



THE
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Issue 10

Jan / Feb '92

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7+8

FROM BEYOND

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From Beyond is published on (or as near as possible to) the 15th of every alternate month. (In other words it's a bimonthly publication) We'd prefer if you subscribed for 3 or 6 issues at a time, but will happily accept single orders for one issue at a time if that's what you want!

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UNITED KINGDOM	£1.50 per issue
EUROPE & EIRE	£2.00 per issue
REST OF WORLD	£2.00 (surface mail)
REST OF WORLD	£2.50 (air mail)

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36 Globe Place
Norwich, Norfolk NR2 2SQ.

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Contributors: A thousand extra-special thanks go to the following people who took the time and trouble to contribute to this issue of *From Beyond*... • Barbara Gibb • Paul Cardin • The Traveller in Black • Sandrunner • Gareth Pitchford • Laurence Creighton • John Wilson • Scott Denyer • Bessie and Storm • Steve Clay • Andrew Gibson • Peter Bergmann • Paul Avis • Mandy Rodrigues • Tony Collins.

As per usual I'm sorry if I've missed anyone out, whatever contribution you made I'm most grateful for it.....*Tim*

Cover Art: Sean Doran

Please Note: From Beyond will be arriving on your doormat on or around about the 15th day of the month that it is published. This is in direct response to what many of you put on your survey forms - wanting FB to be delivered at a different time to Probe and Red Herring! Well, you know we always give you what you want!

**FROM
BEYOND**

Published By: Tim Kemp
36 Globe Place
Norwich, Norfolk
NR2 2SQ

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• **NEXT ISSUE:** Look out for a really BIG X-Word with over 100 clues!

EDITORIAL

A winter wonderland of adventures!

- Brrrr!!! I'd forgotten how difficult it was last winter to sit there in the freezing cold putting together the winter copies of FB. Mind you I think it's even worse in the summer months when it's just too hot. It's a no win situation. Still, here's the latest offering, hope it meets with your approval.
- Right... down to business. Look out for the 'out of this world' exclusive interview with the author of Zenobi's cracker of a game 'PHOENIX' on page 40! It really happened that way - honest!
- It's winter face-lift time at FB! Out go all the old things like: the Amiga, Pagesetter II DTP prog., new-ish Citizen 24pin printer and all the hassle that went with producing FB using that stuff. In comes: Apple Macintosh Classic computer with 4 meg of memory and 40 meg hard disk, Apple StyleWriter ink-jet printer and, as a stop-gap until the new DTP prog. arrives, the best WordProcessor I've ever had the pleasure to use MacWrite II. The look and style of FB is now pretty close to the way we want it to be, and that seems to be pretty much the way you wanted it to look to, according to your returned FB survey forms from last issue. Thanks to all of you who returned those survey forms, by the way. No decision about going monthly has been decided upon yet, though the survey results seem to suggest that most of you like FB just the way it is! There are alternatives to going monthly... How about using the profit from sales of FB (probably only £35-£40 per issue) to buy adventure software prizes for competitions? At least that would put some money back into the coffers of the indie adventure producers! If you've got any ideas on how to spend FB's money then write and let me know.
- Missed the Probe convention due to a steadily building workload. I'd have loved to meet the FB readers who I know attended. Let's hope I'll see you all next time!
- There are a couple of new sections in this issue of FB. I'll leave you to discover them for yourselves. They are either permanent, semi-permanent or just occasional additions to the usual FB line up. The Unclassified section is simply there for you to fill with stuff that doesn't fit any of the usual FB categories - so go ahead and fill it with goodies (please). Funnily enough (and for a change) I've had quite a few articles etc. that simply couldn't be squeezed into this issue, so if you contributed (like I always ask you to) and haven't seen your work appear yet, fear not, it will appear in a future FB. *Happy New Year*Tim

NEWS ROUNDUP

Adventure News, Info, Happenings etc...

• *Biggest news of this issue must be the announcement of the winners of the FB adventure awards of 1991. Votes in many of the categories were quite spread out, though the winners tended, on the whole, to be streets ahead of the other nominees. Without further ado here's who won what:*

Best one-part adventure of 1991

Lots of games nominated in this category, Phoenix by 'Traveller' from Zenobi Software just squeezed ahead at the final reckoning. Blood of Bogmole (fresh from being awarded a Probe award) came from nowhere to take joint 2nd place.

1st Phoenix
2nd The Darkest Road
Blood of Bogmole

Best multi-part adventure of 1991

F.S.F.'s classic romped home here. Was it 1991 it was released? Oh well, still a worthy winner no matter when it was released!

1st Axe of Kolt
2nd Treasure Island
3rd The Lamberley Mystery

Best Adventure author of 1991

A close thing which saw Laurence pull away at the end, though Jack L. and John L. closed up fast!

1st Laurence Creighton
2nd Larry Horsfield
3rd Jack Lockerby
John Lemmon

Best software house of 1991

No question here, Zenobi got your vote and won in a big way!

1st Zenobi Software
2nd F.S.F Adventures
3rd GI Games

Best game of all time

A close thing... 'Lords' just making it to no. 1.

1st Lords of Time
2nd Axe of Kolt
Dungeon Adventure

Biggest adventure disappointment of 1991

Another nominee that went on to win by a mile!

1st Mike G's. "Wombat"
2nd Spellbreakers Demise
3rd Level 9's Demise

Outstanding achievement award

When all the votes were counted one of the joint first place winners in this most prestigious category was actually 1 vote adrift of the lone winner - however I had to cast my own vote which meant that both John and Mandy get the award for most outstanding achievement over the last 5 adventure filled years.

1st John Wilson
Mandy Rodrigues
3rd Mike Gerrard

Thanks to everyone who voted, the 1st placed folk will get something nice to stand on their mantelpiece.

REVIEW SYSTEM

The FB Reviewing System 'Explained'

Despite having a plethora of categories to take note of when you eventually come to the scores at the end of each review, the FB ratings system is quite simple to understand. It operates on a sliding scale of 0 to 10 - 0 being the lowest score, 10 being the highest. All categories use this scale and scoring system - except the difficulty level which has 4 possible entries...

