against its competition. The first thing that the user will notice, as indicated by the natty feline acronym, a C compiler is required before CAT'ed adventures can be produced; the documentation recommending Sozobon C, MWC or LaserC on the ST, and this may deter some users. Indeed, a major drawback with this program is a lack of user friendliness, those without a working knowledge of C may well be put off by the program's initial hostility. While Tony explains that this is not a system for novices, with no nice drop down menus, some concession to the less blessed would have been nice. However, this aside, the tutorial files supplied with the program are concise, and ease the programmer into CAT's internal logic, combining ideas, through examples, to produce a finished adventure.

The basic principle behind CAT is simple. You provide details of your adventure in CAT's high level language, via an ASCII text processor which is then compiled into C source code which can then be compiled, along with some standard CAT C source files, into an executable program. The tokens used by

CAT are simple and obvious; @room: for a room title, @roomsht: for its short description etc., and programs produced are easy to read and understand. The program is perfectly happy with short/long room descriptions, strength/weight comparisons, food, messages on objects and, unlike many other creators also allows NPCs, with independent actions and allows the player to control more than one character within the adventure. One feature which I found especially helpful was CAT's ability to, given that a door exists between two rooms, add its description to both automatically - no more vanishing exits!

Where CAT really excels however is within its in-built logic commands, which cover the majority of logic tests you need; from simple commands like @confirm: which simply waits for a yes/no answer, through the usual get, eat, wear commands, to functions which control the player's points, strength, location etc. CAT is also perfectly at home in handling conjunctions (Get the Blue Box and the Red Key), and impersonal pronouns (Get the blue box and open it).

Finally, should you wish to add features of your own to the program, hints on adapting CAT's C code are supplied. Overall, CAT is a very powerful system, easily rivalling its more expensive counterparts. Provided you persist past CAT's claws you will find a powerful beast beneath.

[Also available for the PC]

THE CREATIVE ADVENTURE TOOLKIT

Reviewed by Philip Harris on the Amiga

The Creative Adventure Toolkit (CAT) is one of the AMOS licenseware disks available from the Deja Vu PD library, retailing at £3.50. Licenseware is a scheme whereby the author of the software gets a fee for each copy sold, and if the discussion on CIX is anything to go by, Phil Richmond (author of CAT) should be doing pretty well out of the first version of

his adventure authoring system.

There are two distinct sections to CAT, the first is the data entry program which allows you to enter location descriptions, messages, object text, vocabulary etc. and test your masterpiece. Data entry is from a series of menus which simplify the entry of data no end, particularly once you get used to what

key is required to access which menu. Entry of text is via a custom editor which is perfectly adequate although it does seem to freeze occasionally for no apparent reason, and then return just as suddenly.

All the usual adventure facilities are there, including graphics if required and the parser is more sophisticated than the usual Verb Noun type adventure creators are usually burdened with. Full support is included for one verb, two nouns and a preposition in the input, allowing commands such as "examine everything except the knife, rope and the chest" to be interpreted with ease. The second part of the program is the actual source code for CAT! To create an adventure you create objects, messages and locations using the editor and then add to the AMOS source code to create the puzzles. This makes for a very versatile system but does have some disadvantages.

Firstly you must have AMOS to write any games. Secondly you need to be able to write AMOS programs, or at least have some knowledge of BASIC programming before you can write any games. Finally there is a very long wait between modifying the source code and being able to test the adventure as the CAT program must be compiled each and every time. This makes the "suck it and see" method of programming very time consuming, a separate puzzle editor would be a welcome addition. The documentation for the program is good, the usual introductory adventure is there, along with details of the variables used within the main program and instructions for making a stand alone game. Sufficient detail is given to show how the program is used although I doubt if many people will actually work through the sample adventure.

Adventures created with CAT are very good, professional looking and with the parser being as sophisticated as it is, very enjoyable. The program behaves well most of the time, although long delays do occur during a game occasionally. The program is very stable and with the source code forming part of the software you are free to modify it as you wish, to add a file requester to the save/load routines or support for doors for example. Overall CAT is a good adventure creator, well worth £3.50 if you have AMOS; if not it's a good excuse to buy it.

SO WHAT IS AN RPG THEN?

by Michael Orton

"Gosh," I thought, "a magazine about computer games and RPGs called Red Herring. Two of my favourite activities in one publication! I must buy this!" Well, the first edition of RH was a good read, but made no mention of RPGs as I understand the term. This led to an interesting on-line discussion and I ended up volunteering to write an article describing what an RPG is as I (and many others) use the term.

Let's start with the letters "RPG". They are an abbreviation of "Role Playing Game", sometimes you will see an "F" prefix (this stands for Fantasy), sometimes the "G" suffix is left unabbreviated or dropped altogether, but the key element is the Role Playing aspect.

The basic idea of an RPG is that a group of people

get together and pretend to be other "people". These other characters exist in an imaginary world which is always different to the real world, sometimes in only a slight way, sometimes drastically. A common change is to ditch biology and chemistry as we know it, and only the basic laws of physics remain. Science is then replaced by "magic" which may have defined equivalents of scientific laws and principles, but does not have to be so.

Since the world is changed, the players need to ensure they all have the same frame of reference, so a set of rules are defined to keep things consistent. The full rules for the world do not have to be known to all the players, in fact some games run better if there is some mystery to them, but someone has to

spin this fantasy world together and this task is done by the Game Master.

To an uninformed observer, the Game Master (usually known as the GM or DM) looks very much like a player, but in the technical jargon of the RPG community that is the one thing he (or she) is not. The GM is responsible for providing the players with a framework for their characters to interact in. The GM has the final say about everything in that world, there is no appeal... if you don't want to play by the GM's rules, then you don't play at all. If the GM's rules are bad... then nobody plays.

Most GMs use a set of published rules. This saves time, the players can then make many assumptions about how this world works by reading selected parts of the rules. Many of the game publishers make this easy by publishing the rules in separate books. I'm not going to mention any game system by name or abbreviation as many of them are trade-marked by their publishers and I don't want to get anyone in trouble by failing to acknowledge who owns what, but you can find examples in many games stores.

Even though a player might own copies of the GM restricted material, for a player to consult such without explicit permission from the GM (and this is seldom given) during the game session is a serious offence and may result in that player being forced to pay some form of game penalty or even to be eliminated from the game.

There are people who take their RPGs so seriously that they actually dress up as these imaginary characters and act out the part in some suitable setting with suitable props. I would never consider arguing that they are not playing an RPG, but it is not the most common form of the hobby. The games are more usually run sitting round a table and you can usually identify the GM by the screen concealing various notes from the players.

The centre of the table is usually used for props... frequently for laying out maps of areas and commonly for playing out combat. RPGs grew out of wargames played with miniatures and many game sessions do involve a fight of some sort which is then played out in a wargame-ish style. Some players have the skill and patience to produce a small miniature which resembles their character for use in such situations. At this point though, I should mention that there are games, usually in the horror genre, in which if you have got involved in a fight with the direct opposition, you are in big trouble!

The players themselves may have various oddments strewn about the table... coffee mugs are a common sight, but in all the RPG systems I have every played in, each will have at least one character sheet. This describes the character in whatever terms are relevant to the game's frame of reference. This

...there are people who take their RPGs so seriously that they actually dress up as these imaginary characters and act out the part in some suitable setting with suitable props...

usually includes physical characteristics such as "Strength", "Agility" and "Stamina" and some form of measure of how well those characteristics can be deployed to achieve results, for example, how well this character can climb a wall.

When it comes to the point in the game when the player needs to determine if the character can climb a wall - perhaps to get away from a monster chasing him down a street - this is usually done by rolling one or more dice. Many of you will have played games with ordinary cubic dice, but when RPG players talk about rolling dice, they tend to specify not only the number of dice to roll, but how many sides those dice have! So they will say 2d6 for two cubic dice, giving a number between two and twelve. My own dice bag contains 24d6, 9d4, 4d8, 8d10, 3d12 and 9d20 (though five of these are only numbered 0-9 twice). Those of you who know about RPGs may care to speculate over which systems I normally use. You may care to know that the greatest number of dice I

have needed for a single roll to date, was 30d6. This was in the "comic superhero" genre and my character was trying to stop the super-villain creating a volcano under Big Ben. Amazingly, an early edition of the rules for that system included the phrase "You need at least three six-sided dice to play this game".

Precisely what you record will vary from rule system to rule system, but it is usually a measure of how good you are at doing things which are important to the genre in which you are playing. In almost all worlds you would need to record how well you can use various weapons, but there will be other things. If you are in the "Horror" genre, you may well need to record with some precision how likely the character is to flee in terror from a monster of "standard" scariness, but if you are playing in a "Space Opera" world, you would be free to run in terror or not and you might record how well attuned the character is to some psychic power instead.

In fact, any other world which could exist as fiction

can exist in RPG form... one of my favourites is set in the lapine world of Watership Down. One is not limited to books, superhero comics and action/adventure films also provide good backgrounds. One can buy in a fantasy world (usually custom designed for a particular game system), or if you have a very skilled GM, invent one from scratch.

My character "Conteck" was a sphinx in an RPG campaign. Since an adult sphinx would be rather too powerful for a player to run, the GM ruled that he was only six years old and scaled the character's size and strength to suit. I had immense fun exploring his fantasy world from the point of view of an innocent child who was very intelligent, yet his human head had a lion's body with paws rather than hands, and functional bat-like wings. I enjoyed the character so much that when I needed to create my first persona on MUD (gosh that was a few years ago!) that was the one which sprang to mind and Conteck has been my on-line handle ever since.

PLAY BY MAIL

By Tim Lomas

Well, well, Issue 2 and I'm still here. I've got rather less space than last time so I'll get straight into things. I did intend talking about a magazine called GMI (Games Master International) this issue, it was one of the only magazines around (excepting the specialist PBM zines) which still carried a PBM column. Unfortunately I just had a phone call telling me that it has folded. Five or ten years ago a lot of the computer magazines covered PBM, nowadays the only places I know of that you can find columns are Gamesman and here. Gamesman... I've never it, read but I do know that the PBM column in there is written by Nicky Palmer, the Flagship Editor.

Onwards we go, I promised a few pointers to games fit for newcomers to Play by Mail so what I'm going to do is give you a few mini reviews. Most of these games I've played over the years, if I haven't I'll say so.

Vorcon Wars:

This is the second PBM game I played, the first was Starlord which folded many years ago in the UK. I played this game for over 10 years before I finally decided I'd give it a rest. Vorcon Wars (now correctly called Super Vorcon Wars) is run by Vorcon Games in Bracknell, the GM is John Nicholson. He's been running the game since 1981 as far as I'm aware and gives some of the best service in the country. In the time I played with John I can only remember one error that he made in my adjudications, a superb record by any standards. The GM is friendly, answers your queries on the next turnsheet and is very approachable at conventions.

The game itself is based on the planet Vorcon, 15 spaceships have touched down on the planet with the intention of taking it over for themselves. You of course take the position of one of these

commanders. The point at which you touch down is the base at which you begin the game. Vorcon is divided into hexagons (hexes), each one covering 5 degrees of longitude by 10 degrees of latitude, the polar caps prevent you moving higher than 70 degrees north or south so you are playing on a map 28 hexes deep by 36 hexes wide; being on a planet of course the map wraps round from east to west.

You begin the game with a single hex under your control and 40 troops along with a small stockpile of minerals and food. The aim of the game is to take control of the planet by eliminating the other commanders, the only way to do this of course is to fight them (and win). All hexes not controlled by players are controlled by the native Vorconians, these must also be fought over but as the Vorconians are not too hot when it comes to the art of warfare, they can be quickly eliminated. This is where you will set up your power base. You need to take control of the important hexes as soon as possible... it's much harder to take them off another player later.

All hexes have a type, while a lot are barren there are a large number of cultivated hexes, mines and suchlike, these provide you with food and materials to continue your mission. There are also atomic mines which provide radioactive ores for the highly destructive nuclear missiles.

The fun starts when you meet the other players, you'll need some to work with as allies before the real battles start, loners tend not to last too long in Vorcon. The game tends to run to between 25 and 50 turns and lasts on average 1 to 2 years. Well worth a look. Vorcon was designed and programmed by John and is now run abroad in the US and Europe as well as the UK. I always like to see British games holding their own in the international scene.

It's a Crime:

A very different game is It's a Crime from KJC games, this game was originally developed in the US

and imported into this country by KJC in 1986. I played in the first UK game launched at the 1986 UK convention. IAC (as it's known) is based in gangster Chicago, you play the boss of a gang which you get to name (which accounts for the strange gang names often seen). The object in IAC is to become a mob boss, the better your gang does and the higher you rise on the notoriety list, the better your chances. The whole point of this game is to do down your opponents while building up yourself. Actions to be performed range from robbery and protection rackets to ambushing your opponents and razing blocks of the city to the ground. The presence of the police also has an effect.

Orders are entered onto a simple order card and consist of two or three codes. It's not as complex as Vorcon and I must admit that I didn't really enjoy it when I played, I found it a little too simplistic for my liking, this said it has a large and enthusiastic following so it's certainly popular with a lot of players. Being one of the simpler games to get into makes it quite a good game for a newcomer to start off with and on this level it's worth playing.

Please remember that these short review are nowhere near complete, the review I've just written for Flagship ran to 6 pages in A4, so the best I can do is give you an idea of the sort of game I'm talking about. If you want to play but aren't sure then why not write to the GM and ask for more details. If you have specific questions you can always drop me a note and I can answer them for you. If you do write to me, an SSAE will be appreciated.

I haven't decided what to cover next issue yet so tell me if you have something you want to know about. If I don't have any requests I'll probably continue in the same vein and give you a few details of a couple of different games, possibly role playing games.

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

Super Vorcon Wars: Vorcon Games, 59 Juniper, Birch Hill, Bracknell, Berkshire RG12 4ZG. Startup is £5.00 which includes 2 free turns & rulebook. Subsequent turns are £1.50.

It's a Crime: KJC Games, KJC Games, POB 11, Cleveleys, Blackpool, Lancashire FY5 2UL. Free startup, includes rulebook and 2 free turns. Subsequent turns are £1.75.

ALSTRAD

Solution by Tony Collins, played on the Spectrum

Up - Get Axe - Down, North - Get Armbands - Wear Armbands - Out, Up - Get Spade - Down, South, South - Swim - Get Coconut - Smash Coconut - Eat Coconut - Drop Coconut - Dig - Drop Spade - Read Palm - Swim - Remove Armband - Drop Armband - North, In - Open Safe - Eat Pill - Pull Lever - Smash Door - Drop Axe - South, South, South, South, South, South, South, East, South - X Pictures - South, Down - Get Rod - Up, North, North, West, South, North, North, North - Unlock Door - Drop Key - West - X Rubbish - Get Rubbish - South - Give Banana - Get Card - North, East, South, South, South, South, South, South, East - Insert Card - South, South - Insert Rubbish - Get Penny - South - Give Penny - Get Bridge - North, North, North, East - Get Dynamite - West, West, South, North - Drop Dynamite - East - Drop Bridge - East - Smash Case - Drop Rod - Get Tape - West, Down - Get Batteries - Up, West - Give Tape - Insert Batteries - X Model - Get Amulet - North, North, East, East, South - Pull Chain - North, North - Get Cloth - Mend Cloth - Drop Needle - South, West - Drop Torch - West, South - Fly - East - Get Can - West, In, North, North - Wear Amulet - Get Sword - Remove Amulet - Drop Amulet - South, South, Out - Fly - South, South, South, South, South, East, East - X Mirror - South - Get Armbands - Wear Armbands - Fill Cap - Swim - South - Throw Sword - Fly - X Brute - In - Push Rock - Down, Down - Get Skeleton - Break Skeleton - Up, Up, Out - Fly - Drop Cloth - Jump - Give Bones - In, Down - Fill Cap - Up - Get Spacesuit - Wear Spacesuit - Push Button - Out, East, Down, Down - Insert Coin - North - Get Hammer - South, Up - Smash Rocks - Get Rocks - Up, West, In - Push Button - Out, North, North - Swim - North, In - Pull Lever - South, East - Get Torch - East, East - Give Box - East.

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AURAL QUEST

A Red Herring solution, played on the Spectrum

You are the Strangers' Tour Manager. In the middle of decorating your flat you get a phone call. CBS Records want you to fly to five cities - Nice, New York, Stockholm, Tokyo and Brisbane to collect the promoters' payments for the Strangers' Tour. You also have to find and bring back to London the four parts of a massive ear statue that the group use as part of their act. The payments must also be returned to London and taken to the accountant's office where you will get your next plane ticket.

START: On a ladder in your Flat. The phone is ringing.

D (the furniture is covered with dust covers; oops, you put your foot in the paint pot) - remove pot - drop brush - lift covers (see desk and phone) - answer phone (to get your instructions) - open desk - get passport - W - get ticket - get (travellers) cheques - S - get phrase book - NW (Heathrow) - fly (to Nice).

E - S - UP (Coffee House) - buy coffee (need travellers cheques; you sit at a table) - get change - get card - exam card (has a lawyer's phone number on it) - N - N - go door (Promoter's Office; he's agitated, you must have the phrase book to understand the band are in jail) - get payment - S - S - E (Phone Booth) - phone lawyer (need card, book and change; he takes you to the jail) - drop card - get ear - ready - W - fly (to London) - SE - drop ear - N - drop payment - get ticket - W - fly (to New York). W (Central Park. You pick up a bit of the ear but are mugged and wake in hospital, without money or passport) - phone accountant (he pays the bill but you need a new passport) - W - N (Office) - get payment - S (outside Embassy) - read notice (Passport Office 6th Floor) - S (the elevator gets stuck so you walk) - S - S - E - S - N (Office; you get a passport) - DOWN - E - fly (to London) - SE - drop ear - N - drop payment - get ticket - W - fly (to Stockholm).