- Beginner • Intermediate
- Experienced • Advanced

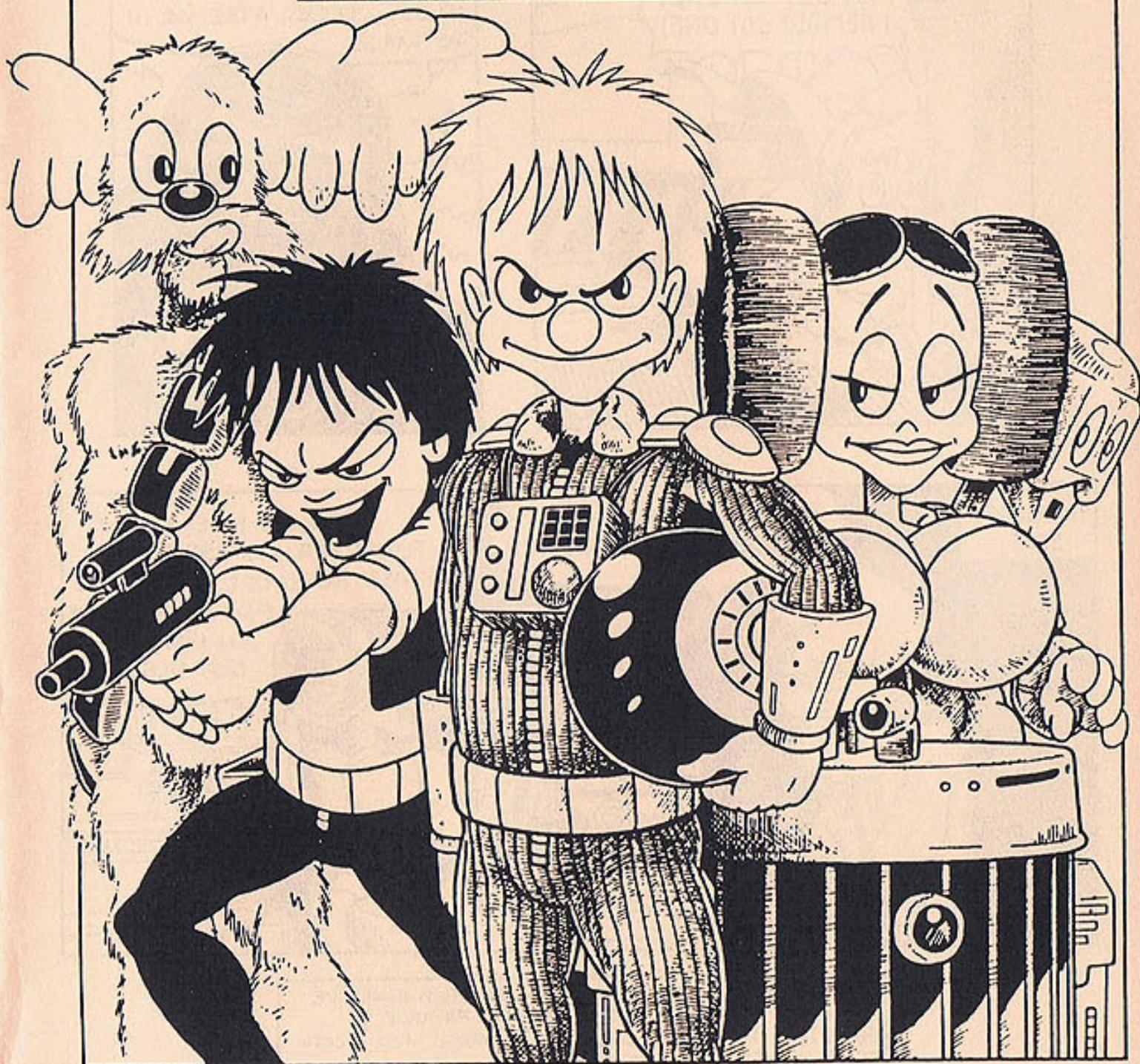
Those categories refer to the type of player that the game seems to be aimed at. The rest of the ratings all use the 0 - 10 system...

- **Packaging:** This rating is here to show how much effort has gone into the packaging side of the game, including Cassette Inlay design, do you get a separate info / storyline sheet etc.
- **Storyline:** It's always nice to see the game come with a story which could detail important pre-adventure events, useful info., handy playing hints, or just something that sets the scene or helps create an atmosphere.
- **Opening Play:** This category gives you an indication of the strength of the opening problems, the way the game starts. Has it got a well produced intro, or are things

too tough to start with. We all know what it's like to be stuck in a game after only a few moves because it's far too difficult to play past the first few locations.

- **Problems:** This is worked out over the entire game, and we chiefly take into account the number of problems, the type, how original they were, etc.
- **Location Text:** How detailed was the location text, how imaginative was it, how lengthy etc.
- **Parser:** This one's important in that it shows you how easy it was to type in your commands and how flexible it was.
- **Game Design:** How well was the game designed, was it something new, did it flow, did it all come together nicely? (Or not?)
- **Difficulty Level:** Overall was the game suitable for - Beginner, Intermediate, Experienced or Advanced adventurers?
- **Playability:** This is also an important category. Low marks = you won't bother finishing, high marks = you won't want to stop playing!
- **Personal Rating:** This is where your impartial and friendly FB reviewer sums up their feelings about the game under review!

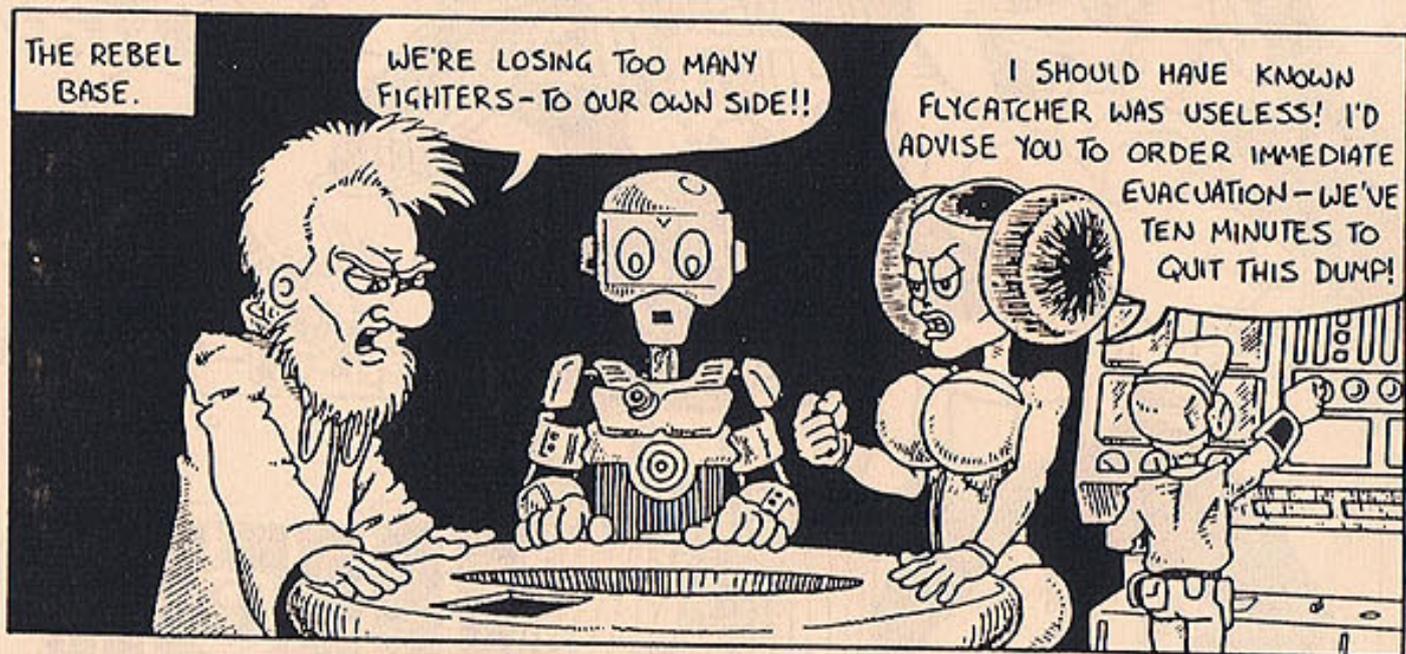
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BUNGLE TEAM TOGETHER WITH CUTESY ROBOTS
DUSTY AND POE TO RESTORE JUSTICE TO THE
GALAXY.....AND MONEY TO THEIR BANK
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REVIEW 1

Microfair Madness by Delbert The Hamster

Review By: **Tim**

• Gareth 'L-plates' Pitchford is a name that many of you will have seen before in *Adventure Probe*, *Your Sinclair* and *From Beyond*. This keen adventurer and playtester has now turned his hand to writing adventures. That's not strictly true as his first effort has been programmed by *The Spud* (Scott Denyer) and is out on the *Delbert The Hamster* label. For a first foray into the realms of adventure writer-dom 'MM' is quite a game**Tim**

Storyline:

You've been waiting all year for the big one to come round, and it's finally here... The 100th Personal Computer Whirled show is being held at the magnificent 'Sir Clive Sinclair' exhibition hall, and you now stand in-front of the building, entrance ticket clasped firmly in your sweaty hand... Hang on a minute... the ticket... you've forgotten to bring it! Arrghhh!!!

Packaging:

Delbert The Hamster (DTH) software have started off on the right foot by releasing their games with a neat inlay card (card, not paper) which has the games name printed on the side, a picture of Delbert Hamster on the front and a background parquet tile pattern.

Along with the nice cover comes a nicely designed A4 info and instruction sheet. If you should happen to get stuck in the game then you'll discover that even the help-sheet is rather nice too - though the map of the game looks a bit rough and hurried, and the way the help-sheet actually works is a bit strange.

The Adventure:

So you know that you have arrived at the Microfair without a ticket, and you know (being a smarty pants) that your first job is to get one! There are only three locations to explore in which to conjure up an entrance ticket, and the way in which you do so is mightily unbelievable! Having said that, this is a rather strange Microfair so you should expect the unexpected and the unbelievable to be lurking round every corner.

Anyway, after obtaining your ticket and gaining entrance (past a security guard who previously blocked your way), you'll soon stumble across several stalls and counters that have been set up by the big names of the computer world: Delbert Hamster, YS Adventures, etc. The YS stall features a lopsided 'hanging' sign, complete with comatose Wombat. The sign reads: 'Under new management', and there, lurking in the shadows is a shady creature,

Microfair Madness by Delbert The Hamster

bags packed ready to leave on the holiday / writing trip of a lifetime. The trouble is that this character has not got enough 'air-mile' vouchers to enable him to leave. I like a game where you are blatantly told either by a message, a situation or character more or less what you need do to get things moving in the right direction. This early problem seems to be fairly typical of many of the other problems in the game. More often than not you'll come across someone or something (character, object or situation) that will need to be worked on, worked out, worked over, pacified, pleased or removed in order to bring to light other 'hidden' objects that are either given to you by a character who you are attempting to do one of the above to, or else you simply find after achieving your set goals. Look, what I'm trying to say is that throughout the game you'll be in no doubt as to what you have to achieve or do at any given moment. It's refreshing, easy to play and lots of fun actually playing right through a game that plays in this simple yet effective manner. Does this mean the game is too easy? Read on...

At first I thought the game was a bit easy, but then again that kind of thinking usually triggers off a series of much harder problems that sort of catch you out. This very situation occurred at one stage in the early part of the game when the way forward was blocked in three directions. It was a bit too early for a three way blockage, but soon as

you find a way past one of the 'no-entry' locations you can at least play on till you are forced to attempt to unblock another to make any further progress.

Objects soon start appearing thick and fast, though there is a bit of work to do to figure out exactly what some of the more unusual items are going to be used for. (There, it's not all plain sailing after all!) The Balrog who stands guard over the remarkably Zenobiesque stand snorts flame and cracks a whip... for some strange reason he craves money? There is some of the folding stuff to be had in the game, so making the connection between the money grabbing Balrog (no resemblance to any Balrog I know, Ed!) and some money doesn't require too much brain power, but be warned, there are certain objects that have uses which, although are fully suggested by their description, need a good bit of lateral, literal, drug-crazed thinking to make the connection. Once you discover how some of these stranger combinations of objects and obstacles go together then you'll certainly find the others that abound easier to tackle - though they ain't that easy!

For a first game from a new author (game designer actually, as Gareth didn't program the thing) it is remarkably good. Everything works well, there are only a few places where you'll suffer a sudden death or sudden setback, and fortunately there are only a few

Microfair Madness by Delbert The Hamster

sign-posted deaths too! (Don't forget all you 'would be' adventure writers, sudden deaths are really very poor show, so don't include them in your games.)

But hang on a minute... I'm missing out the mini-games that reside within the main game. Every now and again you'll find it necessary to venture forth into a sub-game to get information, vital objects, etc. The first of these I attempted was called 'The Crazy Caravan Caper'. The way that you get to enter this particular 'mini-game' comes as a direct result of appeasing and thoroughly pleasing the Balrog. (As mentioned earlier.) A computer stands near one of the exhibitors stalls and it's here that you get to play 'TCCC'. Your task is to boot-up a game and escape from the confines of the caravan - complete with smart 'partying' clothes and a few other essential objects. Boy is this a hard task! The main reason that I found 'TCCC' hard (which had me reaching for the help-sheet) lay in the fact that the time limit you are given to complete your task is shorter than the average lifespan of a gnat who's just fallen into a chip pan. (That's quite short!) I know Scott Denyer was quite pleased with actually getting the games within the main game up and running and working well. Having said that, I was quite pleased at finding a mini bugette in 'The Crazy Caravan Caper!' The problem (now rectified according to Scott) lay in the fact that if you

didn't escape from the caravan at the first attempt and you didn't go back to the main game (which you need not do as you get asked whether you want to 'try again' or return to the main game) then a flag (I do believe?) was not cleared or set or zeroed (or whatever technical term these adventure writers use) so that further escape attempts with the smart 'party' gear would lead to failure every time. Anyone with an original copy of the game should always 'quit' back to the main part of the adventure, should you fail at any stage in the caravan part of the game, then go through the caravan caper from the beginning if that's where you are having trouble! Fortunately that's not a bad bug (at least not totally terminal) and doesn't in any way mar the rest of the game.

And what of the rest of the game... Well, it involves a lot of going backwards and forwards, hunting down 'key' objects, using them (when found) at other locations - usually resulting in further objects being discovered which in turn leads to a bout of thinking 'whatever can that be used for?' in the case of the more esoteric looking items. Then there are more mini games within the main game to be played. They are all well done! Some will give you a laugh, and they are all most enjoyable little diversions. Part one eventually draws to an end, and part two (needing a password) can then be attempted. This carries on in much the same way as part one,

Microfair Madness by Delbert The Hamster

though things are suitably tougher all round. Actually 'MM' is one of those games where you can go on and on about it, but only actually scratch the surface. There are a hell of a lot of problems to solve, strange objects to find out how to use - and how to match them up with other objects!

Shame I've only got 4 pages in which to review the game as I've literally only quoted from a few pages of the dozen or so that my playing notes reside on. I'm sure I could have filled at least 7 or 8 pages detailing all the neat touches, the way the problems work, etc. I've no doubts that if you buy it (I played the 128k version which supposedly has longer messages, text etc.) you'll get something out of it, be it a laugh, an insight into the weird workings of the Pitchford / Denyer minds, or whatever. The 48k version is, I'm assured, equally as good!

Good Points:

Where can one begin? Sub games played from within the main game... Loads of funny text and messages... heaps of juicy problems (ranging from easy peasy to quite hardy wardy (?))... and everything seems to fit in well too. PLUS: Loads of recognisable characters and caricatures who instantly go towards helping to make the game much more personal. I promise you that you'll recognise most of the folk that are featured in the game!

Bad Points:

Do you know I can't really think of any bad points. Perhaps one or two of the 'stranger' problems are a bit too 'strange' and as such may stump even the most experienced adventurer. But that's about all really on the negative side.

Conclusions:

Don't let the 'micro-fair' setting put you off. It's not boring or predictable as you'll find out when you buy it and play it! And what's more it should, due to size alone take ages to solve. I'll give it an unreserved thumbs up!.....*Tim*

Available From:

Delbert The Hamster Software
9 Orchard Way
Flitwick, Bedfordshire
MK45 1LF

Price: £2.99 (state 48 or 128k version). Make cheques and postal orders payable to: S. P. Denyer.

RATINGS (marks out of 10)

PACKAGING	7
STORYLINE	6
OPENING PLAY	8
PROBLEMS	9
PARSER.....	8
GAME DESIGN.....	8
DIFFICULTY	BEGINNER
PLAYABILITY	10
PERSONAL RATING	8

Readers Writes

The From Beyond Adventure Mailbag.

Let's kick-off with a bit of an addition to Barbara Gibb's playtester letter, as featured last month. (Because she left some bits out!)

Dear Tim,

"I have no qualifications for playtesting, other than my love for computer adventures, and an upbringing on cryptic crosswords that required delving into reference books and dictionaries.

Over the years I have built up quite a collection of books.

As far as playtesting is concerned the most useful one is **The Oxford Spelling Dictionary** which only gives spelling so it isn't cluttered with other details.

The second most important book is one that I pinched from my daughter. The small but excellent **Griffin Savers Oxford Dictionary**. This has tiny print so a magnifying glass is necessary, but nevertheless it is a little gem.

The third most useful book is **Chambers Dictionary Of Synonyms**. This isn't used very often, as I try to resist the temptation to suggest too many changes to an authors text. However, if a word is used too often it can be annoying, and a choice of synonyms may be offered.

Those three books are a handy size to use, which is more than can be said for my next three main reference books.