Read notice - E - get payment - E (two policemen insist you leave the country) - W - fly (to London) - E - drop payment - get ticket - N (A Pub; you see Joe from Security) - buy Joe (a drink? Anyway, he follows you) - SW - fly (to Tokyo).

(Police tell you to go east) - E - W - S - S (Office) - get payment (Joe insists on cash) - N - N - E (Demolished Bridge; there's a street trader selling watches) - buy watch (with travellers cheques) - W - N - N (by a Building) - read notice (a karate demonstration will take place shortly) - look watch (time is getting on) - S - N (you can now enter) - go door (Public Hall; man offers you a token) - take token - S - S - go gate (using token) - go bridge (Island) - drop watch - get ear - go bridge - W - S - fly (to London) - SE - drop ear - N - drop payment - get ticket - W - fly (to Brisbane).

S - UP - UP (Office) - get payment - DOWN - go door (Store) - buy torch (with cheques) - W - DOWN - N - N - W - go door (In derelict Pub) - open trapdoor - torch on - DOWN - drop token - get crate (of Fosters) - UP - E - E - N - read notice - N (by a Military Installation, two guards block your way) - bribe guards (with Fosters; they let you enter) - get ear - S - S - S - S - fly (to London; the accountant meets you, takes the payment and drops you at the hall) - drop ear (the crew ask for a toolkit to assemble it; you have 8 moves to get one) - NE - get toolkit - SW - drop toolkit

*You're in the exhibition hall where the Strangers' road crew have just assembled the Aural Sculpture.
Ok, clever dick, you've won!*



ADVENTURES



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NOTE : Purchase MORE than TWO games and you will be free to deduct 25p from the price of each additional game bought, or 50p from each compilation. This applies to TAPE or DISK.





ADVENTURELAND - another Scott Adams classic 8 bit Atari

1. Damp mud prevents chigger bites. 2. Chopping the tree reveals a hiding place for treasure - amongst other things. 3. The Dragon hates mud. 4. To get the ox, try saying "BUNYON" when carrying only the Axe. 5. Chiggers can be disposed of by dropping down a hole. 6. The Bladder is a good receptacle for explosive gas. 7. Scream at the Bear. 8. Always cushion the Mirror's fall. 9. Catch the fish in a net. 10. The oil lamp flame won't last forever. Look for fresh fuel. 11. Dam the lava! 12. Saying "AWAY" can get you back to the outside world, provided you have the right furnishing with you. 13. Catch Bees in a bottle to drive away the Dragon. 14. Do an "Aladdin" with the lamp- but don't burn yourself.

ARROW OF DEATH Part I

1. Turn Coat of Arms more than once. 2. Open Pillow. 3. Beggar requires Alms. 4. Glass Orb needs to be rubbed - in certain circumstances. 5. Have a rest in the Forest. 6. After paying the Ferryman, take another rest. 7. Free the Slave of his chains. 8. Drug the Giants' Broth. 9. Ride the Flume until beach is seen. 10. Pluck the Eagle's feathers. 11. Examine Dwarf's body - then search village. 12. Wear spectacles to read book. 13. Sacred Willow is in the Marsh. 14. Throw something silver to distract Guardians. 15. Get willow branch.

ARROW OF DEATH Part II

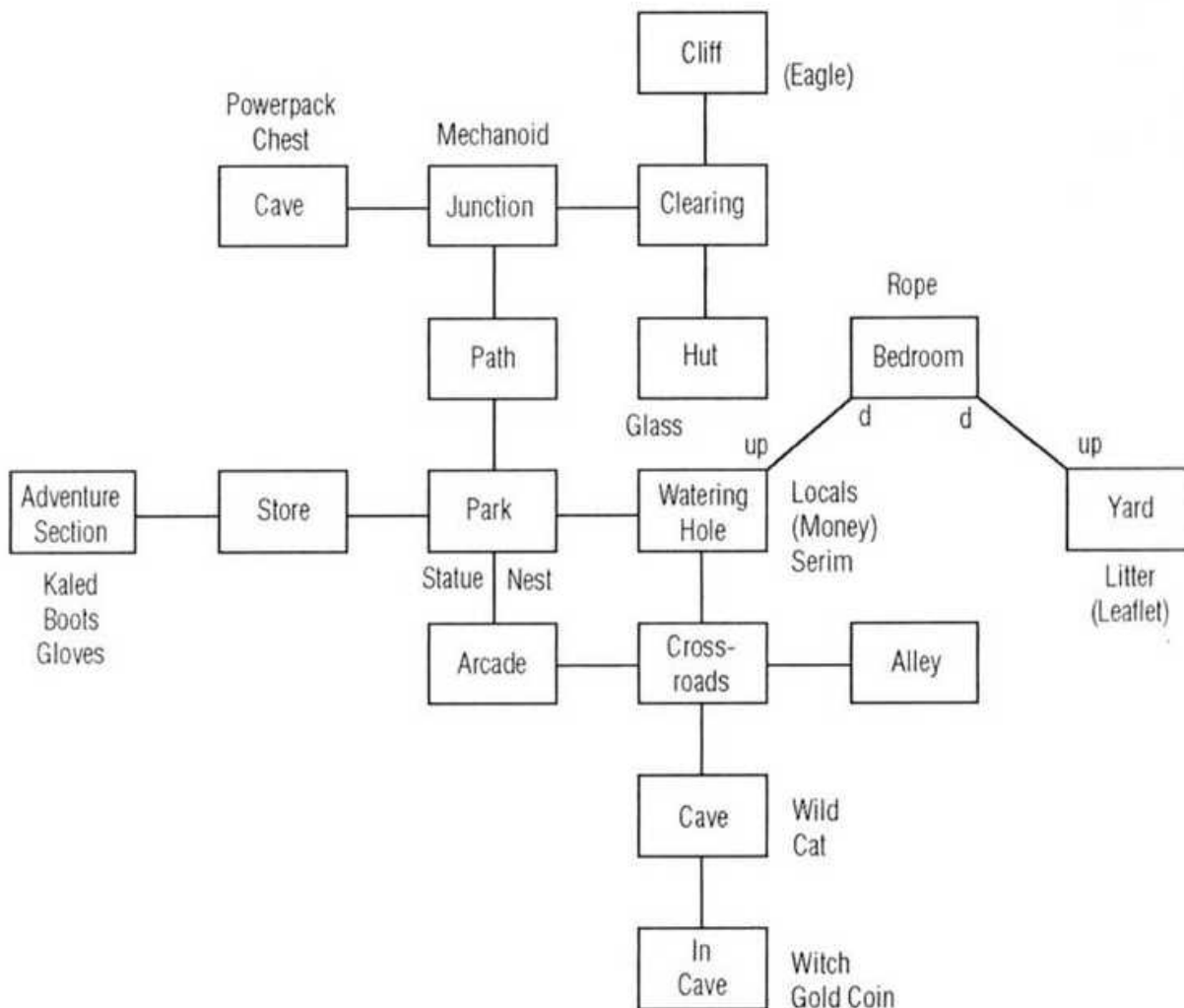
1. Get shrub. 2. Dig in Plain. 3. Jump from chasm to ledge. 4. Crevice should shed some light. 5. Weed will come in useful. 6. To cross bridge, hold rope then cut rope. 7. Wear uniform from dead warrior. 8. For strength eat weed in Guard Room. 9. Use the Kite to fly across Gorge - but protect your head. 10. Have a close look at the mud. 11. Get key from the Animal the hard way. 12. Unlock pantry for food. 13. Feed mule. Assist mule to grating, tie rope to mule and grating. 14. Arnid will make arrow if you give him strength. 15. To leave temple, push button, light candle, pray, walk on fire. 16. Get pipe and tobacco then row. Smoke and do a "Jonah". 17. Smash Skeleton with rock. 18. Dig in cave, then examine Cairn. 19. Rub stone, then give it to someone deserving. 20. Dig in mound. In hole use dynamite but don't go up with it. 21. Play to get past veil. Wear cloak and shoot Xerdon from best position.

THE COUNT - yet another Scott Adams classic 8 bit Atari

1. Travel between floors by the dumb-waiter. 2. Keep garlic handy. 3. Visit the Pit for a light. 4. Answer the Gate when the bell rings. 5. A paper-clip makes a good picklock. 6. Put the stakes in a locked room until needed. 7. Take a table when night approaches. 8. Look in the oven after dark. 9. Take down the Portrait. 10. Get the next postal delivery. 11. Use sheets for outside descent. 12. In Crypt, light up - this is one time that smoking is essential for a longer life! 13. Make sure that the Coffin cannot be re-bolted from the inside. 14. Take Stake on final visit to Dracula during daylight hours.

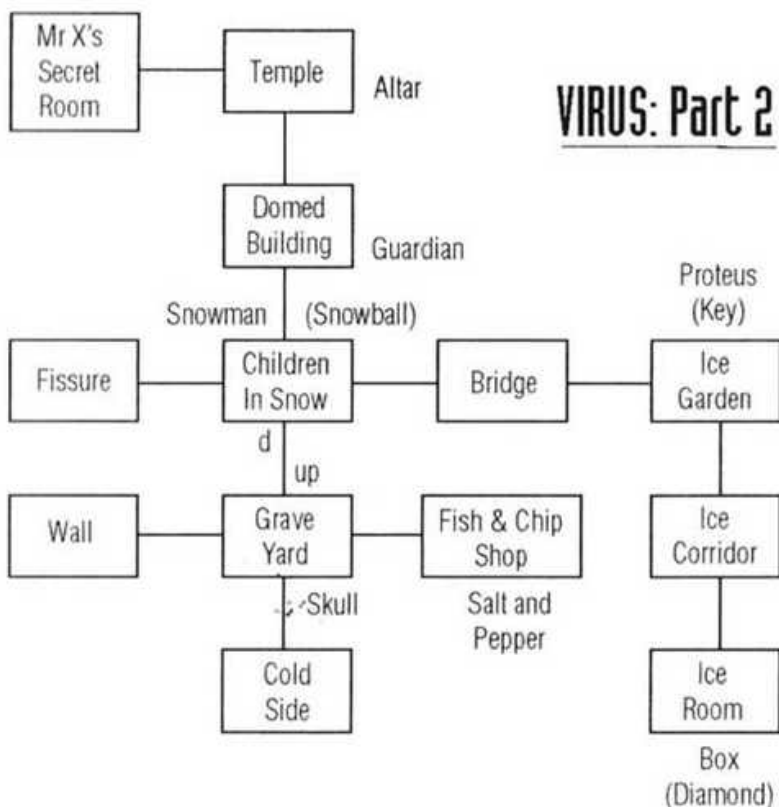
VIRUS: Part 1

Maps and Playing Guide by Joan Dunn



Start in the Park

Go to Watering Hole, search locals, get money. Buy and wear boots and gloves. Climb statue, get nest. Wait on cliff then get glass in hut. Go to chest, cut straps with glass, get pack out of chest. Insert pack into screwdriver. Say mechanoid "Go S". S and continue like this to wild cat. It chases you. Say mechanoid "eat cat". Give nest to witch to get coin. Go to Serim. Say Serim "rent room". In bedroom, look under bed, tie rope to bed, lower rope out of window. Climb down, search litter. Return to cliff and wave leaflet. Wait. Give crowns to eagle... Taken to Alinam.



Start on cold side of
Alinam

Collect skull, salt and pepper. Kick snowman, look, get snowball. Kiss Proteus, get key. Open door (to Ice Room) with screwdriver, unlock box with ice key. Get diamond. Throw pepper at Guardian. Insert diamond in skull and put skull on altar. Push W wall, pour salt on snowball...

The End

BATTUNE THE SAILOR

Solution by Merle Goodman, played on the PC

Once again you and your alien guide, Battune, set forth on an adventure. This time your aim is to find a way to reach a evil magician's island, find the treasure and rescue a princess from an evil spell.

Starting in Bagdad (sic), there are 18 locations around the harbour where your ship waits. One of your first jobs is to find a crew but make sure you have ample provisions or there'll be a mutiny. Bagdad contains all the locations you'd expect, from a Bazaar to a Harem. As in many of the other Battune games, the locations are arranged randomly so though this solution uses the expression "go to <place/object>", you will have to work out the route yourself.

The second part of the game takes place on the island which has another 23 locations including a Jungle, a Cave crossed by a river of lava, Cliffs and a Beach but these are not randomised. You'll meet both friendly (a winged horse) and not-so-friendly (Medusa) characters during your travels so save frequently in case the not-so-friendly ones bump you off.

START: The Port of Bagdad, by your ship.

Look ship - look figurehead (it almost looks alive) - talk figurehead ("sail to the end of the earth and turn right") - go to Garden - look princess (she's asleep) - go to Throne Room - look Sultan (he's weeping) - talk Sultan ("I will give half my kingdom to anyone who saves my daughter") - go to Kitchen - talk cook (wants rum) - go to Streets - look gutter - get drachma - go to Grog Shop - get rum (with drachma) - go to Kitchen - give rum (cook leaves) - look pot - get bone.

Go to Alley - give bone (the dog turns into the Thief of Bagdad; he'll follow you) - talk thief (he'll steal anything for you) - go to Locksmith - get key (thief steals it) - go to Music Shop - get flute - go to End of Bazaar - get basket - look basket (there's a cobra in it) - go to Middle of Bazaar - talk fakir (he shows you his magic rope which doesn't need to be tied to be climbed) - play flute (carrying basket; the snake chases the fakir up the rope and both vanish) - get rope.

Go to Dining Room - look table - get knife - go to Tavern - look seamen (a boisterous lot) - talk seamen (they won't sail with you) - go to Dungeon - (if necessary, keep wandering between these locations until the seamen are locked up for disturbing the peace; it may take a while) - talk seamen (if you rescue them they'll sail with you) - open door (with key; the seamen head for your ship) - go to Spice and Herb Shop - get bag (of sleeping powder; the thief steals it) - go to Guards' Quarters - give bag (the guards fall asleep) - go to Harem - open box - get map - look map (shows the route to the Magician's Island).

Go to Market - open big (urn; with knife) - look urn (meat and veg for a long voyage) - get big (urn; thief steals it) - go to Grog Shop - open small (urn; with knife) - look small (urn; it contains rum) - drop knife - get small (urn; thief steals it) - go to Port - go ship (you must have the crew, two urns and the map)

After weeks at sea you sail into a fog bank. The ship runs aground on the rocks but you make it to the island.

(On a Beach) - N - N - W - W - N - get shovel - S - E - E - S - S - dig sand - get bottle - open bottle (genie escapes and flies off; you see a net) - N - N - look fountain - get water (in bottle) - S - E - E (the water lets you cross the Desert; make sure you take water from the fountain, not sea water!) - talk sage ("the fragrance of the black orchid can wake people from a deep sleep") - get bag - W - W - S - drop bottle - get net - W - drop rope (it forms a ladder reaching into the tree) - climb rope (to Top of Tree; you see a roc and its nest) - drop net (traps the roc) - look nest - get egg - D - get rope - E - N - W - talk cyclops (he's hungry) - give egg (he eats it, gets his sword and goes to fight the dragon; you see a lantern) - get lantern.

E - look dragon - get sword (from the dead dragon) - N - W - W - S - get oil (in lantern) - N - W - get rock - look rock (you see flint and steel) - get flint - light lantern - drop rock - E - get lamp - E - E - N - rub lamp (the genie appears) - talk genie (he gives you a magic word; it's a four letter random word eg XIOF) - XIOF (or whatever the word is; you're transported through the door, into a Cave. If you are asked 'what kind of magic is this?' then go N - XIOF and it will work) - D - D (Bottom of Cave; you see a river of lava) - look lava (you see a shield across it to the east) - drop rope (it forms a bridge) - E - get shield - W - get rope - U - U - S - S - S - S - W - W - fight skeletons (using sword and shield; you see a skeleton key) - drop flint - get key - E - E - N - N - N - XIOF (or N - XIOF) - D - open wood (chest) - look wood (chest; you see treasure) - drop shovel - get wood (chest) - U - S.

S - E - kill Medusa (using the shield as a mirror, you cut off her head) - drop sword - drop key - get head (in bag) - W - S - S - E - drop rope (it hangs from the top of the cliff) - climb rope (to the Magician's Castle) - give bag (the magician is turned to stone) - look box - get carpet - get box - ride carpet (to the Top of a Mountain) - get orchid (in box) - ride carpet (back to Castle) - D - get rope - W - N - N - W - look horse (it has wings) - talk horse (he'll take you anywhere in the world) - drop rope (it turns into reins) - ride horse...

You return to the princess's garden with the black orchid. The fragrance of the black orchid wakes the princess. You marry her and live happily ever after.

Notes: (1) If you don't talk to the fakir, the rope won't appear. (2) Refer to urns by size only, for example - get big, open small, otherwise the program gets the urns confused.

(3) Don't open the other urns or the bronze chest!

DRAGONSTAR TRILOGY

A Red Herring solution, played on the Spectrum 48k

This is an early Delta 4 adventure, written in 1984. The aim of the game appears to be to find the Dragonstar Crystal, sorting out various evil creatures on the way.

Part I: START: Close to a Cliff Edge, carrying a sword.

S - S - S - S - S - E (by the Stone Table which has inscriptions on it) - examine inscriptions (read 'em upside down and they say 'hit the table twice') - hit table - hit table (a voice says 'go to the broad passage for the help you seek'; the table cracks) - E - E - S - W - W - S (A Plain, by a crevasse) - D - S - E (The Crevasse) - get shield - W - N - U - N - E - E - N - E (A Clearing; a 9-headed hydra attacks you) - attack hydra (carrying sword and shield) - look (you see a gold bar and some teeth) - get gold - S - S - S - S - E - E - E - S - W - W - S (A Clearing; a troll attacks) - kill troll - E - E - S - W (Mountain Peak) - get key - E - N - W - W - N - E - E - N - W - W - W - N - N - N - E - E - E - N - N - E - E - E - E - E - N - E - S - S - E (A Bend in a Passage which broadens out) - examine passage (you find an open trapdoor) - D - S (A Cave; you see Draxol the evil dragon of the north!) - attack Draxol - W (Dragon's Cave) - get jewel - E - E (Dungeon) - drop shield - get princess (you unlock her chains using the key. She follows you) - W - N - U - W - N - N - W - S - W - W - W (back to the Great Hall... Well done! You have solved Part I! Now try Part II! Score 100%.

Part II: START: Southern Shore of the Lake of Fire, carrying nothing.

S - S - E (A Cave) - get rope - W - W (On a Cliff above a pool; in the pool you see a picture of another land and a bent hooded figure glowing by an evil light) - E - N - E (Foot of Cliff) - throw rope (it catches on something) - climb rope (to Top of Cliff) - E - get axe - S - E - S - E (North Bank of the River Ak; you see a boat) - climb into boat (you cross to the other side). *There seem to be two ways to go here. I can't find any way to visit both sections.* (1) S - W - W - S (into a Room with two doors, each with a long cord tied to the door latch; you see a message on the wall) - read message (there's an archer behind each door and if a door is opened he will shoot at whatever is in front of him) - pull both (cords; the archers shoot each other and you move out into a Large Room) (2) Climb into boat (it floats downstream; you find yourself on a Bank) - S - W - S - E (in a House; there's a wise old man here) - talk man (he says 'the key must be dropped into the Lake of Fire') - W - N - E - N - W (Outside a Tower; you see a serving girl) - talk girl (she's frightened) - W (into a Large Room). *Back to the plot!* D (A Passage; you see a crack in the wall) - go through (crack; A Cave, you see Tridon the dragon, brother of Draxol!) - kill Tridon (with the axe) - N (A Cavern; you see the Golden Key of 7) - get key - S - E - N - U - U (the North Edge of the Elbor Forest) - N - W - climb down rope (back to Foot of Cliff) - W - N (back to the Lake of Fire) - drop key... Well done! You have completed Part II. See how you fair (sic) with Part III. Score 85.

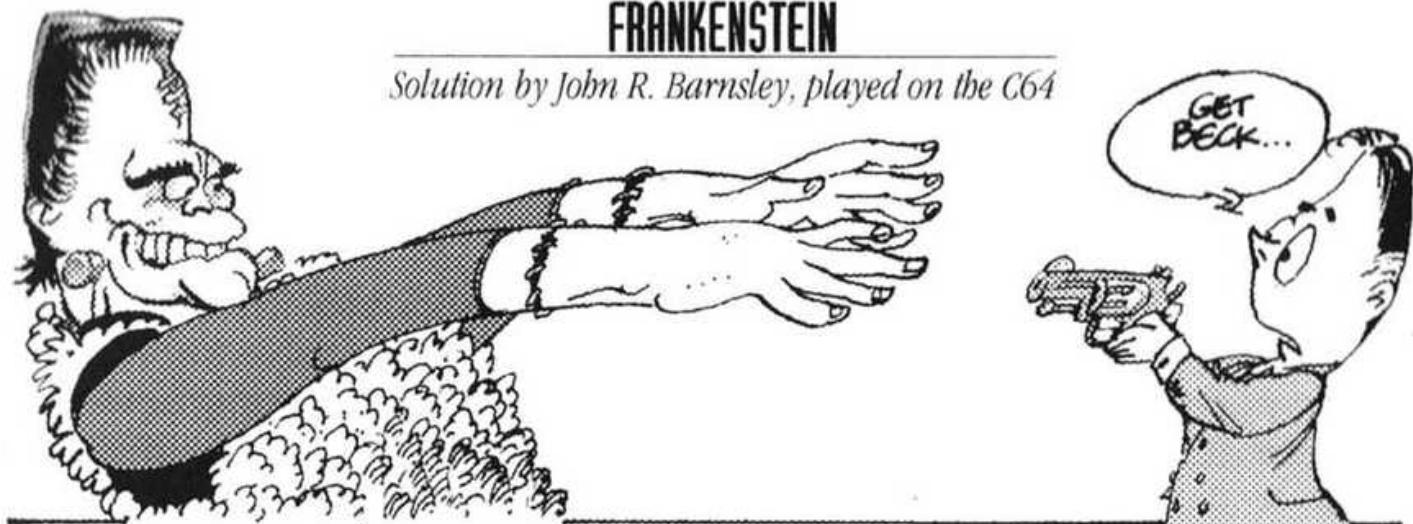
Part III: START: In a Dark Cave, carrying nothing.

Get sword - S - E - N - E - S (Woods) - get shield - cross river - W - W - S - W - W - N (A Cave) - get scroll - examine scroll (it says 'hit the rock for a door') - S - E - S - S - W - W - S (Foot of a Cliff; a black archer shoots at you but your shield saves you from death) - hit rock (a hidden door opens suddenly and you fall through into a Cavern) - E - S - E (A Stone Room; you see some symbols on the wall, the Dragonstar Crystal and Moudren, the Dark One) - get crystal - examine symbols (they say 'never shall black water, the crystal, meet') - W - S - S (By a Lake, the water is black!) - drop crystal...

You solved it! Congratulations!

FRANKENSTEIN

Solution by John R. Barnsley, played on the C64



PART ONE

LOOK AROUND - GET MONEY - W - DOWN - EXPLORE ROOM - SIT - (your money now falls from your pocket) - WAIT - (until your Father appears, gives you a knife and unlocks the door for you) - STAND UP - SEARCH ARMCHAIR - GET MONEY - EXAMINE CHIMNEY - GET PICTURE - EXAMINE PICTURE - E - EXPLORE GARDEN - EXAMINE CHEST - EXAMINE HINGES - UNSCREW HINGES WITH KNIFE - (you find and take a useful rope) - X - (to make sure that you do indeed have the rope) - E - N - N - E - N - W - (something is after you!!) - LOOK AROUND - (you see a dead pine tree) - CLIMB TREE - (you see a ravine adjacent to you) - JUMP ONTO FLOOR - (the bear falls to its death and the tree now lies across the ravine) - N - N - N - N - (you buy some matches and a tin of hemp) - S - S - E - LOOK AROUND - GET BUCKET.

ENTER BOAT - OPEN TIN - REMOVE HEMP FROM TIN - PUT MATCHES IN TIN - CLOSE TIN - EXAMINE BOAT - UNTIE BOAT - (it is now leaking!) - PLUG LEAK WITH HEMP - BALE BOAT - BALE BOAT - (you can now make out the shoreline) - BALE BOAT - (not far now!) - BALE BOAT - (you make it to the water's edge and the boat is swept away) - E - LOOK AROUND - TIE ROPE TO STUMP - DOWN - DIG - (you find a useful stone) - GET STONE - N - N - W - (you see a pack of wolves in front of a cave) - E - N - E - N - W - N - E - GET KINDLING - W - S - E - S - W - W - DROP STONE ON WOLF - (it kills him, but the rest of the pack retreat into the cave!) - E - S - W - (you are now beside the dead wolf) - CUT DEAD WOLF - (the rest of the wolves now disappear with the carcass) - GET STONE - N - OPEN TIN - REMOVE MATCHES FROM TIN - LOOK AROUND - EXAMINE CAVE - GET STAFF - LIGHT KINDLING - (you now doze off before the fire... BUT... you are suddenly awakened by Frankenstein!!) - GIVE PICTURE TO HIM - (he is distracted as he gazes at the picture, and you run quickly away!).

PART TWO

(You begin this part in the Forester's Cottage). SAY, WHY ARE YOU SAD - (they tell you about the horrific death of the woman's husband, Kurt, at the hands of the monster, then they retire to bed) - LOOK AROUND - SLEEP - (you shortly awake after a series of nightmares) - N - (your hosts have slashed their wrists!) - S - S - E - E - S - S - W - PRAY - (a young Priest is now here) - SAY, HELLO - (the Priest advises you to speak to Carl the Blacksmith) - E - N - N - N - E - S - LOOK AROUND - GET HAMMER - HIT ANVIL WITH HAMMER - (repeat this another THREE times) - (Carl will now appear) - SAY, HAVE YOU SEEN THE MONSTER - (he tells you that it is on the other side of the valley) - SAY, GIVE ME A JOB - (you now work for a week at the Forge) - X - (there, now you have money!) - N - W - N - W - S - (you buy some food) - E - S - S - S - E - E - (you buy a gun and some cartridges) - N - W - W - N - E - LOOK AROUND - N - (as you enter, the Attendant takes your money, and you now cross the Valley by cable car, arriving on the slopes of the Alps).

E - (you now set off across the mountains, living off the game you find, and eventually find a hut, where you sleep for the night) - LOOK AROUND - GET PAPER - READ PAPER - (a little love-letter from the creature!) -

EXAMINE WINDOW - (he is outside!) - E - N - (you see the creature in the distance) - S - E - N - LOOK AROUND - (you see a deep abyss to the North) - S - E - E - (the ice now collapses over the tunnel entrance!) - E - EXAMINE TUNNEL - (you see a vague shadow in the ice wall) - RUB WALL - (you discover a frozen body!) - EXAMINE BODY - (to reveal an ice-pick) - N - LOOK - (you now view the body from a safe distance) - LOAD GUN - AIM GUN AT BODY - FIRE GUN - (the ice-pick is now free to take) - S - TAKE PICKAXE - N - N - S - W - CUT HOLE IN ICE - UP - CUT HOLE IN ICE - REST - UP - CUT HOLE IN ICE - REST - DROP PICKAXE - UP - (you are now free!) - LOAD GUN - N - N - W - UP - E - E - E - (Frankie boy is here!!) - W - (he now chases you!) - JUMP OVER GALLERY - (you land safely on the other side but the monster doesn't see the gap and falls!!) - W - DOWN - E - (watch out!... he's coming round!!) - AIM GUN AT MONSTER - FIRE GUN - (the body rolls over and a diary falls from his coat, showing the cover on which is written: "My Story... PROMETHEUS") - (Press 'SPACE' for the horrific graphic!!).

PART THREE.

(Enter the monster's assumed name from the cover of the diary). PROMETHEUS. (You start this final part in a Dim Room. The main difference here is to try and increase your 'IQ' as you assume the role of Frankenstein!). LOOK AROUND - EXAMINE BENCH - GET BOOK - EXAMINE BOOK - EXAMINE SINK - LOOK IN WATER - (you now see how you appear to others!) - IQ - (should be 1 at this stage) - EXAMINE WATER - TASTE WATER - IQ - (now 2) - N - LOOK AROUND - (you see a young couple) - LISTEN - (you hear the word 'love') - IQ - (4) - WATCH - IQ - (6) - S - THINK - IQ - (7) - N - W - (you are wounded) - RUN EAST - (more shots are fired at you as you flee, eventually you find a cave and rest for the night) - IQ - (17) - E - E - (your arm feels stiff) - E - S - (your arm pains you greatly!) - E - N - (you feel weak) - EXAMINE SHORE - GET SALT - TASTE SALT - RUB SALT IN WOUND - (you pass out, eventually coming round again with your wounds healed... you also rescue a woman and accidentally kill her!!) - IQ - (29) - (you are now back on the cliff) - W - (you now feel hungry) - W - N - EXAMINE BUSHES - GET STRANGE FRUIT - SMELL STRANGE FRUIT - GET PECULIAR FRUIT - SMELL PECULIAR FRUIT - (whichever fruit is 'bitter' - eat the OTHER one!!) - EAT PECULIAR FRUIT - (in this case!) - (your thirst and hunger are now satisfied) - IQ - (39). E - N - IQ - (44) - E - S - (you cannot actually move South - or North - as you remember your previous experiences!) - IQ - (49) - W - W - N - LISTEN - (you hear raised voices from inside the cabin) - E - LOOK AROUND - (you can see the front door through the bushes) - WAIT - (until the men leave the cabin) - IQ - (54) - N - LOOK AROUND - EXAMINE SHED - OPEN DOOR CAREFULLY - (to minimise noise!) - W - LOOK AROUND - LOOK THROUGH GAPS - (you see some people and learn a little more!) - (then you fall asleep for a while) - IQ - (59) - LOOK THROUGH GAPS - (the blind man will shortly be alone) - OPEN DOOR CAREFULLY - E - S - W - N - (if, for some reason, you cannot go North, return to the shed and repeat the moves) - LOOK AROUND - (the old man cannot see you so he welcomes you as he sees no danger. You tell him your story and he believes you. Shortly you return to the shed) - LOOK THROUGH GAPS - (you watch the couple once more) - IQ - (64) - LOOK THROUGH GAPS - (a lion is outside!) - BREAK STRANGE FRUIT - (or the one you DIDN'T eat!) - (you now have a poisoned segment) - PUSH SEGMENT UNDER DOOR - (it poisons the lion, but now you hear hunters approaching!) - WAIT - (until the hunters leave with the lion) - IQ - (94) - (you have now become quite 'educated'!!) - OPEN BOOK - READ BOOK - (Frankie, this is your life!!) - CLOSE BOOK - OPEN DOOR CAREFULLY - E - S - W - N - (you are subsequently interrupted by the young couple... you kill the young man and run).

FINAL MESSAGE

Doctor Frankenstein lays the tragic diary to one side. It is ended now. He vows never again to interfere with the workings of God... a lone tear rolls down his cheek and drops onto the diary... the ink begins to run... "You have reached the end of the tragedy... You have developed an IQ of 99. Maximum possible IQ is 100.

FIVE ON A TREASURE ISLAND

The story and playing guide by Phil Glover, played on the Sam Coupé

On arriving at Kirrin station, you need to follow Aunt Fanny to the house, say a few hellos, ask about George and have a general look around.

The first aim of the game is to make friends with George, who has a weakness for ice cream. George is needed to help out during the course of the game, and, if asked about various things, can be very informative. Other characters can also be quite obliging.

George's parents don't know she has a dog called Timmy. She spends all her pocket money looking after Timmy, who can be found near the beach. Alf, a local lad, keeps an eye on Timmy for George - an insular girl and, until now, has no friends. If asked, she'll talk about her island and castle and statues etc.

Most items you come across will be needed when you go to have a look around the island. George is used to going to the island. While rowing across to the island, you can look down and may see a ship. Perhaps, during your island visit, a violent storm may wash very large objects up onto a beach. Trouble is, if you get wet, you may need to light a fire to get warm and dry again.

After the storm, you may eventually find a wooden box. Dropping such an item onto slabbing could break it open to reveal things of interest. After examining and reading these things, you may find a new place to dig, back on the island.

While you're wandering about, Uncle Quentin sells the island and a dodgy geezer shows great interest in the place. If you can outwit him, you could find the treasure, lock him in a secure place, explain all to your uncle who'll get the police, and, after taking them to where the dodgy geezer is, you may all live very happily ever after, or feel very chuffed, at least!

A Playing Guide

Make friends with George after visiting the house. You'll need to go to the grocer's shop, BECOME GEORGE and direct George to the shop. BECOME JULIAN, buy ices and give ices to George.

You'll need the spade from the vegetable garden and food from the pantry, which may prove difficult as Joanna the cook won't let you into the kitchen. Place one person in the dining room and one or more in the living room by the radio. If you turn on the radio, Joanna comes in to turn it off again. Quickly become the person in the dining room and nip into the empty kitchen. Repeat if necessary. You'll need to get the oven gloves off Joanna. BECOME GEORGE and TALK TO JOANNA GIVE ME GLOVES when she switches the radio off.

For the island, you'll need food and drink, spade, rope, torch and battery, matches and the gloves. George can ask Alf about Timmy, and Timmy should appear. Only George can safely row to the island. No directions exist at sea, all you can do is ROW BOAT seven times to or from the island.

When Timmy falls down the hole, examine hole and dig bush with spade. Pull bush with gloves to reveal well. Go down for Timmy. When you find the dangerous hole, examine heather and tie the rope to what you find. Drop rope and go down. Break open crate and take axe.

Eat the cake by the tower and the jackdaws will drop some sticks which you need for fire-making. After numerous moves you should get soaked in a storm! Go to the stone room and when you start to sneeze, make a fire (matches, sandwich paper and sticks, just drop sticks and they will be in the recess).

After the storm, search the island to find the ship, which can be boarded and searched. Pull seaweed and chop what you find to get box. Return to the mainland and drop box from a great height. (Reading the books in the study may give you a clue).

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When Uncle Quentin takes the box into the study, wait for him to start snoring. Find box and examine it. You only need to examine and read the contents. Think about what you've found and find a new digging site on the island. Timmy may help you. With a rope and team effort you can find a way down into the dungeon. First find the well shaft with the grille and make a hole in the grille (someone can push it). Search all locations and get Julian to chop a door to find something of interest.

Something nasty happens now but, if Dick ties the rope to the ladder in the well, he can get back into the dungeon and easily free someone. Then hide until the men return and lock them in the room. Return to the mainland and tell Uncle Quentin about the treasure and show him some proof, and when the police arrive, take them to the men.

CONQUESTS OF CAMELOT: Part 1

A walkthrough by Ron Rainbird, played on the Amiga

This is a grand RPG with a few arcade sequences, but a game which, I feel, has not been highlighted. Hopefully this guide may encourage players to invest therein. It took me a while to get into spirit of the game, not getting any help at first, but once I had embarked on the first quest successfully, I became well and truly ensnared.

From the centre of the Camelot Floor Plan, go West to Arthur's (King's) Room. Get dressed, not forgetting your Armour and Sword. Get Purse. Leave and go to the Queen's Bower, North of the King's Room. Ask about Lancelot, then go to the Rose Bush and pick the Rose. Ask about the Rose. Depart and go East to Merlin's Room. Study the map of England. Ask Merlin about the map. Study and examine 'everything'. Go to the Chest, open it and get the Lodestone therein. Ask Merlin about each individual Knight and the Holy Grail. Leave and go South to the Treasury. Give your purse to the Treasurer and ask him to fill it with Gold, then Silver and finally Copper. Don't leave without taking the now-filled Purse.