Bought for my sixteenth birthday **The Shorter Oxford Dictionary** is over three inches thick, and runs to 2515 pages. It is very heavy, and only comes out if all else fails to satisfy.

The oxford Dictionary Of Quotations is occasionally used, and I recently bought **The Cambridge Encyclopedia** (*Cambridge's spelling not mine or Oxford's*). The latter often saves a long trip to the library, which opens at hours to suit the staff and not the readers. If anyone has a set of **Encyclopaedia Britannica** for sale, very very cheap, I am interested.

I also have quite a collection of Atlases that seem to get out of date every year, and assorted books such as *Robert Graves' Greek Mythology* which proved its worth when I playtested "Theseus and the Minotaur".

So, when authors groan when they see one of my reports, gently (?) pointing out that the Incas didn't have a written language, or listing all those hyphenated words and words that, in the Oxford English end in "ize" and not in "ise", they can be sure I have

Readers Writes: *The FB Adventure Mailbag.*

checked them to the best of my ability and availability of reference material.

By the way, I was rather disappointed to see the marks given in FB's review of **The Castle**. This is an excellent adventure, which makes good use of all the locations, and *does* have a save to memory, try the standard Quill inputs **Store** and **Recall**. The original was customised so that female players (purchasers) had to rescue the Prince, and male players find the Princess."

*Barbara Gibb
Liverpool*

Is that all a playtester does? Nah, only kidding! Sounds an incredibly difficult job to me. Mind you, at least you can say you had a hand in the development of a potential blockbuster. Barbara's (and June Rowe's) letter from last issue prompted Steve Clay to say:

Dear Tim,

"In issue 9 of *From beyond* you asked whether authors expected playtesters to find spelling mistakes. I don't think expect is the right word. I have recently finished writing my first adventure and have dealt with a playtester for the first time.

The playtester found many spelling errors but while not excusing the carelessness I offer this in my defence.

As I write *Locations* and *Messages* when I feel right for it, I tend to do a lot of, dare I say it, creative writing in a short time. To stop and check each message would break the flow and become a chore. So I tend to check the entries in blocks of twenty or so. It is in the checking I believe most errors are missed, strange as that sounds, because the player knows what should be written he or she mentally skips words and misses glaring errors.

I stand to be corrected, but I should think playtesters do see it as part of their job."

*Steve Clay
South Wirral*

Stab my vitals Steve, you seem to have hit the nail right on the head when you talk about creative writing being stifled and suppressed by the need (if you feel it) to constantly be on your guard over making a few spelling mistakes. From the various notes and letters I've had from playtesters and adventure writers it seems that spell-checking is considered a vital part of playtesting. This raises yet another question that I hope someone will try to answer...

How creative can a playtester be?
What I mean by that is if, for instance, the game they are playtesting has too many problems that have been seen before, would a playtester point them out - or even suggest

Readers Writes: *The FB Adventure Mailbag.*

possible ways of improving them? I'm sure that quite often an experienced playtester will come across something that is a prime candidate for a bit of a tweak that will give the mundane, ordinary or blander problems a much needed facelift.

*Moving on... here's a letter from **Paul Avis**, which I've included as it's fairly typical of the kind of letters I've been receiving of late concerning the FB survey from issue 9...*

Dear Tim,

"As a new subscriber to your mag FB, it doesn't seem very fair for me to comment on it. However just for the record, I think it ought to stay a bimonthly mag. It is really good as it is, with easy to read text and it's all nicely laid out. If you feel that you could still maintain the high standard and have plenty of material, why not just increase the number of pages, but keep it bimonthly and just increase the price.

I really enjoy the reviews, you can never do too many in my book, except I was disappointed with **Walter Pooley's** 'Castle Adventure' only getting 5 overall. I think 7 or 8 would have been nearer the mark although it's a 'Golden Oldie' I think his games are really good.

Most of the mag is really well balanced, although perhaps the

hints, help, solution section could be a little bigger. Well that's about it, keep up the good work."

*Paul Avis
Poole, Dorset*

Hopefully you'll think that FB is even easier to read now, Paul? Anything would have been an improvement over issues 1 - 4! Despite only being a new subscriber there's no reason why your views don't count. Let's go over what you touched on...

- I'm sure FB would be relatively easy to produce on a monthly basis. I'm not sure, however, if more than 48 pages could be filled each issue. Things might get a little thin every now and then, especially review wise if games were thin on the ground in any particular month.*
- You'll have seen (from issue 9) that we can quite happily increase the number of pages per issue to 60 with no problems. (except difficulty getting the staples to penetrate that many pages!) As a matter of fact we could, readers input permitting, go up to 76 pages per issue. Indeed, FB would be that large if readers contributions were forthcoming. No price increase would be needed as FB is aiming to become a non-profit making publication. I'm pretty much only interested in making loads of money doing something simple, or making nothing doing something I enjoy.*

Readers Writes: *The FB Adventure Mailbag.*

The alternative to making the fanzine too large or appearing monthly would be to give away freebies with it every quarter! Actually that trend has started already courtesy of John Wilson (Zenobi) with the FREE copy of Frank Oliver's *Axe* novel. (free to subscribers who's subs. period includes this issue!) Looking at it from that angle you could say that a 52 page issue of *FB* costs:

Printing78p
Envelope.....01p
Postage.....28p
TOTAL.....£1.07p

That leaves 43p to play about with. (Well, say 35p to cover the extra postal costs that would be incurred if including a free gift every now and then.)

Alternatively we could run some really cracking compos... Take the 43p that is left over after producing each issue of *FB*. Multiply it by the number of subscribers (say 100). It doesn't take a genius to work out that each competition we run could have a forty quid prize up for grabs! Bet that would see the compo. entries flood in! (and the more people subscribing means the bigger the prize fund!)

Anyway, after severely digressing I'll get back to Paul's last point, namely: 'a bigger and better help section'. As I'm sure I've mentioned elsewhere in this issue, that section is a prime

candidate for readers contributions. I always try to do a bit for it myself, but that's certainly not my strong point! So come on readers, get cracking and make the help-line section something glorious to behold!

And Finally, to finish off this issues letters pages, here's a quickie... **Mandy Rodrigues** of **Probe** fame responded to one of my rambling letters I sent to her by replying with a whole list of her fave films, actors and stuff. And what a diverse list it was... Her fave films include *Roadhouse*, *Towering Inferno*, *Spartacus*, *Kick Boxer* (starring Jean Claude Van Damme), *Planet of the Apes*, the bloke from *Rambo* (she can't remember his name but can't forget his face!!!), *Poltergeist*, *Batman* (the movie), *Moses*, *King of Kings* and others of a similarly 'contrasting' nature. I have to admit that my list of fave filmy type things was also pretty... um, strange. Mandy also went on to claim that the films mentioned were not her favourites simply because they all starred hunky, muscle bound guys, and that she's not an aging nympho with a taste for the brutally rugged type! (I believe you Mandy.) "I just like the kind of films that these hunky guys appear in," she added. (Yeah, yeah, I really do believe you Mandy.) Thanks for letting me publish parts of your letter! Now what was it you wrote at the top of it... **NOT FOR PUBLICATION.** Tee hee!.....**Tim**

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REVIEW 2

Time Warrior (Dark Staff) by Zenobi Software

Reviewed By: **STORM**

This game, by Frank Oliver, is quite unique. It's very (very!) different to the normal type of adventure format, and as such may initially not sound like the sort of thing you'd enjoy playing. I had some initial problems with it, but that, as you are about to find out was entirely my own fault.

.....**Storm.**

Packaging:

As the game comes complete with a whacking great (paperback) novel I suppose you could say it boasts some of the most impressive packaging ever supplied with a game (although you don't have to have the novel, or even read it to play the game)! The usual Zenobi cassette inlay is in evidence, as is the usual accompanying storyline / info sheet too.

Storyline:

And talking about the storyline... You are Faorin, son of Farron, and it is your quest to wander through part of the land of the Carthelion in search of the Dark Staff and thus stop it falling into the clutches of the four hooded Druiland.

The Adventure:

In this, the first in the Time

Warrior series, titled the Dark Staff, you enter the world of Carthelion, a land created by Frank Oliver in his book, *Axe*. Although the game is independent of the book, I found reading the 234 page paperback tome prior to the game helped to give depth to the world.

The book, by the way, is 'a powerful and moving story, which is enriched with the mysticism and lore of a forgotten age'. and charts the efforts of various heroes against the forces of Warloch.

Anyway, once loaded, you find yourself outside a tavern next to a stranger. Having attempted this game several times, initially without some valued guidance, I now know that my early approach to playing the thing was wrong, so here's some advice.

- To start with, don't be tempted to rush straight out and explore the open landscape.
- Learn to walk before you can run.
- Use your first playing session to learn how best to interact with the computer.

The screen (whilst playing the game) shows you your current location and at the bottom is a list of various modes you can enter...

1. Shows you a map of your current position. While in this

Time Warrior (Dark Staff) by Zenobi Software

mode, you can quickly move around by the usual n,s,e, or w although for a full description you need the next mode...

2. Text. This mode Provides you with a description of the current location and is the mode you need to be in for doing actions i.e:- KNOCK ON DOOR.

3. Speech. When in this mode you can communicate with all characters.

4. Questions. Very Important! This will provide you with most of the questions you will need (jumbled spelling of course) to interact with the people you will meet. This information changes depending on your location. Further questions you will learn as you progress.

5. Invert. To change the paper and ink colours.

6. Status. Provides you with information regarding date, whether you are in need of sustenance and your map reference.

7. Dungeon Master. This mode, when selected, provides you with some general advice.

Basically the game is played in a 12 x 12 location area with some parts out of bounds. Quick movement is done in the first mode but you pass / totally miss characters etc. without knowing it, so use mode 2 to map the world noting where people are and

buildings that may contain people too. Once you have this information, then you can start to fully appreciate the game.

Simply put after that, it is talking to the people and following the directions and advice they give which should, eventually, see you through to ultimately find the Dark Staff.

Good Points:

Possibly the most interactive game available for the Spectrum. It's also very open in structure and gameplay. Well above average graphics of the locations are on the reverse side of the tape. To top it all off you also get the paperback book (that accompanies the game but doesn't have to be read to enable you to successfully play it) for £1.00 on top of the usual game price.

Bad Points:

There's rather a lack of traditional type objects to find and use, which in turn means a lack of traditional problems to overcome too. That very fact means that the PROBLEMS section of the ratings reflects this lack of problems. (If you catch my drift.)

Conclusions:

Definitely different from most games available today for the Spectrum. My final opinion on it is likewise different... different from

Time Warrior (Dark Staff) by Zenobi Software

my first opinion that is. The reason is that had I not received some advice from a valued friend then I'd probably have carried on playing in totally the wrong manner and with the wrong initial attitude.

Because the game is different to the norm it's easy to approach things wrong, which is a shame because once you get into it, things bobble along quite nicely and the interaction side of things is very good.....**Storm**

• *Just before the ratings appear I'd like to pass on a few of the things that Frank Oliver (the author of 'Time Warrior') has to say About the game. (These insights were culled from a couple of his letters - hope you don't mind, Frank...)*

• The game is actually called 'Dark Staff' the main adventurer in it is 'Time Warrior'.

• Frank's playtester (who shall remain nameless) had a big part in changing the look and feel of the overall game.

• Storm's review seems to bear out the thing that Frank most wants people to understand about it, and that is that it can be played at whatever speed the player wants, and once you become familiar with the way the game works you'll have no problems communicating, moving about or just generally playing it the way it was designed to be played. The main message

here is: Read the instructions and take note of them!

• 'Time Warrior' is essentially an introduction to a new form of operating system. Part two (according to Frank) rattles brains. It certainly appears to have made his playtester think, but Frank still fears that many people won't be able to grasp the essence of the game.

*I do hope you'll have a look at the game because I think it's really rather good***Tim**

Available From:

Zenobi Software
26 Spotland Tops, Cutgate
Rochdale, Lancashire OL12 7NX.

Price: £1.99 (48 or 128k version without book) or £2.99 (48 or 128k version with book)

(Cheques etc. to: Zenobi Software
Overseas: add 50p to cover surface
mail or £1.00 air mail per item.)

RATINGS (marks out of 10)

PACKAGING	6
STORYLINE	5
OPENING PLAY	7
PROBLEMS	3
LOCATION TEXT	5
PARSER	8
GAME DESIGN	8
DIFFICULTYINTERMEDIATE	
PLAYABILITY	6
PERSONAL RATING	7

REVIEW 3

The Last Believer by *The Guild*

Review By: **STORM**

*Hurrah! Another game to get my teeth into. This one though is from the new **Guild Adventure** software, which according to the adverts and the inlay is run by Anthony Collins of Birmingham, okay, so what about the game...*

Packaging:

The cassette covers for many of The Guilds games at the moment are printed straight from a printer. Other packaging includes a storyline sheet.

Storyline:

It is many years since the last dragon was slain and the forces of evil were crushed by a generation now passed. The people no longer worship the pagan gods of old, and even magic itself lives only in legends and songs.

So when a mysterious stranger, imprisoned for poaching, swears a curse on your village, the people just laugh. Even later, when famine and plague strike, nobody remembers the stranger's words.

However, then your own brother falls ill and you decide to undertake a perilous journey to the legendary City of Magic with the belief that since magic was responsible for the 'plague' (that's

what it says), magic alone would undo it...

You are *The Last Believer* and must find the legendary City of Magic.

The Adventure:

Once past the introduction, your first location informs you that '*You are under the shadow of the grand statue of the mayor. To the north is the village square and to the south is the bakers shop*'. On examining the statue you learn that to enter his home, you will need to say the magic word and provides you with a cryptic clue to solve it. After making a note of it, I set out to map the immediate locations.

There are 18 locations centred around the village. These are all free to walk around with no need to fear the Sudden Death Syndrome (SDS). There is one more location in this area, which should be treated with respect but with an item found very close to it, you should not have any problems getting there. Your reward for doing so will be an object that will be vital to the completion of the game, perhaps not in it's current form but vital nonetheless.

Anyway, armed with the objects that are lying about plus the object you discover, you can either move into the next area that is

The Last Believer by The Guild

to the west of the village or you can try gaining entry into the house. I chose the latter first simply because I'd cracked the cryptic clue... not too difficult if you sit down and try various possibilities.

Once inside the building, you are free to visit most locations without too much to concern yourself. Even the man-eating plant, which is described as a normal adventure type- big teeth and a huge mouth will not attack you although it at least provides an obstacle to overcome. Death can come with an innocent, if somewhat nosy input, so make liberal use of the ramsave facility.. There is one although it does not acknowledge that you have indeed ram-saved your position. (*Although upon invoking this function the screen refreshes so you more or less know that something has happened along the ramsave lines!*)

By now you'll find you are acquiring assorted objects and finding problems that will have to be overcome. Fortunately, in most cases the nature of the problems tend to suggest objects needed and ultimately their uses in the game.

Back outside, I decided to explore the region west of the village. Again most locations are safe but beware, death often lurks just an input away. So take the safe option. Later, with more objects, you can return to round the village and enter another region, and from

there to eventually make it to the legendary City of Magic, and your village's salvation.

Good Points:

It's a very 'open' game which would possibly be ideal for either a clever beginner or intermediate adventurer. It's very simple to map the game too, which will help you learn the art of map making without too many tears. Most of the location exits all work as they should i.e:- Going east to a location will, on the whole mean that then going west will return you to your previous location. Another good point in the games favour is that most problems can be overcome by fairly obvious inputs. The size, shape, look and behaviour of objects tends to instantly suggest their obvious use or purpose.

Bad Points:

Sadly there are a good few! Objects tend to have been strewn about in illogical places and/or in illogical states:- i.e. a wooden object found in a watery place is *'quite thin and surprisingly dry'*. Certain messages also appear that seem out of place... *'A huge red buffalo explodes above your head and 6000 dwarves battle with a giant maggot. Sorry about that. It's quite easy to get carried away.'*

Most locations tend to start with: *'You are in / at / on'* etc. then tend to continue with: *'To the North / South you can see'* etc.