Go North, then West and South to the Chapel of the Two Gods. Examine Altars and go to Christ's Altar first. Kneel and give a Silver Coin and then a Gold Coin. Wait for response, then arise and go to the Altar of Mithras, where you should go through the same procedure as for Christ's Altar. After being given some information and receiving a blessing, leave the Chapel and go South to the Courtyard. Mount Horse, ride towards nearest Guard and ask him about Galahad. Give him a coin... you need not be too generous! Ride out... the mule will automatically follow.

Follow the road until a map is displayed. Choose Ot Moor as your destination. Go East to the North edge of the Lake. Dismount, walk to the edge of the Lake and recite the Message of the Rose, "Love Is My Shield". Rose petals will start to fall showing a safe path across the thin ice. Stay within the petals as you walk and you will eventually arrive at the Ice Palace. Be warned... stray outside the protection of the Rose Petals and you will fall into the icy water and die! In the Ice Palace, speak to the Ice Maiden who will give you a task, then magically transport you back to firm ground and your Horse.

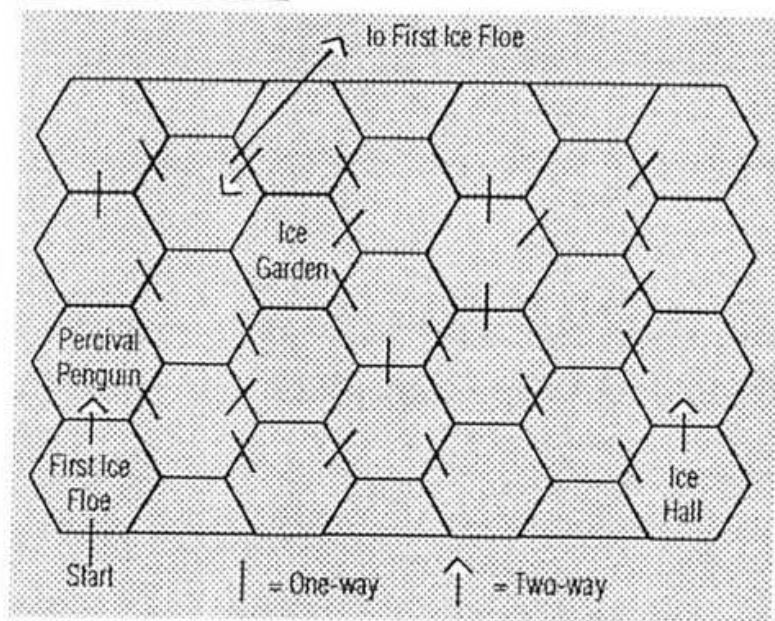
Head back to Ot Moor and the map of England. This time choose the Forest Perilous... and now your troubles really start. Give a copper coin to the Widdershins Shrine, then go West until you see a Hunter. Offer to buy his Spear, it is worth a Gold Coin. Travel West (with the Spear) until you meet three Boars. These you will have to kill before you can proceed further. 'Save the game' prior to the battle. When you have defeated the Boars go Northwest.

End of Part 1

THE ELF'S ADVENTURE or GOD BLESS FROSTY THE SNOWMAN

A Red Herring Solution and Mazes, played on the PC

THE ICE FLOE MAZE



From First Ice Floe to the Garden: N, SE, SE, NE, N, NW.
 From Ice Garden to Ice Hall: SE, SE, SE, SE.
 From Ice Hall to First Ice Floe: NW, NW, NW, NW, NE, NW, SW, NE.

So this is what happens when Santa calls you out of retirement. You had wondered what it felt like to be subjected to Baron Justus Von Liebig's teleportation methods. Well, now you have experienced it first hand. You remember when you were very young and the wisest oldest elf was summoned. The mirror in the Great Christmas Hall is still cracked to this date. Never had such an emergency required such drastic measures.

Tonight history repeats itself. You are now the eldest elf and have been magically summoned out of retirement. The burden of responsibility rests heavily on YOUR shoulders. Christmas has gone amuck and you must call on your years of wisdom and the recollections of your youth to set it right.

START: in an Octagonal Room full of sneezing elves!

Sneeze - W (Bunk House with a bureau with three drawers and a mirror) - open top drawer - look in it - get lantern - light it - S (A Dark Closet) - get parka - N - extinguish lantern - examine parka - open left pocket - look in it - get gold key - open right pocket - look in it - get brass key - unlock bottom drawer with brass key - open it - look in it - get longjohns - get mittens - examine mittens (idiot mittens joined with a string).

W - W (Garage) - get box - examine it (a styrofoam cooler) - E - S (Gift Wrapping Room) - get poinsettia - examine it (plastic with writing on one of the leaves) - read it (made in Taiwan) - S (Santa's Office with a desk and computer) - examine computer (an Environment Canada report scrolls across) - read report (the weather should be warm until Boxing Day) - examine desk - unlock drawer with gold key - open it - look in it - get diary - examine it (Egbert the Elf's diary, full of the secrets of Christmas) - read it (repeat until you have read nine different entries, the important ones being about Baron Justus Von Liebig's teleportation device, the recipe to make Rudolph's nose glow and the Penguin Colony in the Antarctic).

S - S (By Santa's Cottage) - examine thermometer (10 degrees C) - S (in Santa's Cottage) - get blender - examine Santa (he's lost his belt and wants something to hold up his pants... trousers to you and me) - untie string (from mittens) - give string to Santa (he tells you he's summoned you because Rudolph's nose isn't glowing properly) - N - N - W - N - N - E - N - N - N (The North Pole; we only came here to get another 10 points) - S - S - S - W - S - W - light lantern - N (The Reindeer Barn) - NE (The Reindeer Corral; Rudolph is here) - examine Rudolph (his nose isn't glowing).

S - S - extinguish lantern - W - W (End of Runway; there's just enough snow to make a snowman) - make

snowman - examine it (it seems to frown) - E - E - E - N - E - S - E (back in the Bunk House) - examine mirror (you see yourself) - enter mirror (You find yourself in a Snowfield!).

Wear parka (or you'll freeze to death) - D (in a Depression by a door in the hillside) - open door (you enter a Cold Room) - D - SW - light lantern - SW (A Dead End) - get paper - examine it - read it (a map of the Antarctic Penguin Colony) - NE - extinguish lantern - NE - U - open door - U - drop diary.

N (on the first of many hexagonal Ice Floes) - N (Percival Penguin is here and would have stolen the diary if you'd been carrying it) - SE - SE - NE - N - NW (An Ice Garden) - examine orb (there's a keyhole in it) - unlock orb with brass key - open it - get ice flower - SE - SE - SE - SE (An Ice Hall) - get hat - examine it (old but you sense it's special) - NW - NW - NW - NW - NE - NW - SW - NE - S (back to the mirror) - get diary - enter mirror.

W - N - W - S - W - W - W - put hat on snowman (he turns into Frosty the Snowman) - give poinsettia to snowman (he transforms the plastic flower into a real one) - put poinsettia in blender (you make a red juice) - E - E - E - S - E - S - get thermometer - N - W - N - W - light lantern - N - NE (back in the Reindeer Corral) - open cooler - look in it - get beer - put thermometer in cooler - close cooler - drink beer (nice and cold! Meanwhile, the temperature of the thermometer drops and a lone snowflake falls) - get snowflake (it's snowing really heavily now) - put snowflake in blender (you make No Doze Noze Gloze) - give juice to Rudolph...

Rudolph slowly sips at the drink. After downing the last drop, he raises his head. You notice that there is a twinkle in the end of his nose. A shudder runs through his body. His eyes begin to sparkle and a soft red glow illuminates his nose. You watch in awe as the light intensifies. Rudolph's appearance certainly has changed! Now he looks like he should. He lets out a reindeer yelp of glee.

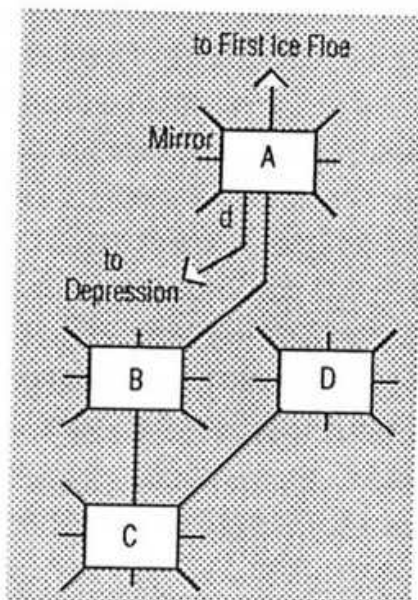
You hear a commotion and turn to see Santa running towards you. He's out of breath, but manages to say, "I was watching everything you were doing, while I was running around trying to get the last minute preparations completed. I knew I could trust you to help me out. Thanks to your wisdom Rudolph is able to guide my sleigh tonight. Yes, I still need him. You may have caused it to snow, but the drop in air temperature has only affected the North Pole. All surrounding areas are still fogged in."

With those words the other reindeer arrive, with sleigh in tow, of course. Blitzen helps Rudolph into his harness. Santa climbs into his seat and the last words you hear him exclaim as he drives out of sight are... "Merry Christmas to all!! Ho! Ho! Ho! On Comet, on Cupid, on..."

Score 250/250

Notes

There are several ways to lose points in this game. Two of the least obvious ones are if the cooler warms up or the first snowflake melts (which it will do even after you have pureed it). To avoid these two catching you out, it's necessary to time the last section just right.



THE SNOWDRIFTS

A small, but infuriating and completely pointless maze.

All exits from A except N, S and Down lead to B
All exits from B except NE and S lead to C
All exits from C except N and NE lead to D
All exits from D except SW lead back to D

THE BLACK KNIGHT. Part 2

Solution by Joan Dunn, played on the Spectrum 48K

Like Part 1 in RED HERRING ISSUE 1, I enjoyed playing Part 2 of Black Knight. The puzzles were just right to get you thinking but not frustrated. The text was good and gave you the feeling of impending disaster, but this was not developed, which I found disappointing. I was rather surprised that the hemlock in the soldier's ale only made them quiet - I should have expected them to be dead! When I got to the end, I discovered that I was Sir Galahad. I think this information should have been given at the beginning. Also some background to the story would have helped. However, an enjoyable adventure and well worth buying.

Password from Part 1 PICKET.

Start North of Chasm. Take HEMP. NW, NE, W. Take VINE. Tie hemp to vine. E, E, E, E, D. Tie rope to branch. U, W. Pull rope. S, S. Exam stump. Get AXE. N, N, W, W, SE. Get pot. S. Exam witch. Take BROOM. Take STAFF. Talk to witch. Ask witch about ring. She tells you to "Search within the stones." N, SW, NW, W, S, E. Exam altar. Get WREATH. W, N, E, SE, NE, S. Give wreath. The witch says, "Bind your guide with this, and watch him carefully." She gives you a LEASH. N, NW, SW, W. Chop tree. W. You see a bloodhound. Put leash on dog. Take dog. E, E, NE, N. You are in a maze.

Exam dog. NE. Exam dog. S. Exam dog. E. Exam dog. W. Exam dog. N. Exam dog. NW. Exam dog. S. Exam dog. NW. You are now in a glade with a bridge ahead of you. Exam sapling. Pull sapling. N. Strip guard. Exam guard. Take SWORD. Exam guard. Take KEY. Strip guard. Wear uniform. Remove guard. N, N, SE, E. Exam thicket. Take HEMLOCK.

W, NW, E, UP, W, N, E, S, W, N, E, S, D, N, N. (If you can't pass the leopard here, do another circuit of the gallery and try again.) Unlock door. W, S. You are in a guard room full of noisy soldiers. N. Exam cask. Put hemlock in cask. S. Soldiers now quiet. (You may need to go N and S several times before the soldiers are quiet and you can proceed.) UP. See Black Knight sleeping. Wake knight. Attack knight. Continue attacking him until he is dead.

Servants creep into the chamber, and there is joy and laughter that the reign of terror has now ended.

You, Sir Galahad, will always be remembered by the people of the land.

THE WIZARD AND THE PRINCESS

Solution by Dave Barker, played on the C64

Well, here you are, the intrepid adventurer, standing in the middle of the desert town of Serenia, about to start off to rescue the princess from the evil wizard. Of course, it would help to know in which direction you should go. Why not try North? Hmmmm, that rattlesnake sure looks mean! Something will have to be done about him. Checking your inventory, you notice that you have a loaf of bread, a flask, a blanket, and a pocket knife. Somehow, you get the feeling that none of these will quite do the job.

Now, if you had a nice hefty rock, maybe that would work. Unfortunately, the rock next to the snake is too big to pick up, and most of the other rocks in the desert have nasty little scorpions behind them. If you go for one of those. ZAP! You're dead! But don't despair, there is one rock in the desert that is safe, and it isn't too far away. Go East five times, then go South once. Look Rock. There should be nothing special about it. That's the one you'll want to get.



However, getting back to that snake isn't quite so straight forward. Strange things happen in the desert. So, after you get the rock, go alternately North and West until you get back to the snake. Then, get rid of him by throwing the rock. Klunk! One dead rattler!

Now it's time to head North. As you go, it might be a good idea to take a drink of water; it's pretty hot in the desert. Now go East, and pick up the stick. After that, trudge through the desert sands twice to the West. You shouldn't run into any snakes, but if you do, bash them with your stick. Now you should see a cactus with a hole in it. Peek into the hole, and get what is inside; a cracker that will come in handy later.

Now go North. Look! Another snake! But this one looks like he's stuck. There's a rock on his tail. Well, maybe a good deed will be rewarded. Instead of hitting him with the stick, pick up the rock. This must be your lucky day! Remember the word the snake tells you as it will be useful later on.

Okay, now off to the East, then South. Gads, another slithering nuisance! Use the stick, then look into the hole and get the note. Reading it, you will see a lot of funny marks, copy them onto a piece of paper. They don't make sense to you, but that's because you only have half of it. Don't worry, you'll get the other part soon.

Now go North twice and pick up the locket. Whatever you do, don't say the word that's written inside! If you're really curious, you can save the game at this point, and then say the word! From here, go West, where you'll find the other half of the note, copy it down as before. Try fitting the two halves together, you should see another magic word. Go West, then North, at last, you're almost out of the desert! Is that grass on the other side of the chasm? It sure looks cool and refreshing over there. Now, if you could just get to the other side.

That chasm looks a little too wide to jump over. But, of course, by now you've figured out what the word on the notes is so, just type it in. Voila! A bridge has appeared over the chasm. Go North over the bridge, and relax in the shade for a few moments.

Now, go East into the cottage and get the apple - remember Snow White! Then leave the cottage and head North. Gee, what a cute little gnome! How unfortunate that he has a tendency to steal things from you. Oh well, you can recover them.

This is what you must do. To the east is a hollow tree, it leads down to a door which unfortunately cannot be opened from this side. Continue East then North, what is that in the tree? It looks like a vial, but the parrot won't let you near it. Give the cracker to the parrot, who allows you to take the vial. Now go North, and West to the rocky outcrop; it has a crevice in it which is too small for you to pass through. By saying the magic word given you by the snake you are turned into a snake yourself and are now small enough to enter the crevice.

Once in the tunnel go south until you find the stolen objects. Take them then unlock the door, open it, pass through it, then up and out of the hollow tree. Go west, then north to the babbling brook in order to refill your flask with water. South and west will bring you to the edge of the ocean. To appease the lion you must give him the bread.

At the water's edge you find some rope, it will be needed later. But what is this! The boat appears to be holed! Enter the boat and use the blanket to block up the hole. The route across the sea is three north, then three east. At some stage you will get another thirst message, you must drink water from the flask.

Once you've landed on the island, you notice an X on the beach. If you just had a shovel, you could dig

where that mark is! Well, maybe you can find one. Go East, then take the path North until you come to the anchor. Get it, then head West.

There's a treehouse here. Too bad you can't climb the tree. Using the rope by itself doesn't help either. So, tie the rope to the anchor, then throw the rope. Now you can climb up into the treehouse. There's that shovel. Grab the shovel, then hotfoot it South back to the beach. Dig X. Wow! A chest!

Just as you reach to open the chest, a nasty pirate appears and makes off with it! I wonder if he's related to that gnome? Fortunately, it's not hard to get the chest back. Take off after the scurvy knave. East, North, and West. Go into the cave, there it is! Open the chest, look inside, and get the harp. Leave the cave, then go East and North.

It's time to leave the island, so drink the vial you got from the parrot. Fly North, and you will come to the mainland. Then it's North twice, don't forget to pick up the ring along the way! Head West and you will see a rainbow. Remembering the legend, you follow the rainbow and find a gold coin at the end. From here, hike North. Well, here's another chasm. At least this one has a bridge, although it sure looks rickety. Better not try to cross it with all that stuff you're hauling around. So, what can you do? Looks like it's time for the magic word in the locket. Now you can cross the bridge. After crossing, go West, then North. Enter the cave. What do you know? There's all your stuff! Get All, leave the cave, and head South and West.

There seems to be a rather unfriendly looking giant here. Perhaps you should play the harp. As the giant leaves, you continue North until you come to the peddler. He certainly has a variety of things for sale! But, since you only have the one gold coin, you had better make the right purchase. How about that shiny little trumpet? It could come in handy along the way.

Now, continue North. What's that up ahead? Yes, it's the wizard's castle at last! Of course, that alligator-filled moat around the castle could be a problem. Why not give the trumpet a try? Now that the drawbridge is down, you can go North into the castle.

Okay, you're almost there! But you still have to get through the maze. Sigh, there's always a maze! From the entrance, go North. Then West three times, then North, then East twice, then North twice. Now, go West, then North, then East until you come to the small empty room with the locked door.

You don't have a key, but here's where you get to play burglar. Pick the lock with your pocket knife. Then open the door and go East. You're in a short hallway with stairs and another door to the East. Go up the stairs, come back down, then go up the stairs a second time. The second time you go up the stairs, you'll see a bird, or is it a bird? Rub the ring. So much for sneaky wizards!

Now, go downstairs again, and go through the door to the East. Ah, a little green froggie! Or is it? With old fairy tales in mind, you kiss the frog. Ta-da! It's the princess!

You have saved the princess, but you have to get her back with you to Serenia. Actually, that's no problem. Go East until you come to the room with the closet. Open the closet and look inside. Get the shoes and look at them. There's a magic word! Now, Wear Shoes, say the magic word, and you are back in Serenia. Input any command and the adventure will end.

Notes: The Castle and the Maze

There appear to be several ways of avoiding the maze. From the castle entry hall go west, west, then east. You will be zapped by the wizard to a courtyard which contains an angry boar. You must give the apple to the boar, this poisons and kills it. Now, go north, east, and south, you will be zapped to the small empty room with the locked door that is at the end of the maze. There is also the chance that you may be zapped to the dungeon cell. Fortunately, the cell door has bars rather than being solid. So, use the snake's magic word and then go north. From outside the cell keep going east until you reach the locked door.

ARNOLD GOES TO SOMEWHERE ELSE

Solution provided by Merry Vale PD, played on the Amstrad

Start at the Entrance to the Stygian Shores.

N - TAKE CROWBAR - S - E - N - N - N - TAKE PARCHMENT - READ PARCHMENT - N - E - E - TAKE MUSHROOM - EXAMINE MUSHROOM - E - TAKE SUIT - WEAR SUIT - S - TAKE COINS - S - TAKE HEEL - S - S - LISTEN - (to hippo's) - W - TAKE GOAT - W - EXAMINE VAULT - (to find a mat) - TAKE MAT - (to find a trapdoor) - OPEN TRAPDOOR - (with crowbar) - DROP CROWBAR - DROP MAT - N - TAKE SLING - TAKE SHOT - E - N - TAKE GAS MASK - WEAR GAS MASK - W - N - E - TAKE BLOWLAMP - W - S - E - S - W - S - E - E - E - TAKE KEYS - N - TAKE SWORD - S - E - N - TAKE HARNESS - S - W - W - N - HARNESS DRAGON - N - N - N - W - W - W - S - S - S - S - W - N - N - N - N - TAKE MIRROR - N - E - E - DROP HEEL - (to help Achilles) - E - E - TAKE PADDLES - W - W - W - W - S - E - TAKE JOURNAL - READ JOURNAL - E - TAKE TRUMPET - EXAMINE TRUMPET - E - TAKE CARVING - E - DROP GOAT - (to kill python) - E - S - USE BLOWLAMP - (to melt icicles) - DROP BLOWLAMP - E - TYPE "DLONRA" - N - USE MIRROR - (to kill Cerebus) - DROP MIRROR - N - N - N - N - TAKE CREST - W - S - S - EXAMINE PIGEON - W - N - N - W - N - N - N - E - S - S - TAKE PLANK - EXAMINE PLANK - E - E - N - N - N - W - TAKE SHROUD - EXAMINE SHROUD - W - W - W - S - S - S - S - S - W - W - GIVE COINS TO CHARON - (to board ferry) - N - E - TYPE "DLONRA" - CALL ACHILLES - (to kill Jason) - N - USE DRAGON - (to melt icebergs) - E - USE PADDLES - (to get back on course) - DROP PADDLES - TAKE CORPSE - (of Dragon) - S - DROP CORPSE - DROP SHROUD - DROP PLANK - TYPE "BURY DRAGON" - N - N - USE SLING - (to stun Cyclops) - N - EXAMINE SOULS - TYPE "DLONRA" - N - DROP JOURNAL - (at Chief Dryad to go North) - N - E - E - TAKE PUMICE STONE - E - TAKE ROPE - E - TAKE WREATH - E - TAKE SCEPTRE - E - N - DROP CARVING - (to go West) - W - TYPE "DLONRA" - USE SWORD - (to kill warrior) - DROP SWORD - W - W - TAKE AMULET - W - W - TAKE WATER BOTTLE - N - TAKE LAMP - E - E - DRINK WATER - EAT MUSHROOM - TAKE TRIDENT - E - TAKE TALISMAN - E - DROP WREATH - (the tree will bow and allow you to go East) - E - USE ROPE - (to cross water) - E - N - W - N - W - W - TAKE BROOM - W - W - W - N - E - N - W - DROP SCROLL - (to go North from here and North from the Tree of White Knowledge) - E - S - W - S - E - S - W - TAKE TABLETS - E - E - E - E - E - N - N - GIVE PUMICE STONE TO BLONDE - (she will clean the floor) - W - W - W - W - TYPE "SUICIDE" - E - TAKE ROBES - WEAR ROBES - E - DROP SCEPTRE - DROP TALISMAN - DROP CREST - (to pass) - E - USE BROOM - (to clean windows) - LAMP ON - N - READ PROCLAMATION - OPEN DOOR - (with trident) - E - E - E - OPEN DOOR - (with keys) - E... to complete the adventure!

PIRATE GOLD

Solution by Joan Dunn, played on the Spectrum 48k

Go to Cemetery. Examine Crypt. Examine Inscription. Go to Harbour. Board Ship. Go to Cabin. Take telescope, cutlass and pistol. Go to Shire Hill. Use Telescope. Go to Smuggler's Cove. Examine Cliff. Enter Tunnel. Kill look-out. Up - to Hawkin's Manor. Get Gold. Go to Inn. Get Crew. Go to Harbour. Board Ship. Set Sail. At sea, use telescope. Go Boat. Examine Man. Give Water. Take Map. Examine Map. Sail to Island No. 4.

Leave Crew. Go to Forest. Get Vine. Go to Temple. Get Stone. Examine Stone. Drop Stone. Go to Forest. Kill Python. Take Python. Go to Native Encampment. Give Python. Go Hut. Get Shovel. Dig. Get Bottle. Go to Headland. Tie Vine. Down - to beach. Dig. Open Chest. Get Key. Go to Sandy Beach. Take Crew. Go Boat. Sail to Harbour. Leave Crew. Go to Crypt. Unlock Door. In. Drink Bottle. Examine Crypt to find the Treasure.

VENOM

Solution by G. L. Wheeler, played on the Amstrad

Examine rail, get thong, W, examine bush, get milkwort berries, W, mount "talk to Harg" drop sword, get sword "talk to Harg" W, W "talk to Harg" get hebal orb "talk to Harg" give Variol hebal orb (*Harg dies and the hebal orb floats above your head*), E, mount, E, E, E, E, mount, examine marks, examine bushes, move log, climb hole, examine Berris (*he tells you Arrel is hurt and held captive and that you need the parchment he has to be able to see him, he then dies*).

Get parchment, move body, get wineskin, climb cave, mount (*arrows are fired at you*), E, E (*your horse is killed as you go into the water but its body protects you from harm*), W, S, E, S, S, W, give Ragar parchment (*he returns it and gives you a token*), E, S, W, give Tirlan parchment (*he pins the token on you and says to meet him at Arrel's door*), E, S, W, W "talk to hebal orb" examine Arrel (*the Orb draws an arrowhead from Arrel's wound*), get arrowhead.

E, N, N, N, N, W, W, W, W, W, give Variol arrowhead, get amness powder (*the Orb now stays with Variol*), E, E, E, N, get food, talk to Persis (*you are tied up and put in the taproom*), examine barrel (you see a sharp hoop), cut twine (*you get free*), open barrel, fill wineskin, put milkwort berries in barrel (*now waste moves until the Innkeeper has had time to take some of the drugged wine from the barrel, go out, drink it and return*), fight Innkeeper (*the drugged wine makes him collapse. Persis has also drunk the wine. He staggers in and also collapses*), examine Innkeeper, get parchment, examine Persis, get cowl.

E, S, E, E, E, S, give Basa gold, give Basa gold, S, S, W, use amness powder, give Tirlan parchment (*the amness powder makes Tirlan forget that you have already seen Arrel*), E, S, W, W "talk to Tirlan" drop staff "talk to Tirlan" drop cloak "talk to Tirlan" drop key, fight Tirlan, get staff, get cloak, get key, lock door (*if you do not lock the door, Arrel goes out when he is freed and gets killed*), tie Arrel, give cloak to Arrel, give staff to Arrel "talk to Arrel" wear cloak (*Arrel now looks like Tirlan so he can leave the room*), lock door.

E, E, N, N, W, wear Cowl of Venom, examine tapestry, open door "talk to Arrel" West, W, examine statue, move lever (*you are poisoned*), use Cowl of Venom, get circlet, give circlet to Arrel "talk to Arrel" wear circlet "talk to Arrel" examine wall (*Arrel sees a serpent hand through the wall*) "talk to Arrel" move hand (*the wall dissolves*), W... *Morasalia passes a cup to Arrel, he drinks and is cured.*

GYMNASIUM

A Red Herring solution, played on the PC

After a session in the school gym, you come out of the shower to find your clothes missing. You must find your shirt, pants, coat, socks, shoes and wallet.

START: In Locker Room

Get towel (or you can't leave this location) - E - N - N - N - N - open desk - get key - S - S - unlock door - drop key - W - W - get wallet.

E - E - N - W - N - look blackboard (an algebra problem to solve to find your clothes; $x + y = 7$, $2x - y = 2$, $z = 2y - x$) - S - E - E - E - look locker (a combination lock) - open locker (you're told to enter the combination as $x - y - z$) - 3-4-5 - <enter> - get shirt.

W - N - get pads - <enter> - drop pads - get coat. S - W - S - S - S - S - E - S - open refrigerator - <enter> - get socks - move refrigerator - <enter> - get pants. N - N - go bleachers - drop towel - get shoes.

Congratulations! You've managed to find all your personal items. You win!

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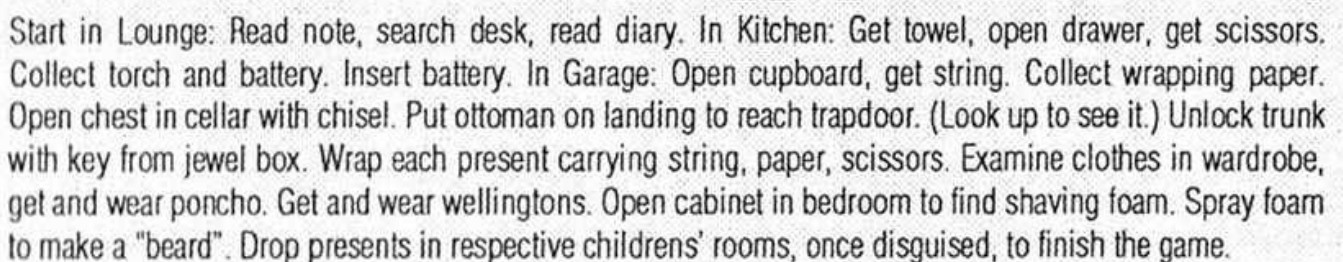
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A Red Herring map and playing guide



PANIC BENEATH THE SEA

Solution by "Kedenan", played on the Amstrad

Part 1: A Villain with a gun will appear at random - BLOW WHISTLE - will destroy him.

Examine desk, Open drawer, Search drawer, Get key, Unlock bookcase, Read book, Pull book, North, Get revolver, Get whistle, Get plastic, South, Push book, Out, East, East, South, West, South, South, Search rocks, Get trowel, North, North, East, Drop plastic, Drop revolver, North, East, Search coat, Get torch, Light torch, South, East, Get whetstone, Climb tree, Get rope, Down, East, North, South, East, North, South, East, Dig, Examine hole, Get disc, West, West, West, West, South, Throw rope, Swing across river, East, South, Enter cabin, Remove coat, Drop trowel, Get axe, Sharpen axe, Drop whetstone, Move table, Open trapdoor, Down, Examine radio, Press switch, read message, Get uniform, Wear uniform, Up, Out, North, West, Chop Tree, Cross river, Drop axe, Get rope, North, West, West, West, South, Drop disc, Drop torch, South, Hit guard, Tie Guard, Search guard, Get keys, West.

Unlock store, Enter store, Get screwdriver, East, East, East, Unlock store, Enter store, Get speargun, South, Dismantle shelves, West, North, Drop screwdriver, Free guard, Get rope, North, Drop keys, Get plastic, Get disc, West, South, West, North, West, Search uniform, Get card, Examine card, Insert plastic, Type daily, Type twenty, Get money, South, South, Enter office, Blow whistle, Buy ticket, Get ticket, Out, Board ferry, Disembark, East, Show ID, Board vessel, Insert disc. End Of Part 1.

PART 2: Enter password "PANICKING"

Type Open trunk. Examine trunk, Remove uniform, Drop uniform, Get wetsuit, Wear wetsuit, Get balloon, Get bottle, Get speargun, Connect hoses, Get searchlight, Enter ocean, Dive, Turn on searchlight, Down, East, North, East, In, Examine table, Get knife, Out, South, Kill diver, Search diver, East, Down.

West, Down, Search wetsuit, Drop knife, Get repellent, East, Spray repellent, Drop balloon, Drop repellent, Drop speargun, East, In, Down, Search machinery, Get spanner, Up, Out, West, West, Up, East, Up, West, Get keys, West, North, Pull tapestry, Examine vent, Remove nuts, Enter vent, Search clothes, Examine purse, Get coat hanger, Enter vent, Out, East, East.

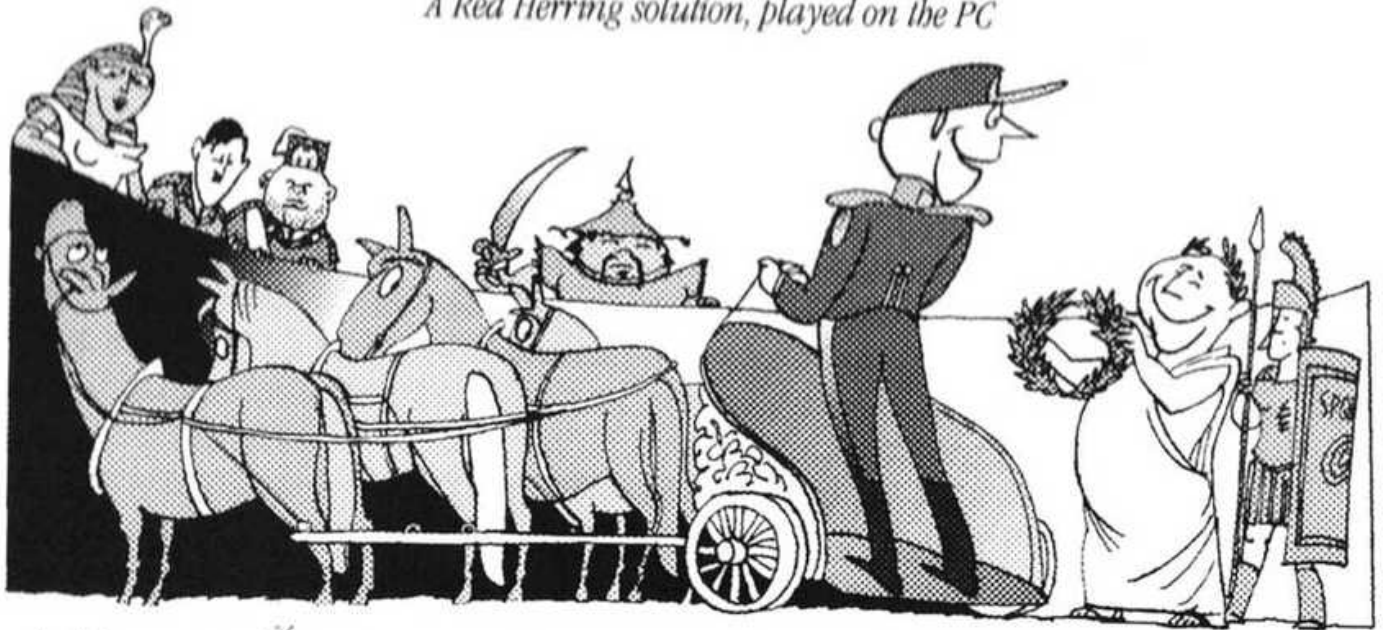
Down, West, Search debris, Get aluminium, Down, Get knife, East, In, Slide aluminium under door, Straighten coat hanger, Poke wire through keyhole, Get aluminium, Drop aluminium, Get key, Unlock door, Drop wire, Drop key, West, North, West, Unlock door, In, Get screwdriver, Dismantle shelves, Unscrew-vent, Drop screwdriver, Drop knife, Drop spanner, Out, East, Drop keys, In.

East, North, Get repellent, Get speargun, Get balloon, In, West, North, Drop balloon, Get keys, Up, West, West, Drop speargun, Drop repellent, Down, West, Unlock door, In, Get spears, Get tank, Out, East, Up, Drop tank, Get speargun, Reload speargun, Get repellent, Up, Kill diver, Drop speargun, Drop keys, Drop spears.

Up, West, West, Spray repellent, In, Get scissors, Read log book, Out, East, In, Get transmitter, Out, East, Down, East, South, Spray repellent, Drop repellent, East, In, Examine cooker, Enter duct, North, East, In, Examine Safe, Press blue button, Press pink button, Press white button, Press red button, Get documents, Read documents, Drop documents, Out, West, South, Enter vent, West, West, North, West, Down, Get tank, East, East, Down, In, Cut hammock, Drop scissors, Get cord, Out, West, In, Enter vent. Make rope, Drop tank, Drop rope, Enter vent, Out, East, Get balloon, West, In, Get knife, Enter vent, Move body, Cut cable, Drop knife, Get rope, Tie rope to balloon, Tie rope to crate, Inflate balloon, Get crate, Enter hole, Board boat, Type lower hoist, Type raise hoist, Turn on transmitter, Transmit message... **PANIC OVER.**

TIME QUEST

A Red Herring solution, played on the PC



In this second game from Legend, you are a private in the Temporal Time Corps. One of the more senior members of the Corps, Lieutenant Zeke S. Vettenmyer, has gone on an unauthorised jaunt through time using one of the time travel machines, called interkrons, and sent his machine back, empty apart from a cryptic message, "Beware the Ides of March". Analysis of the machine's memory banks shows that he has visited several different places through time and interfered with history in some way. In ten critical time periods he has tried to change the ultimate course of history through his activities.