The Last Believer by The Guild

I suppose that's only a minor annoyance, but you are left feeling that a bit more imagination could have been used to replace some of the standard parts of the descriptions. That also applies to the 'You see nothing special!!!' message that appears far too frequently.

More serious, perhaps is that obvious inputs have not been anticipated on many occasions i.e. by a lake you cannot swim, wade, dive etc. yet strangely there are 6 synonyms for 'EAT' and 9 for the word 'HIT'.

A few spelling mistakes are also present, one or two are unintentionally quite funny. My favourite was a person sitting on a wooden CHAIN!? (Or should that be chair?)

Conclusion:

Here is a game originally written by Paul Lucas in Basic for the Amstrad. This version, by Pegasus Software, may be true to the original but would have definitely benefited had it been playtested by the likes of Barbara Gibb or June Rowe (perhaps they weren't available to playtest it, Ed!) maybe then most of my criticisms would have been caught and eradicated before the game was released?

One thing I did notice though that has no bearing on the playability of the game is the amount of 'free' memory left. As a force of habit, I usually load in the

game as a PAW database after playing the game normally in case there are any goodies I have missed. More often than not, there are. Initially there were 6414 bytes left but with text compression that rose to a staggering 7084 bytes left unused, or to put it another way, over a quarter of the available memory was left doing nothing!

Needless to say it should have been put to some use, like adding graphics, more locations, more problems, messages, or a combination of all of those things! *The Last Believer* only really rates as being a reasonable effort, but could, had the extra memory been put to good use, at least have become a good adventure*Storm*

Available From:

The Guild.
760 Tyburn Road
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Price: £2.00 (tape) £4.00 (3" disk)
Cheques to: GLENDA COLLINS.

RATINGS (marks out of 10)

PACKAGING	6
STORYLINE	3
OPENING PLAY	5
PROBLEMS	6
LOCATION TEXT	4
PARSER	5
GAME DESIGN	5
DIFFICULTY	BEGINNER
PLAYABILITY	4
PERSONAL RATING	4

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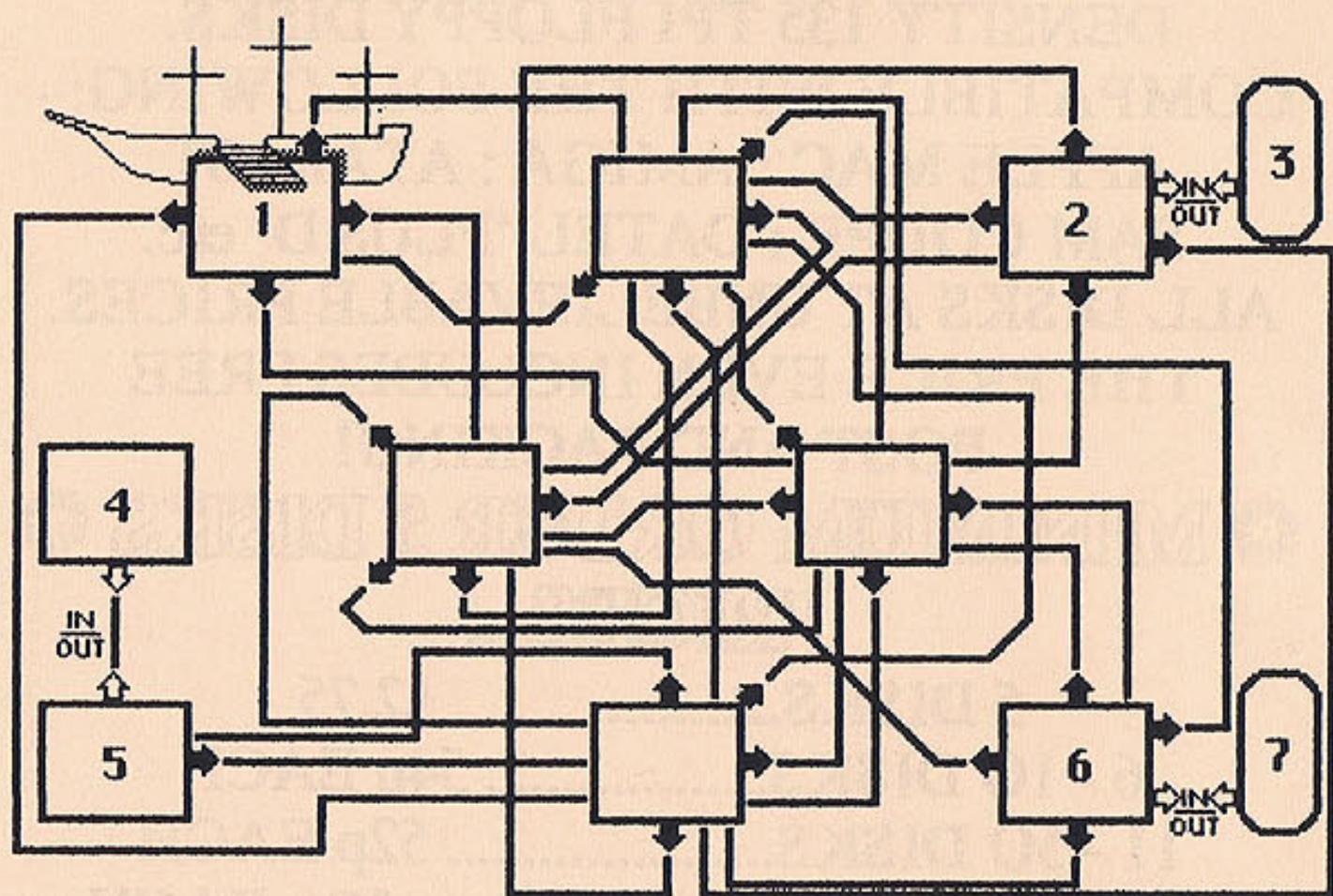
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ADVENTURE MAPS

Treasure Island (Zenobi Software)

Towards the latter stages of Jack Lockerby's interpretation and re-working of the R.L. Stevenson classic *Treasure Island* you'll come across a vicious maze of alleyways. Now, thanks to the efforts of **Andrew Gibson** the maze has been mapped. It's quite simple to follow... all the directions and directional arrows follow the normal convention, and lines leading from arrows - but not going to arrows are one way routes.