You are the one ordered to travel back to all the places and times that Vettenmyer visited on his trips and repair any damage he has done. You must then find his secret base of operations which is in one of the time zones and confront Vettenmyer himself.

The places you can visit include Dover, Cairo and Rome and the times from 1361 BC up to 1940 AD, meeting people as varied as Cleopatra, Hitler and Genghis Khan. The puzzles can be solved purely using objects found in the same time zone or can be quite complex, involving a lot of hopping from place to place and time to time. A challenging game which confirms Legend's position as the 'new Infocom'.

START - in Drexler's Office, carrying nothing.

Examine painting - ask Drexler about painting (Vettenmyer makes his flying visit) - wait (you are dismissed) - W - open drawer - get card - in (Interkron) - insert card in slot.

Mission 1: Caesar

Timeset Rome 44 - out - U - SE - NE (Gladitorium) - wait (to learn about the races) - get all (jar and peg) - examine jar (oil) - SE (Arena; see a broken chariot) - put wheel on chariot - put peg in axle - oil wheel - enter chariot - wait (until you win the final race and meet Caesar and he asks what you want) - ask Caesar for wreath - wait (the lion attacks) - get sword - kill lion (you succeed and are taken outside) - get focaccia - NW - D - in.

Mission 2: Genghis Khan

Timeset Cairo 44 - out - N - wait (until Cleopatra arrives with an 'invitation') - yes (taken to her bedroom) - kiss Cleopatra (she gives you an aphrodisiac and tells you to return) - E - S - in.

Timeset Baghdad 1215 - out - W - N - N (Bazaar; a Chinese merchant greets you) - bow - ask merchant about himself (looking for rarities for his people) - show vial to merchant (he'll offer 1 drachma and 1,000 yuan. Deal?) - yes (he says the password to enter Peking is 'tower gate') - S - S - E - in.

Timeset Peking 1215 - out - N (you are taken to meet Genghis Khan) - wait (until he arrives and tells you his plans) - N - W - N (password?) - tower gate (you're pulled inside) - N - W (the madame of this 'establishment' asks to see your money) - show yuan to madame (you have 20 women for the night!) - ask courtesans to follow me - E - S (the madame asks if the girls are for the soldiers?) - yes (they all vanish) - open gate (Genghis and his men enter, you leave) - S - in.

Mission 3: King John

Timeset Dover 1215 - out - SE - N (the courier hides a pouch inside his cloak) - wait (he toasts John and Otto of Brunswick) - S - mount horse - W (Forest) - wait (an arrow embeds itself in the tree near you) - examine arrow (there's a scroll tied round it) - get scroll - read it (a warning) - hide behind tree - wait (until the courier is ambushed and you are told to come out) - SW - tell leader about pouch (he finds it and a letter) - wait (the cleric tampers with the letter and replaces it) - wait (the outlaws leave) - NW (to Runnymede) - wait (until John signs Magna Carta) - SE - E - dismount - NW - in.

Mission 4: Harun al-Rashid

Timeset Baghdad 800 - out - W - N - N (Bazaar; a beggar pleads for food) - give focaccia to beggar (he is revealed as the Sultan and takes you into the palace) - wait (he asks if you'll help him) - nod (he wants to know which of his wives is being unfaithful to him; you're shown into the Harem) - get figs - wait (until the wives go to bathe) - W (Jamila's Bedroom) - get green veil - wear it - E - S (the eunuch lets you out) - offer figs to Vizier (he makes an assignation) - N - W - remove veil (you drop it) - hide under bed - wait (until the Vizier sneaks in but has to make a dash for it, leaving a slipper) - get slipper (you're caught) - show slipper to Sultan (the Vizier is arrested, Sultan gives you a turban fastened with a ruby and you're escorted out) - S - S - E - in.

Mission 5: World War II

Timeset Rome 1940 - out - U - SE - read graffiti - N - N (the guard thinks you're a cleaner. You go through to the Sala del Mappamondo; Hitler and Mussolini are here) - clean/wait (until you hear the password, 'cigar') - S - S - NW - D - in.

Timeset Dover 1940 - out - SE - N (Tavern) - wait (until Churchill lights his cigar) - get cigar - wait (until he leaves) - get lighter (he forgot it) - S - NW - in.

Timeset Rome 1940 - out - U - SE - N - N - examine radio - clean/wait (until Churchill says 'cigar' on the radio) - unplug radio - wait (they miss the next bit of his speech and think they've won) - S - S - NW - D - in.

Mission 6: Leo and Attila

Timeset Rome 452 - out - U - NW - W (St Peter's. Pope Leo asks if you're going to accompany him) - Leo, yes (he leaves) - E - NE - W (Attila's Tent) - wait (until Attila gives his terms) - E - SW - SE - D - in.

Timeset Peking 1361 - out - N - E (you may join the mourners if you wish) - enter cave (it is sealed; you are passed a basin of poison) - give basin to man (you pass it on. Soon the mourners are all dead) - read first tablet - read second tablet - read third tablet - read fourth tablet - examine statue - sit on bench (the emerald in the statue glows) - meditate (you start to meditate and the basin fills with water) - stand up - get basin - pour water into statue's mouth (the emerald falls out and the statue swings away from the wall) - get emerald - S (you are swept through by water) - W - S - in.

Timeset Peking 452 - out - N - N (Marketplace; a priest asks for a donation for a temple) - give emerald to priest (he thanks you and memorises your features) - S - S - in.

Timeset Peking 800 - out - N - N - E (Temple) - examine portrait (it's you!) - E (the priest goes to stop you then sees your face... You're in the Sanctuary; the priest shows you a mask filled with fireworks) - get mask - W - W - S - S - in.

Timeset Rome 452 - out - U - NW - NE - W (Tent) - wait (until Attila returns) - light mask (with lighter; Attila leaves in terror; Leo gives you an ancient parchment as thanks) - examine parchment - E - SW - SE - D - in.

Mission 7: Elizabeth and Drake

Timeset Rome 1519 - out - U - NW (vendor has a stand here) - W - wait (Pope Leo drops a book) - get book - examine it - give it to Leo (he gives you a paper as thanks) - examine paper - E - examine plaque ('this room has been blessed by the Pope') - buy plaque (20 florins or an indulgence) - give paper to vendor - SE - D - in.

Timeset Dover 1519 - out - SE - N - U - open door (you enter) - examine floorboard (loose) - lift it - put plaque in cache - replace floorboard - W - D - S - NW - in.

Timeset Dover 1588 - out - SE - N - wait (until Drake and his companion arrive) - ask Drake about sailor (he's a poet) - U - knock on door - open door - bow (to Elizabeth) - lift floorboard - get plaque - show plaque to Queen (she flounces out) - W (the Queen is throwing the strumpet out of the west bedroom) - D - wait (until Drake leaves to see the Queen) - ask sailor about helmet (it's Spanish) - ask sailor for helmet - give parchment to sailor (he gives you the helmet) - S - NW - in.

Mission 8/9: Napoleon and Charlemagne

Timeset Rome 800 - out - U - NW - W (St Peter's) - ask Charlemagne about coronation (his crown must be marked by God) - E - SE - D - in.

Timeset Peking 1940 - out - wait (until you hear an explosion outside) - N - get Molotov Cocktail - S - in.

Timeset Rome 800 - out - U - NW - W - N (Chapel; a priest prays by the crown) - examine cocktail - remove stopper - get handkerchief - pour liquid on it (it's ether) - cover priest with hanky (he passes out) - get crown - S - E - SE - D - in.

Timeset Cairo 1361 - out - N - W - N (Riverside; you see King Tut and his sister and a cradle in the river) - E (you collect the cradle and return; the girl asks to hold the baby) - give baby to girl (she leaves and you and Tut go back to the Royal Compound) - wait (Tut wants a gift worthy of a king) - give crown to Tut (he runs off with it, comes back with a map which he gives you, then leaves) - examine map (it shows a route through the pyramid) - E - S - in.

Timeset Cairo 1215 - out - N - W - S (into Pyramid; you need the lighter) - D - push panel (passage opens west) - W (Hidden Passageway with inscribed tiles and rotating blades blocking your way) - push crocodile - push scorpion - push snake - push hawk - push cat (the blades stop; note sequence is random) - W - W (King's chamber with Tut's ankh and a small crevice) - examine crevice (see a glint of gold) - reach into it (you can't reach) - get ankh - E (the bridge collapses) - E - E - N - N - E - S - in.

Timeset Rome 1798 - out - U - get rock - SE (Outside Palazzo Venezia) - throw rock at window (you are taken in to Napoleon) - listen (until his aide leaves) - show ankh to Napoleon - show map to Napoleon (he tells you to meet him in Cairo and gives you a pass; you're shown out) - NW - D - in.

Timeset Dover 1798 - out - SE - N (Nelson wants to know where Napoleon is going next) - show pass to Nelson (he leaves, forgetting his boarding hook) - get hook - S - NW - in.

Timeset Cairo 1798 - out - N - W - show pass to soldiers (Napoleon is coming with you to get the crown) - S - D - W - push crocodile - push scorpion - push snake - push hawk - push cat - W - untie turban - tie turban to hook - throw hook at strut - W (you swing across. Napoleon follows and gets the crown) - E - E - E - U - N (Napoleon says he will get the crown engraved for his coronation) - E - S - in.

Timeset Rome 1940 - out - U - SE - N - examine case - read card - get crown (out of case) - examine crown (engraved) - read engraving (says was worn by Charlemagne) - S - NW - D - in.

Timeset Rome 800 - out - U - NW - W - N - put crown on altar - S - wait (until noon; Charlemagne sees the engraving on the crown and says it means God intends him to be emperor) - E - SE - D - in.

Timeset Mexico 452 - out - E (A Maze) - examine footprints - NE - examine footprints - NW - examine footprints - E - examine footprints - NE (the walls here look reinforced) - examine footprints - SE - examine footprints - W - examine footprints - SE - examine footprints - S - examine footprints - S - examine footprints - S (Closet) - read graffiti - N - N - N - NW - E - NW - SW - W - SE - SW - W - in.

Timeset Mexico 800 - out - E (a breeze blows out your lighter) - NE - NW - E - NE - SE - W - SE - S - S - S (Closet) - examine costume (like Quetzlcoatl) - get it - N - N - N - NW - E - NW - SW - W - SE - SW - W - in.

Timeset Mexico 44 - wear costume - out (the Indian wants the symbol of their downfall) - put helmet on cushion (he leaves with it) - in.

Timeset Mexico 1519 - out - wait (until Montezuma learns the invaders carry helmets and goes to surrender) - remove costume - get it - in.

The Messages

There are 19 messages hidden around the time zones. We've already found 2 at Rome 1940 and Mexico 452, now to find the rest.

Timeset Rome 1215 - out - U - NW - listen (the Pope gives a message in English) - SE - D - in.

Timeset Rome 1588 - out - U - NW - get leaflet (from soothsayer) - read it - SE - D - in.

Timeset Dover 452 - out (looks like King Arthur is here..) - examine sword (you read the runes on it) - in.

Timeset Dover 800 - out - SE - read message - NW - in.

Timeset Baghdad 44 - out - read wall - in.

Timeset Baghdad 452 - out - W - S - examine jug - N - E - in.

Timeset Baghdad 1798 - out - W - N - N - examine carpet - S - S - E - in.

Timeset Peking 1519 - out - N - N - wait (the emperor passes and throws a fortune cookie at your feet) - get cookie - open it - read fortune - S - S - in.

Timeset Peking 1588 - out - N - N - E - listen to priest - W - S - S - in.

Timeset Cairo 452 - out - N - W - read carving - E - S - in.

Timeset Cairo 1519 - out - read message - in.

Timeset Cairo 1588 - out - N - W - read graffiti - E - S - in.

Timeset Dover 44 - out - SE - D - get chalk - U - NW - in - Timeset Cairo 800 - out - N (a man holds up a slate to you) - give chalk to man (he writes on the slate) - read message - S - in.

Timeset Dover 1361 - out - SE - D - D - get shell - U - U - W (you walk to Stonehenge) - examine sighting stone - climb on it - wait (until dawn and the old man appears) - ask man about knowledge (he tells you there'll be an eclipse on the other side of the world today) - E - NW - in - Timeset Mexico 1361 - drop all - out (the Olmec Indian threatens you) - wait (until he puts you in the pot) - tell Olmec about eclipse - wait (the eclipse happens, he drops his knife and hides his face) - climb out of pot - get knife - in - Timeset Mexico 1215 - get all except key card - wear costume - out - E - NE - NW - E - NE - U (a sacrifice is to occur at sunset) - S (priest backs away) - cut thongs with knife (the victim kills the priest and leaves) - examine altar (message) - N - D - SW - W - SE - SW - W - in - remove costume.

Timeset Peking 44 - out - N - E - N (there's an invading army by the Great Wall; the sentries have vanished) - blow shell (the army arrives and the barbarians disperse. The emperor gives you his seal as thanks) - S - W - S - in - Timeset Peking 1798 - out - N - N - N - N (a eunuch stops you entering the Forbidden City) - show seal to eunuch (you enter; inside the emperor thanks you for the help given to his ancestor by giving you a box and its contents) - open box (you find a smaller one inside) - open box (and again) - open box (ho hum) - open box (argh!) - open box (you see a jade bar) - get bar - examine it (message) - S - S - S - in.

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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.

Mission 10: Montezuma

Timeset Baghdad 1519 - out - W - N - N - NE - W (House) - ask woman about soldiers (they are coming for her daughter) - ask woman about mule (advice) - E - whisper sweet nothings to mule - get tether - SW - buy dates (the vendor loads the urn onto the donkey) - NE - W (the woman helps take the urn off the mule's back) - E - drop tether - W - empty urn - tell girl to get into urn - put dates in urn (there are some left over) - E - get tether - whisper sweet nothings to mule - W (he eats the rest of the dates) - E - drop tether - W - wait (until the soldiers come and leave without the girl) - E - SW - S - S - E - in - Timeset Baghdad 1588 - out - W - N - read sign (you need a badge to enter the city) - N - wait (you're arrested but the vizier is the brother of the girl you saved! He gives you a badge and you leave the palace) - NE - read graffiti - SW - S - S - E - in.

Timeset Baghdad 1361 - out - W - S - W - examine vines (growing in some sort of pattern) - U - examine vines (message) - D - E - N - E - in.

The Academy - We've got one more thing to do so...

Timeset Rome 1361 - out - S - sit - ask man about Academy - stand - N - in - Timeset Rome 44 - out - U - S - sit - ask man about Academy - stand - N - D - in - Timeset Rome 452 - out - U - S - sit - ask man about Academy - stand - N - D - in - Timeset Rome 800 - out - U - S - sit - ask man about Academy - stand - N - D - in - Timeset Rome 1215 - out - U - S - sit - ask man about Academy - stand - N - D - in - Timeset Rome 1519 - out - U - S - sit - ask man about Academy - stand - N - D - in - Timeset Rome 1588 - out - U - S - sit - ask man about Academy - stand - N - D - in - Timeset Rome 1798 - out - U - S - sit - ask man about Academy - stand - N - D - in - Timeset Rome 1940 - out - U - S (the old man is wearing a key) - examine key (like the one on the Temporal Corps coat of arms) - sit - ask man about key (he gives it to you) - stand - N - D - in.

The End Game

Each message you've collected has a number in it. Put them in order (1-19) and read the first letter of each. It says "Zeke in Tower. Say east."

Timeset Baghdad 1361 - out - W - S - E (you need the password) - say east (you enter) - examine portraits - E (you see a figure stand on the left platform and point to the right one before he vanishes. Then you hear footsteps outside) - stand on right platform (you time-hop) - read notes (explaining how the platforms work) - wait (until you hear someone stumble on the stairs) - stand on left platform (as your double did for you; you re-appear at 9.01am and your double is strapped to a chair) - put key in keyhole (Vettenmyer aims his laser at you) - stand on right platform (as you dematerialise you hear your double shout a number; this is random. When you re-materialise, Vettenmyer captures you) - wait (until he says to guess a number) - 24 (or whatever number was shouted at you) - wait (until he turns his back) - kick Vettenmyer - stand on remote control - shout 24 (as your double vanishes; Vettenmyer knocks you out and takes you back to the Academy, 1940 AD) - untie rope (until the old man is killed) - wait (the old man tells you to take the cloak and pass on the knowledge, then he dies) - get cloak.

You put on the cloak. In the pocket you find a slip of paper that contains the box that contains the secret of time travel and you slowly realise that you are the one destined to found the Temporal Corps.

You sit down on the bench and ponder the old man's last words. Man passes knowledge to man; father to son, teacher to pupil. Only through the propagation of the species and passing of knowledge can man defeat time and attain immortality. Whoever learns and passes on that learning adds a link to the chain... and the chain is everything.

After a while, a young boy wanders into the courtyard. You invite him to sit down and the two of you begin to talk...



SynTax Public Domain Library

The following disks are available for £2.50 each inclusive in the UK/Europe.
Outside UK/Europe, please add £1.00 to TOTAL COST of disks ordered to cover postage.

Cheques or Postal Orders made payable to:

Sue Medley, 9 Warwick Road, Sidcup, Kent DA14 6LJ.

When ordering PC disks, specify whether 3.5 or 5.25 are required.

ST DISKS

JOHN BARNESLEY'S ADVENTURE HELP DISKS.

All as text solutions.

PD1, PD2, PD3, PD29, PD38, PD125,
PD148, PD186: ST Adventure
solutions. ST disk format. AM + EM

PD44: Mixed adventure solutions.
Disk 1. AM + EMULATOR

PD116, PD117, PD118, PD119,
PD140: Spectrum adventure solutions.
ST format. AM + EMULATOR.

PD120, PD121, PD122, PD123,
PD141: Commodore adventure
solutions. ST format. AM + EM.

OTHER SOLUTION DISKS.

PD240: TBE Solutions disk. ST
conversion of Amiga disk 211.
Autoboos. 30 solutions.

PD271: The Blag. Solution, Maps. D/S

JOHN'S MAP DISKS.

All D/S with slideshow and printer
option. All will run on the AMIGA +
EMULATOR.

PD124: Larry 1, 2 and 3. Gold Rush.
PD142: Indiana Jones, Police Quest I,
Space Quest III.

PD143: Guild of Thieves, Pawn,
Jinxter, Corruption.

PD276: Time & Magic Trilogy. D/S.

JOHN'S GAME HELP DISKS.

PD5: Bard's Tale I. Game Help Disk.
D/S, maps + text.

ALEX van KAAM'S MAP DISKS.

D/S with slideshow program.

PD61: Bloodwych Maps
PD129: Bloodwych Data Disk Maps
PD131: Xenomorph Maps

RPG HELP.

PD11: Dungeon Master Maps, with
demo of the DM cheat.

PD12: Dungeon Master Help Files.

PD81: More Dungeon Master Help.
Maps & Text Files.

PD60: Chaos Strikes Back. D/S. Maps.
An isometric 3D version of Level 5.

PD144: More Chaos Maps.

PD145: Chaos Help, Portraits and Pix.

PD151: Ultima IV Help.

PD156: Chaos & Bloodwych Editor.

PD159: Chaos Maps. Isometric Maps
of Levels 3 and 5. D/S.

PD162: Chaos Editor, Hints and Pix.
Populous Editor.

PD179: More DM Help and Maps with
downloaded File.

PD180: DM fans: a new Dungeon.

PD187: Sim City terraformer. Editors
for Chaos, Bloodwych, Autoduel,
Phantasie I and II, Roadwar 2000.

STAC Games.

Text/graphics unless stated.

PD4: STAC demo plus The Case of the
Mixed-up Shymer.

PD6: Wizard's Tower. Version 1.65

PD7: Invasion

PD8: The Payoff

PD34: Assassin

PD89: Snatch & Crunch. Adult. Text.

PD90: The Elven Crystals

PD92: Tomb of Death. Text-only.

PD94: Treasure of the New Kingdom

PD130: The Grimoire. Updated version

PD149: The Search. Educational game.

PD165: Public Investigations

PD175: Trials and Tribulations of an

Apprentice Wizard

PD277: Doctor Wot and the Crime

Lords. D/S

STOS games.

PD91: Time Switch. Text/graphic. D/S.

PD93: Treasure Search. D/S.

PD139: Daze Aster. D/S.

TALESPIN games.

PD176: Mountain, SDI and Mansion. 3
Talespin games written by children.

PD181: The Wolf and the Seven Kids.
Aimed at 5-9 year olds.

UNCLASSIFIABLE!

PD152: Dungeons and Dragons
creator - roll characters and populate a
city to use in D&D-type games. The

character creator isn't 100% complete
as this is a shareware disk

PD158: Mapper. Utility for drawing,
saving and printing maps for RPGs
and text games. AM + EMULATOR.

PD163: Character generators for
Traveller and Star Frontiers.

UMS.

PD166: Selection of UMS scenarios.
RPGs with rudimentary graphics.

PD5: Hack! Ver. 1.03 complete with
ramdisk. D/S.

PD25: Larn. Ver. 1.00

PD37: DDST

PD78: HASCS. MONO German RPG
with mono emulator. D/S.

PD127: Nethack. Ver. 2.3. 1 MEG. D/S.

PD147: Hero II. RPG/arcade
adventure. Demo. 1 Meg. D/S.

DEMOS etc.

PD13: Demo of Zak McKracken

PD14: Playable demo of the RPG

Bloodwych. Needs two joysticks.

PD21: Infocom sampler

PD22: Sundog demo

PD24: Demo of The Pawn

PD26: Playable demo, King's Quest II

PD27: Non-playable, Black Cauldron

PD28: Non-playable, Tanglewood. D/S.

PD30: Non-playable, The Jade Stone

PD31: Rolling demo of Lancelot

PD51: Zeitgeist demo.

PD128: Elvira demo. D/S.

PD135: Iron Lord demo. D/S.

PD136: Personal Nightmare demo.

PD137: Space Quest I and King's

Quest III demos

PD138: King's Quest IV and Larry 2

slideshow. D/S.

PD150: Captive demo. Resets in 5 min.

PD154: Non-playable demo of Debut
and demo of Elvira

PD155: Non-playable, Damocles

PD241: Demo of 3D Construction Kit

EAMON Adventures.

Text-only. Not STE-compatible.

PD16: EAMON, Deathstar and Quest
for the Holy Grail.

PD17: EAMON plus Zyphur and Devil's Tomb.

PD18: The Crypt Crasher.

AGT Adventures. Text-only.

None will run on the Amiga.

PD38: The Adventure Game Toolkit. Now on Version 3.1

PD39: AGT Source Code, 1 - 10 AGT adventures. Requires AGT disk to run.

PD245: AGTBIG

PD41: A Dudley Dilemma

PD42: Tark

PD50: Love's Fiery Rapture

PD63: Der Ring Des Nibelungen

PD64: Star Portal. D/S.

PD65: Susan. Adult only.

PD66: Tamoret. D/S.

PD67: Pork. Zork spoof.

PD68: Son of Stagefright

PD69: Easter Egg Hunt

PD70: Fast Lane

PD71: House of the O's

PD72: Pork II

PD73: Pyramid of Muna

PD74: Quest for the Holy Grail

PD75: Sir Ramic Hobbs and the High Level Gorilla

PD76: The Battle of Philip

PD77: The Pilot

PD146: Dragon Slayer. Adult.

PD161: Mold 1

PD183: Disenchanted

PD184: Mystery of Old St Joseph

PD212: Lasar. A fantasy game.

PD213: Andkara. Classic fantasy game.

PD214: Escape from the ELI

PD216: Weekend Survival

The above two games were written during research into Computer Assisted Language Learning for students learning English as a second language.

PD218: Magic Mansion.

PD221: NMR2. This time, you're a research chemist investigating invading creatures who can transform their appearance and must use an NMR Spectrometer to save the world (see PD 233 NMR).

PD223: Pyramid

PD225: Storms

PD 231: Orientation to the Van Pelt Library. A strange one this.

PD233: NMR. Originally written as a game to help people learn how to use the Bruker NMR Spectrometer.

PD235: Whatever We Decide To Call This Game. From Australia. It's your first day at Tumbulgun University.

PD256: Crusade

PD261: Deena of Kolini. Adult. Text.

PD269: Elf's Adventure

STAWS Adventures.

PD188: ST Adventure Writing System. Adventure writing system for text games. Includes about 9 sample games.

TADS Adventures.

PD177: Text Adventure Development System. Write your own games.

Register to get full instructions.

Includes the game Ditch Day Drifter. Needs 1 meg.

PD178: Deep Space Drifter. Written with TADS. Needs 1 meg.

MISCELLANEOUS ADVENTURES.

Text-only unless stated otherwise.

PD9: Colossal Cave, Once a King and (AM + EM.) City out of Bounds.

PD10: Enchanted Realm, Sherlock and Beyond the Tesseract.

PD15: AdvSys/AdvInt adventure writing system plus Starship

Columbus. NOT STE-compatible.

PD19: Asylum. NOT STE-compatible.

PD20: Dobbyworld, NOT STE-compatible, Crowley's House and Prisoner of the Dark Pearl.

PD23: System 5, NOT STE-compatible, and Paranoia.

PD40: Darkness is Forever. Text in medium res. Some graphics in high res.

PD46: Treasure Hunt Jersey. Mouse-controlled graphic game.

PD79: Article on writing adventures with GFA Basic. Dungeon, graphic maze-type game. Magik, text. Moonstone, text (all low res). Mercy Mission (any res), text, by author of Darkness is Forever (on PD 40).

PD 80: Under Berkwood. Arc/adv + ed.

PD126: World

PD161: Isthorn. Text, spot graphics.

PD164: Grampa Howard Mysteries (text, multiple-choice) and Naarjek Data Systems (hacking game).

PD185: Hassle Court Adventure

PD189: Escape!

MIKE and the MECHANICS DEMOS.

PD35: Batman demo. NOT STE-compatible.

PD36: UFO demo

PD43: Dr Who demo. D/S.

PD48: NASA Slideshow. 1/2 meg version, no sound.

PD49: NASA Slideshow. 1 meg. Sampled music. D/S.

PD 52: Randall and Hopkirk (Deceased) demo. D/S.

MIND GAMES... and BOARD GAMES.

PD84: Puzpuz. MONO jigsaw program from Germany with mono emulator.

PD85: Colour jigsaw program

PD86: Drachen. German colour version of Shanghai.

PD87: Around The World in 80 Days - like the board game. Runs in mono but a mono emulator is provided.

UTILITIES.

PD32: DC Formatter, Filefix 2, QuickRUN, QUIKFIND, Restart, DC STuffer and Word Processing Toolkit.

PD33: ST Writer Elite now v4.1.

Excellent PD word processor which saves as ASCII - ideal for sending in your SynTax and Red Herring contributions!! D/S. AM + EMULATOR.

PD45: Address book, by Clive Swain.

ST NEWS.

NONE of the following are STE-compatible.

PD95: Vol 1, Compendium

PD96: Vol 2, Issue 1

PD97: Vol 2, Issue 2

PD98: Vol 2, Issue 3

PD99: Vol 2, Issue 4

PD100: Vol 2, Issue 5

PD101: Vol 2, Issue 6

PD102: Vol 2, Issue 7

PD103: Vol 2, Issue 8

PD104: Vol 3, Issue 1

PD105: Vol 3, Issue 2

PD106: Vol 3, Issue 3

PD107: Vol 3, Issue 4

PD108: Vol 3, Issue 5

PD109: Vol 3, Issue 6

PD110: Vol 3, Issue 7

PD111: Vol 4, Issue 1

PD112: Vol 4, Issue 2

PD113: Vol 4, Issue 3

PD114/115: The Final Compendium + Two DOUBLE-SIDED disks, contains the best of ST News. £3.50 the pair or £2.50 plus a blank disk.

PD272: The Blag. Solution, Maps. D/S

SLIDESHOWS:

complete with Tinyview program.

PD82: SF pix

PD83 Fantasy pix

COMMS PROGRAMS.

PD132: UniTerm. Ver. 2.0c

PD133: Vantern. Ver. 3.8

PD134: StarTerm. Ver. 1.11

AMIGA DISKS

PD 182: ST emulator for Amiga. Will run SynTax and copes well with non-graphics disks. I have marked any I know will run with AM + EMULATOR.

If any Amiga owners would like to try any of the other disks listed here to see if they'll also run, if they don't, I'll refund their money.

PD190: ADVSYS. Text adventure writing system (with full documentation), plus an extended version of Colossal Adventure..

PD191: Castle of Doom. Text/ graphics

PD192: The Golden Fleece.

PD193: The Holy Grail. Needs 1 meg.

PD275: Midnight Thief. Needs 1 meg.

AMIGA HELP DISKS.

PD204: Amiga Solution Disk 1. 60 16-bit adventure solutions.

PD205: Amiga Solution Disk 2.

More 16-bit adventure solutions. (204-205 are auto-load and run. Type MOST <space><no> to display required solution.)

PD206: Amiga Solution Disk 3. 25 16-bit solutions.

PD207: Amiga Solution Disk 4. 8-bit sols for those with C64s too.

PD208: Amiga Solution Disk 5. 8-bit solutions.

(206-208 are CLI-accessed disks with files in ASCII format.)

PD209: WWF 'ACE' Amiga Help Disk - auto-load with musical soundtrack.

Cheats for 100 games and over 30 solutions. Files are crunched and there may be problems loading one or two.

PD210: WWF Amiga Help Disk 2.

More cheats, solutions and maps.

PD211: MWB Amiga Solution Disk - Sierra, Lucasfilm and RPG solutions.

PD270: Eye of the Believer, Maps and playing guide.

PC DISKS

Will run on the ST + PC Emulator.

Text-only unless stated.

PD53: Crime, Island of Mystery, The Haunted Mission, Nuclear Submarine

Adventure, Terror in the Ice Caverns.

PD54: Landing Party, menu-driven SF game. Marooned Again, text adventure

PD55: Palace Adventure, Gymnasium.

PD56: Kingdom of Kroz (arc/adv),

Beyond the Titanic.

PD57: Golden Wombat of Destiny

PD62: Quest for Kukulkan, Under the Ice.

PD153: Jacaranda Jim

PD157: Humbug. Evaluation copy, saves/loads to RAM only.

PD167: Betty Carlson's Big Date

PD168: Deena of Kolini. Adult.

PD169: Christian Text Adventure, Lottery.

PD170: Advanced Xoru. Evaluation copy of text adventure.

PD171: Moraff's Revenge (RPG)

PD172: Evets (RPG)

PD173: Dungeons and Dragons (RPG)

PD174: Nirvana

PD194: Adv551 (enhanced version of Colossal) , Enchanted Castle.

PD195: Andkara

PD196: McMurphy's Mansion

PD197: Museum, Caverns City, Wonderland and Sailor.

PD198/199: AGT for the PC. £3.50 for two disks.

PD200: What Personal Computer?

PD201: Adventure (version of Colossal), Castaway, South American Trek, Hellfire, Sam Spade.

PD202: Dragon's Lair, Magic Land, Skullduggery (text, on-screen map).

PD203: Dracula in London (text/graphics) Moon Mountain Adv.

PD215: Escape from the ELI

PD217: Weekend Survival

PD219: Magic Mansion

PD220: Mold 1

PD222: NMR2

PD224: Pyramid

PD226: Storms

PD228: Two Ways

PD229: Crime to the Ninth Power.

Detective game, winner of the 1990 AGT Contest. Features pop-up hints!

PD232: Orientation to the Van Pelt Library

PD234: NMR

PD236: Whatever We Decide to Call this Game

PD237: AGT Utilities - AGTBIG (write larger games), POPHINT (create a

pop-up hint system for your game),

PRETTY ('pretty print' AGT source

files), SCRIPTER (script game to a disk file). Would presumably work with the PC version of AGT with an emulator.

PD266: Crusade. Rescue the king's daughter from the wicked baron.

PC ONLY ADVENTURES.

Will NOT run with an emulator on the ST.

PD230: Humongous Cave, an expanded version of Colossal.

PD268: Elf's Adventure

PD273: Four More With Battune

PD274: Supernova

PD278: Quest For The Holy Grail

SHAREWARE

The next few ST disks are shareware so they cost £3.50, £1.00 more than PD software because £1.00 of the price goes to the author.

SW2: Toil and Trouble. STAC.

Text/graphics, plus datafile.

SW3: Datafile for Shymer. Adventure on PD4.

SW4: Les Rigden's Dungeon Master Guide

SW5: Les Rigden's disk of maps for Xenomorph

SW6: Evaluation copy of Operation Blue Sunrise

LICENCEWARE

Zenobi Software ST Adventures

£3.49 for two-disk games and £2.99 for one-disk games.

Ref: Jade Stone

Ref: Three Of The Best (Mutant, Hammer of Grimmold & Domes of Sha)

Ref: Border Warfare

Ref: Whiplash & Wagonwheel (2 disks)

Ref: Lifeboat

Ref: Two For One (The Challenge & The Thief)

Ref: The Adventurer

Ref: End Day 2240

Ref: Davy Jones Locker

Ref: Souldrinker

Ref: Into The Mystic

Ref: Cortizone (2 disks)

Ref The Magic Shop

Ref: The Enchanted Cottage

If you have any disks suitable for inclusion in the list, please contact me.

FROM BEYOND SPECTRUM PUBLIC DOMAIN ADVENTURES.



The Spectrum Public Domain Library was started by Gordon Inglis (all the hard work of getting the main bulk of the owners was down to Gordon) and the running and upkeep of it has now passed over to me (Tim Kemp). Each game costs 99p + a second class postage stamp, and Cheques and Postal Orders should be made payable to Tim Kemp. Orders should be sent to Tim Kemp, 36 Globe Place, Norwich, Norfolk NR2 2SQ.

BEHIND CLOSED DOORS I

48/128k. Text Only.

Author: John Wilson. Rib Tickler.

BEHIND CLOSED DOORS II

48/128k. Text Only.

Author: John Wilson. Rib Tickler 2.

A LEGACY FOR ALARIC

48/128k. Text Only. Author: Palmer P.

Eldritch. Fantasy/Humorous

THE PLAGUES OF EGYPT

48/128k. Text Only. Author: Mike

Young. Biblical 2 part epic.

NOAH

48/128k. Text Only. Author: Mike

Young. Biblical epic.

SOLARIS

48/128k. Text/Graphics. Author: Clive

Wilson. 2 part Sci-Fi.

MICRO DRIVIN

48/128k. Text/Graphics. Author: Clive

Wilson. Treasure Hunt style game.

THE DAMNED FOREST

48/128k. Text/Graphics. Authors: J.

DeSalis & T. Huggard. RPG-based.

THE REALM

48/128k. Text/Graphics. Author: Ian

Williams. Fantasy.

THE CRYSTAL OF CHANTIE

48/128k. Text Only.

Author: Gary Power. Fantasy.

DOLLARS IN THE DUST

48/128k. Text Only. Author: Gary

Powers. Spaghetti Western.

MATT LUCAS

48/128k. Text/Graphics. Author: Ian

Williams. Miami Vice-style detective

game.

SHADOWS OF THE PAST

48/128k. Text/Graphics. Author: John

Lemmon. Fantasy.

There are a few more titles in the pipeline that should be released around about Christmas time. If there are any adventure writers out there who are reading this then dig out your old Spectrum adventures and send them to us. We don't make money by selling them (that's the whole idea of PD) but you will at least have the pleasure of knowing your games are being seen by an appreciative audience.

Send a S.A.E. for a free copy of the latest Adventure booklet.