Treasure Island : The Maze of Back Alleys : By Andrew Gibson

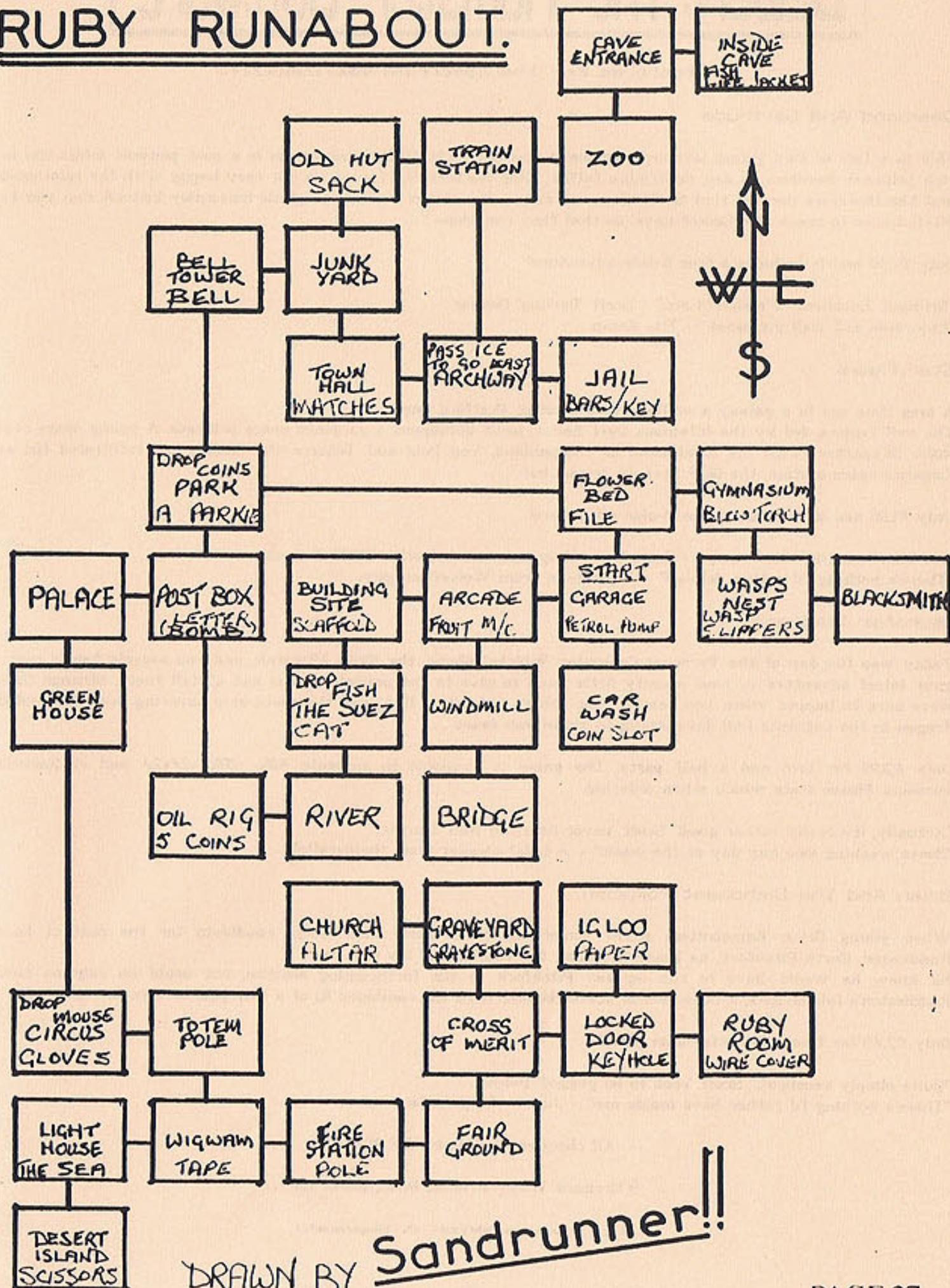


- | | |
|-----------------------------------------------------------|-------------------------------------------|
| 1.....Alongside the <i>Hispaniola</i> - you see a gangway | 3.....Inside the <i>Spyglass Inn</i> . |
| 2.....Outside the <i>Spyglass Inn</i> . | 5.....Outside a <i>Shop</i> . |
| 4.....Inside a <i>Shop</i> . | 6.....Outside the <i>Old Anchor Inn</i> . |
| 5.....Outside a <i>Shop</i> . | 7.....Inside the <i>Old Anchor!</i> |

Needless to say we are more than happy to receive your maps of games - old or new ones... If you think you can supply 'em regularly then why not put yourself forward for the position of *From Beyond* map and hint provider. (*More details elsewhere in this very issue!*) In the meantime I'd like to say 'Thanks' once again to *Andrew* for his *Treasure Island* contribution.

ADVENTURE MAPS: *Ruby Runabout*

RUBY RUNABOUT.



Delbert The Hamster Software

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Desmond And Gertrude

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"Actually, it's really rather good!" Scott 'never heard of him' Denyer.

"Beats washing loos any day of the week!" - A toilet-cleaner from Huddersfield.

Brian And The Dishonest Politician

When young Brian Ramsbottom smelt something fishy about this years candidate for the seat of Lower Ruddleston, Garth Pitchfork, he knew it wasn't the contents of his fish pie!

He knew he would have to run against Pitchfork in the forthcoming election, but could he rely on Lower Ruddleston's inhabitants, a collection of scatterbrains with the combined IQ of a tiny pea, to vote for him...

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"Quite simply excellent." Scott 'soon to be gagged' Denyer.

"There's nothing I'd rather have inside me!" - Julian the jiffy-bag.

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Software With A Squawk!

HELP-LINE

A Small yet classy dollop of adventure help!

- *First up is a contribution from Peter Bergmann who lives in Germany. It's a full 'walk-through' solution to Compass Software's **The 'O' Zone** which is quite timely as there must be a few of you out there who ordered it from Jon's recent coupon in YS and are now stuck.*

The 'O' Zone: (Solution)

get glasses, wear glasses, exam door, jump beams, E, exam display, get coin, W, N, NE, press button, SW, exam laser, switch switch, E, exam vines, climb down, down, SW, E, board bus, pay conductor, get wallet, open wallet, get cheque, get pound, E, SE, answer phone, NW, S, W, S, climb toilet, exam cistern, down, get envelope, open envelope, get key, get letter, read letter, drop envelope, N, E, exam briefcase, switch switch, unlock briefcase, drop key, get map, exam map, read note, N, SE, exam lady (wow!), buy ticket, NE, SE, get hook, get screwdriver, S, board plane, exam pilot, say Freddie Laker, W, exam panel, stick back, get crowbar, drop map, W, get snake, E, E, E, N, swim N, Swim N, dive, get torch, dive, swim S, S, W, W, S, S, W, throw snake, S, S, exam post, light torch, push post, E, use crowbar, drop torch, press 1, get bucket, wear bucket, E, get spheroid, E, exam screen, insert spheroid, exam screen, input 3, get ovoid, remove bucket, fill bucket, E, down, W, exam robot, throw acid, drop bucket, W, W, insert ovoid, get gun, N, SE, up, up, throw hook, climb rope, NW, N, NE, N, climb tree, exam doors, drop screwdriver, down, W, exam panel, say Obelisk, W, get screwdriver, use crowbar, exam missile, unscrew nose, fire gun... there you go! You've saved the world... or have you?

- *And now, the moment you have all been waiting for? The completion (part two) of Gareth Pitchford's **Captain Kook** cryptic clues...*

Captain Kook: (Cryptic Clues Pt.II - the conclusion!)

If you are having problems in doing the monster mash, the solution involves getting rid of the ash.

To get rid of the rust use an oil you can trust.

Get past the plate and you'll be at large, for giving you the answer there is no charge.

If you are a bit of a dope, why not try cutting the rope.

If at a point you say "stone me!", lower it down and you'll be able to see.

In the tunnels to get yourself off to a very explosive start, you might find some use in the advanced looking cart.

The spider can be seen at number 15.

Only a total fool would play with the capsule.

A spidery ball marks the end of it all.

A Small yet classy dollop of adventure help!

- *Zenobi's Lamberley Mystery* must be one of the better detective tales around. It's quite a large and complex game so here's all of the initial stages which will see you get off to a good start. The commands used are pretty typical for the rest of the game too, so you should soon get into the swing of how things work.

The Lamberley Mystery: (Initial Stages)

Wait until 11:02am when a telegram will arrive. Read it and you'll learn that a visitor will be calling on you at 11:30. Make use of the spare 28 minutes by examining things, wandering around, trying out a bit of conversation or perhaps going to sleep. Be in the sitting room at around about 11:30 and you'll meet Dr. Fordham.

First things first, ask Dr. Fordham where his manor is. Check him out in the medical directory which resides on the shelf. When you are satisfied he's how he says he is and learn the details of the case you'll need to gather together a few things: The dark lantern (from the drawer) and the key (from the mantelpiece).

Darkness is a bit of pain, so light the lantern before leaving 221b Baker St. (and also TAKE ALL from the hat stand in the hall and wear the hat and coat!)

Once in the street you can hail A cab climb in and tell the driver where you want to go: Tell Driver Victoria Station is a good idea! Use the sleep command to make the journey quicker. Once at the station you should pay the cabbie. Get out and head for the main ticket office, buy some tickets. Take a ticket and head N, N, then E, E, and wait until the train for Lamberley arrives. Get on the train and the journey will begin. Choo-choo!

- *GI Games re-released Faerie* seems to keep cropping up in letters. Here's a bit of early help culled straight from the helpsheet.