AMSTRAD ADVENTURE PD LIBRARY. Please make cheques and postal orders payable to :
Adventure PD, 10 Overton Road, Abbey Wood, London SE2 9SD.

TAPE and DISK

AMS 01 - Can I Cheat Death? (Adults only), Doomlords I-III, Roog, Spacy And Welladay. All by Simon Avery.

AMS 02 - Adult II, Boredom Blues (both Adult only), Dungeon, Firestone, Jason And The Argonauts, Tizpan Lord Of The Jungle. All by Simon Avery.

AMS 04 - The Lost Phirious Trilogy.

AMS 05 - Bestiary, Kidnapped,

Labyrinth, The Secrets Of Ur,

Underground + 3 help programs.

AMS 07 - Cacodemon, Dick-Ed, Foxy,

Nite Time, Storm Mountain.

AMS 09 - House Out Of Town, Total

Eclipse Trainer, Rouge Midget, The

Search For Largo Grann.

AMS 10 - 12 Lost Souls, Labyrinth

Hall, Tulgey Woods, Lost Shadow,

Escape From An Alien Spaceship.

AMS 12 - The Antidote (2 parts),

Space Station, Search For The Fifty

Pence, Escape From Planet Of Doom.

Eltringham's full list of adventures ever released on the Amstrad, Map Maker, latest news, and lots more... *FREE*

AMS 03 - Blue Raider I and II, Use

Your Loaf, Shades - using the new

Adlan program.

AMS 06 - Eve of Shadows by Bob

Buckley. Very good graphics.

AMS 08 - The Search for Mithrillium

(6128 only), Bew Bews, Haunted

House, Quadx, The Race, Stripey And

Treasure.

AMS 11 - Ghost House, Use Your

Loaf, The Race, Supastore. Utilities for

early Infocom adventures to get the

score/moves on the top of the screen,

step by step instructions in ASCII

format. Word Processor not needed.

CP/M

CPM 01 - The Base (two parts), The

Island, The Holiday, The River, Escape:

Planet of Death.

CPM 02 - Classic Adventure, The

Caves, Mell, Traekk.

TPE 02 - Ghost House, Use Your Loaf, The Race, Supastore, The Antidote I-II.

HOW TO ORDER

Each selection takes up one side of a 3-inch disk or tape, so please make sure that you send enough disks or tapes, as well as a Stamped Self-Addressed Jiffy Bag. The Jiffy Bag must be large enough for your order.

Each selection cost £1.00. If you would like the disk to be provided, then add an extra £3.00 per disk. Only Amsoft and Maxwell disks will be accepted and used. If you send any other brands, then your order will not be accepted. Cheap disks ruin the drive and I refuse to accept them.

464 owners: It is recommended that you send unused TDK C60 (or C90) tapes, as they have proved to be 100% error free. No guarantee can be given for loading onto cheap tapes. Please check and make sure that you have chosen a tape selection and not disk.

DISK ONLY

AMS 00 The-Stock-List-On-A-Disk, full reviews, free adventure, Mark

TAPE ONLY

TPE 01 Cave Capers by Philip Robson.



Solutions

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!

A.R.E.N.A.

Adult II
Adultia
Adventure 100
Adventure 200
Adventure 550
Adventure Quest
Adventureland
Aftershock
Agatha's Folly
Alice. AGT.
Alice in Wonderland
Alien
Alien Research Centre
Alstrad
Amazon
American Suds
Amity's Vile
Andromeda III
Angelique
Appleton
Arazok's Tomb
Arnold 1: Goes To
Somewhere Else
Arnold 2: Trial Of
Arnold Blackwood
Arnold 3: The Wise And
Fool Of Arnold
Blackwood
Arrow of Death. Part 1
Arrow of Death. Part 2
Arthur
Ashkeron
Atalan Adventure
Atlantis
Aunt Velma
Aural Quest
Aussie Assault
Avior
Avon
Axe of Kolt
Aztec Tomb
Aztec Tomb Revisited

Ballyhoo

Balrog and the Cat
Bard's Tale I
Bard's Tale II
Base, The
Basque Terrorists In
Darmouth
Battle Of Philip Against
The Forces Of Creation
Battletech
Battune in Wonderland
Battune The Sailor
Beatle Quest
Beer Hunter
Behind Closed Doors -
The Sequel

Behind The Lines
Behold Atlantis
Beneath Folly
Bestiary
Bew Bews
Beyond Zork
Big Sleaze
Bimble's Adventure
Black Cauldron
Black Fountain
Black Knight
Blackscar Mountain
Blade of Blackpoole
Blade the Warrior
Blag, The
Blizzard Pass
Blood Of The Mutineers
Blue Raider
Boggit, The
Bomb Threat
Book of the Dead
Border Harrier
Border Zone
Bored of the Rings
Boredom
Borrowed Time
Brataccas
Brawn Free
Breakers
Brian the Bold
Brimstone
Buckaroo Banzai
Buffer Adventure
Bugsy
Bulbo / Lizard King
Bungo's Quest For Gold
Bureaucracy
Burlough Castle

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Galaxias

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Intruder Alert
Invasion
Invincible Island
Iron Lord
Island, The. Ken Bond
Island, The. Crystal
Island, The. Duckworth
Island, The. Virgin
It Came from the
Desert

Jack And The Beanstalk

Jack the Ripper
Jade Necklace
Jade Stone
Jason And The
Argonauts
Jason And The Golden
Fleece
Jekyll And Hyde
Jester Quest
Jewels of Babylon
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Jinxter
Joan of Arc
Jolly Duplicator
Journey. Infocom
Journey One Spring
Journey To The Centre
Of Eddie Smith's Head

Kabul Spy

Karyssia
Kayleth
Keeper, The
Kentilla
Key To Time
King Solomon's Mines
King's Quest I
King's Quest II
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King's Quest IV
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Kult

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Labours Of Hercules
Labyrinth. Actavision
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Lancelot
Lapis Philosophorum
Leather Goddesses of
Phobos1
Legacy, The
Legend Of Apache Gold
Legend of the Sword
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Leisure Suit Larry III
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A King
Let Sleeping Gods Lie
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Lifeboat
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Loads of Midnight
London Adventure
Loom
Lord of the Rings
Lords Of Midnight
Lords of Time
Lost City
Lost Crystal
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Lost Phirious, Part 1
Lost Temple Of The
Incans
Lucifer's Realm
Lurking Horror

Madcap Manor

Mafia Contract I
Mafia Contract II
Magic Castle
Magic Mountain
Magic Shop
Magician's Ball
Majik
Malice in Wonderland
Manhunter New York
Manhunter San
Francisco
Maniac Mansion
Mansion Quest
Mansions
Marie Celeste. Atlantis
Mask Of The Sun
Masquerade
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Masters of the Universe
Matt Lucas
McKensie
Mean Streets
Menagerie, The
Merhownie's Light
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Mickey's Space
Adventure
Microman/Project X

Mind Forever Voyaging
Mindbender
Mindfighter
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Volcano
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Monsters Of Mordac
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Mystery Island
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1942 Mission
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Nova
Nythyhel 1
Nythyhel 2

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One Of Our Wombats Is
Missing
Oo-Topos
Ooze
Opera House
Operation Berlin
Operation Stallion
Operation Stealth
Operation Turtle
Orc Island

Panic Beneath The Sea
Paradise Connection
Paradox. M. Eltringham
Paranoia
Pawn, The
Pawns of War
Pay Off. Bug Byte
Pay-Off. Adv. Factory
Pen and the Dark
Perry Mason: Mandarin
Murder
Perseus and
Andromeda
Personal Nightmare
Pete Bog
Peter Pan
Phantasie
Pharoah's Tomb
Philopher's Quest
Picture Of Innocence
Pilgrim, The
Pirate Adventure
Pirate Gold
Pits Of Doom
Plagues Of Egypt
Planet of Death
Planetfall
Play It Again Sam
Plundered Hearts
Police Quest I
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Pork 1
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Pride of the Federation
Prince of Tyndal
Prison Blues
Programmer's Revenge
Project Annihilation
Project Nova
Project Thesius
Project Volcano
Project X - Microman
Puppet Man
Puzzled
Pyramid
Pyramid Of Muna

Quadx

Quann Tulla
Quarterstaff
Quest For Eternity
Quest / Holy Grail
Quest / Holy Joystick
Quest for the Time Bird
(partial solution)
Quest of Merravid
Questprobe 2
Questprobe 3
Questron I
Questron II
Quondam

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Rings of Zilfin	House	Storm Mountain	Total Reality Delusion	Will O' The Wisp
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Robin Of Sherlock	Shogun	Suds	Treasure Island, River	Witch Hunt, River Adv.
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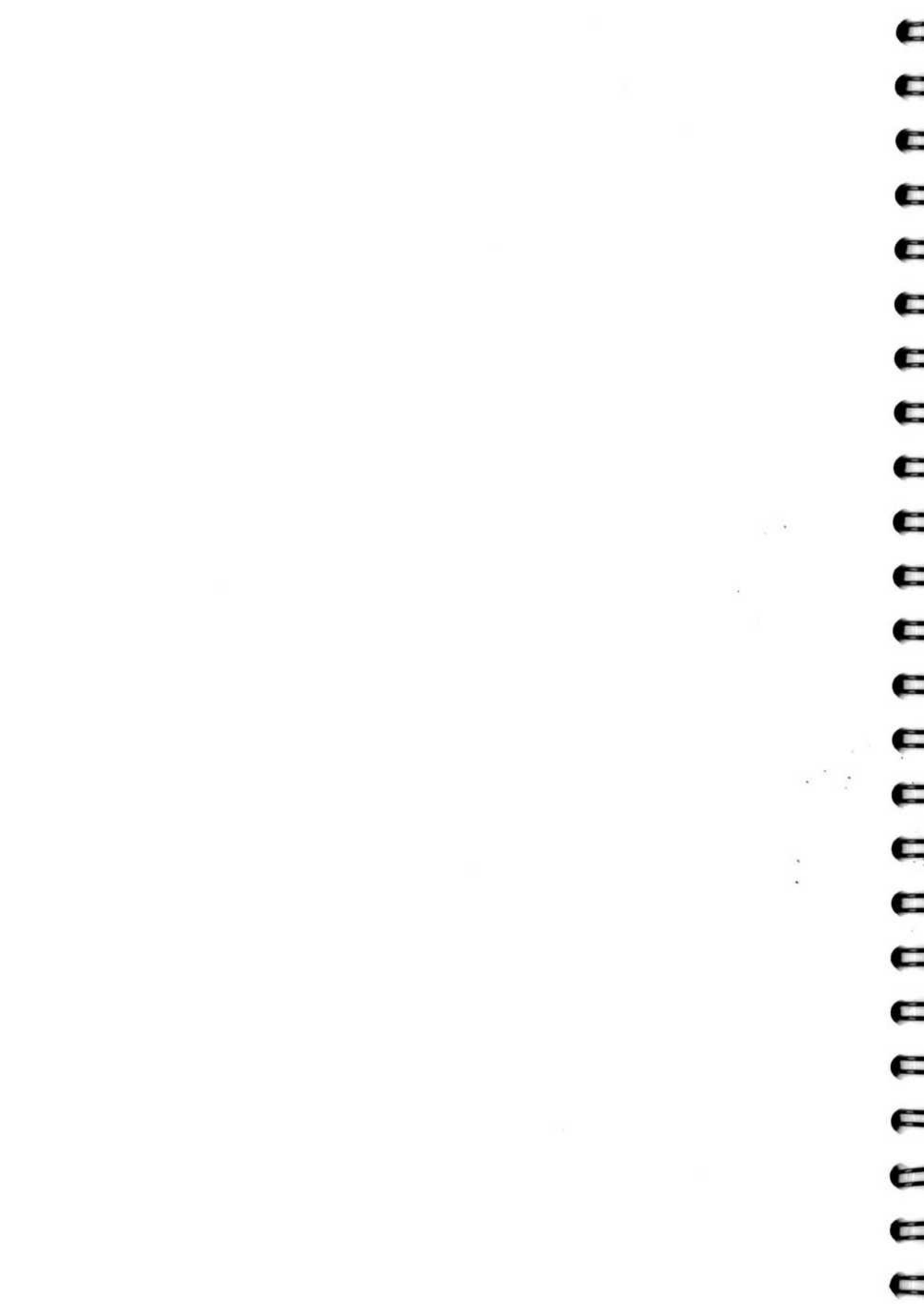
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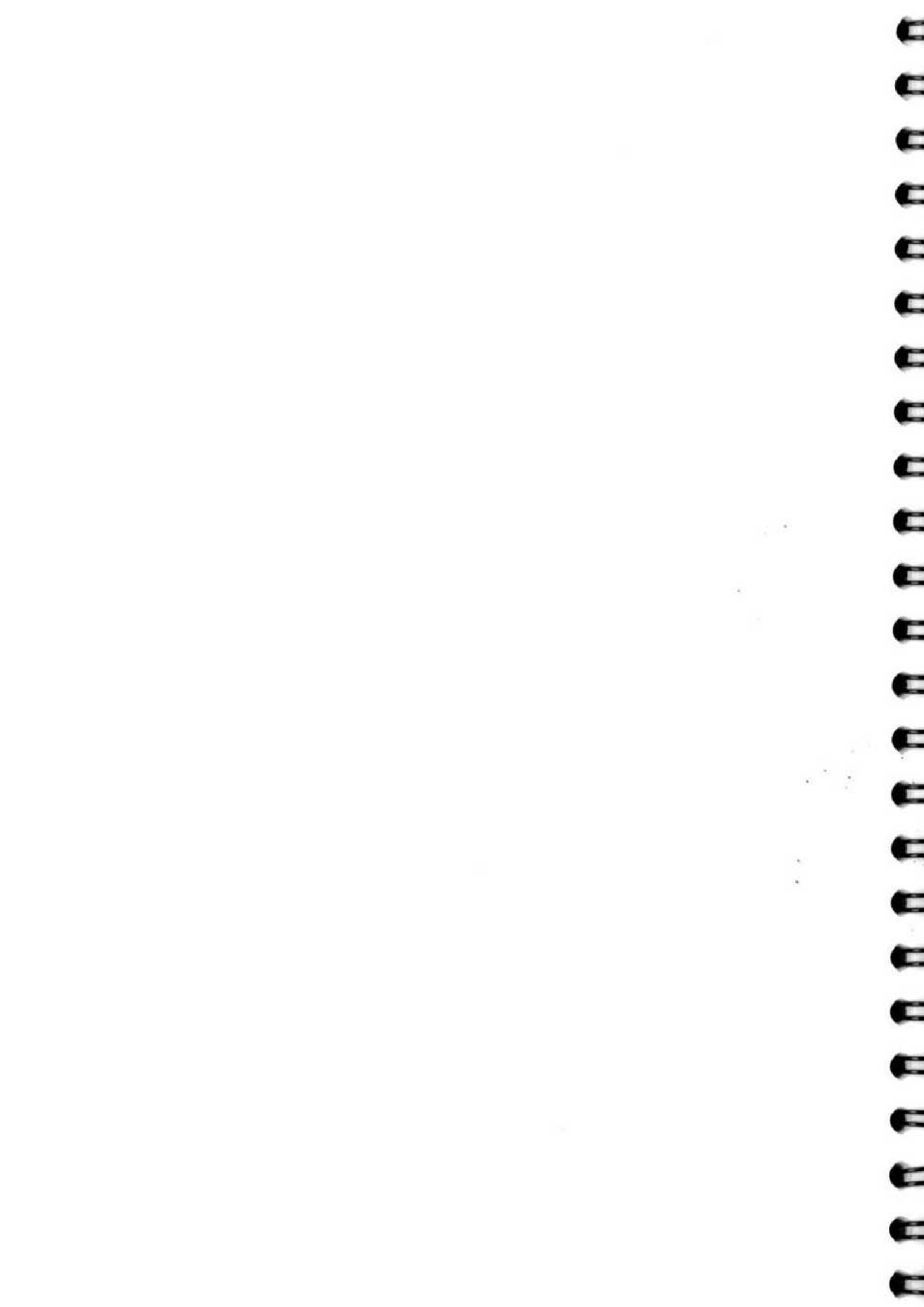
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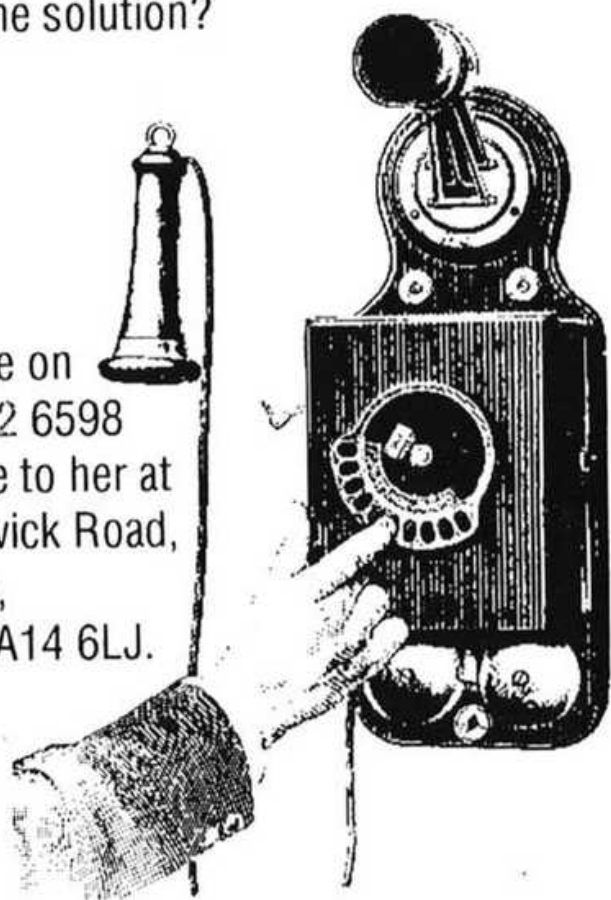
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