FAERIE: (Initial Stages)

- Take the ASPEN WAND and wave it to move from the glade.
- Don't take the RED SHIRT through the bull's field.
- To cross the bridge, say GOOD MORNING.
- Eat the fish by the pond for some help.
- Open the window by the cottage to enter the nursery. Take the baby and give it to the fairies west of the southern fields.
- In the attic (and in the witches chimney), you will need the box to be present but not carried before going up.

UNCLASSIFIED

Unusual (unclassifiable?) Contributions to FB!

This 'new' section is where anything that doesn't fit any other section of FB resides. Steve Clay kicks it off with a review, some hints, and asks me to spell out the best way for FB-ers to contribute to the fanzine...

Dungeon Adventure: (Level 9)

The Demon Lord is dead. Hurrah!! You, being quick on the uptake, realise that there must be plenty of treasure lying around the Demon Lord's former abode. So you kit yourself out with a multitude of handy implements only to fall victim in a mugging incident. 'Can you take on the Dungeons of the Demon Lord unaided?' asks the instructions. Well you're going to have to.

The game as you may have guessed is played in and around the dungeon. Early on you will encounter the humour and lateral thinking for which Level 9 are renowned. On finding some dried poppy seeds you may be surprised at what happens when you drop them. This will give you ideas about how to solve a couple of early puzzles featuring a bird and a siren. (of the mythological type!)

The parser is of a high standard and deals with most inputs reasonably well. The game can best be described as a traditional adventure with the

emphasis heavily on the solving of problems and believe me they abound throughout this game. You solve one, give yourself a pat on the back only to walk around a corner into another. Thinking laterally about proverbs may well be useful at times. I can't recommend this game highly enough, produced by the most successful 8-bit adventure company at a time when their genius for puzzles shone through. Search around bargain bins in computer shops and you may find this game on the 'Jewels of Darkness' box-set, or try sending a cheque for £3.99 (made payable to SANDVEN LTD) to: *GI Games II West Mayfield, Edinburgh EH9 1TF* for the game on its own.

Getting Started:

Keep falling for the Sirens song?

- *SDEES PORD*

Can't budge the bird?

- *EVOBA SA OD*

Keep losing dice game?

- *ECID DEDAOL DEEN*

Where are they?

- *EGDE TSEROF RAEN*

Contribute To FB:

The simplest way to contribute to FB is to send us your work, like: maps, hints & tips, reviews, letters etc. typed or neatly written. That's all we ask. Thanks Steve for the above stuff - now YOU follow his lead!Tim

PROBE REPORT

Scott Denyer attends the 2nd Probe convention

I couldn't make it to the Probe Convention, but Scott Denyer of Delbert the Hamster software did, and this is what he had to say about it...

A Conventional Day!

I manage to skive the day off school the day before the convention to travel up to relatives in Wolverhampton. That way, I arrive at the convention at 9.00am in the morning, still wiping sleep out of my eyes! It was difficult to find and I enter a hospital thinking that it is the hotel. How embarrassing! I then manage to walk into several people while struggling up to the second floor with 200+ games for my DTHS stall, and enter the suite where the convention was taking place. Not many people were there yet, and I decided to use the table next to my door for the stall (for a quick getaway if need be!). I proceeded to stick up posters and WOW software (Amstrad) ask if they could film my hands with their film camera for their official video of the day. I gladly oblige, and rush off for a quick manicure before hand. As my stall is right next to the door, I get to see everyone who walks in. I soon shake hands with 'Lanky' Larry Horsfield and spend half an hour asking everyone if they have any Blu-Tak for my posters (as I was afraid that sellotape may tear the wallpaper

when it needed removing). Finding some Blu-Tak proved more difficult than completing 'Axe of Kolt'

I notice that I forgot to wear a belt, and people give me suspicious looks as I walk around with my hands permanently in my pockets. I was just trying to keep my trousers up, okay?!?!

DTHS' only other writer, and personal pal, Gareth 'gazza' Pitchford arrives, and I rudely ignore him as several people decide to swamp my stall. I forgot my calculator, so I have to rush over to Allan Phillips' computer to work out the total prices.

At 11 o'clock, Mandy, knees knocking an' all, reads the welcoming speech, and to her dismay the microphone picked that very moment to break down. The awards ceremony starts at 1 o'clock, but I won't tell you who won as I'm sure the winners are printed somewhere else in the mag, plus the fact that I can't remember. I can remember though, that Larry Horsfield was chuffed to win a few awards, and a certain Tim Kemp won the best PD library. Well played lads!

An excellent Balrog tee-shirt is raffled off (and quite brill it was too) but unfortunately I don't win it. I've forgotten who did!

Scott Denyer attends the 2nd Probe convention

June Rowe was there with a copy of *'Jesters Jaunt'* for us all to play, Tom Frost had a copy of the Amstrad *'Lost Dragon'*, while Larry had (from what I saw) a copy of the forthcoming *'Run Bronwyn, Run'*. Needless to say, I still manage to miss having a go on those and all the other demo's on view. Colin Jordan was there with a SAM Coupe and a copy of *'Five on a Treasure Island'*, and is also seen loading an... horror of horrors... arcade game!!! Other stalls include Jack Lockerby's, featuring his newie *'The Ellisnore Diamond'*, Mandy's *Atlas Software*, *ZAT magazine*, *WOW software* and *The Adventure And Strategy Club*, among others.

This years MEGAPOINTS competition is quite a surprise, as I somehow managed to win. The game was a chopped up level 1 of *'The Spectre OF Castle Coris'*, 48k version, which is a forthcoming release from F.S.F.

I manage to ambush Jeremy Smith's computer (someone who is even younger than me), and load level 1 of my *'Microfair Madness'*, and I don't mind saying that it attracts quite a crowd. Well, three people actually!

A representative of *'CRASH'* was there (Ian Osborne perhaps? Ed.) and I gave him a quick interview as well as flogging him a review copy of *'MM'* and letting him put a money-off coupon in a forthcoming issue as well. The

'YOUR SINCLAIR' guy didn't bother to show, though nobody missed him (chortle, chortle!).

I enjoy meeting my number one customer, Norman D. Haigh, the only fool... I mean person, who has bought every version of every DTHS game, er... that's six in total. I chuckle to myself as I spot a mass migration to the TV room as half the convention go to watch the Rugby semi-final (England Vs Scotland).

One thing new for me is being able to talk to people about P.A.W and adventures, and having them understand me - at home when I discuss PSI's my mum tell's me off for swearing!

Afterwards we all go for a meal. The party leaves the hotel with 20 people and, after scouring the streets of Birmingham, we lose the others and I'm left in a party of 7. We have a curry (eventually) and go back and sit in the hotel bar. Unfortunately I'm only allowed Coke (bah!) and I talk to Roger Betts for ...erm, quite a while about adventures until he retires and goes off to bed. The group gradually recedes and when I go to bed at 3:30 the group is down to about a dozen people. I oversleep the next morning (I wonder why?) and therefore don't get to say goodbye to everyone. So "Goodbye!" to everyone who I didn't say goodbye to.

One thing I've come away

Scott Denyer attends the 2nd Probe convention

feeling, is that now I send games to other people, instead of just names on a piece of paper. I'm glad that people are playing and (hopefully!) enjoying my games. I just wish there was a convention more than once a year... maybe once a week!

Scott Denyer.

THE Convention RATINGS

(Ratings!!? Are you mad?)

PACKAGING8
Well advertised, planned and arranged.

PROBLEMS2
Finding the place was a snag.

STORYLINE9
Everything went well.

LOCATION TEXT9
Birmingham was a logical choice.

DIFFICULTY LEVEL1
No difficulties for me.

OPENING PLAY9
People wandering around with name badges on helped break the ice.

PARSER9
I didn't feel younger than anybody else.

PLAYABILITY10
Thoroughly enjoyable.

PERSONAL RATING10
Top class.

• *Just in case you don't buy Probe or couldn't make it to the convention, here are the Probe award winners (8bit).....Tim*

Best / Most Helpful PD Library:
FBPD (Spectrum): Run by ME!

Best Utility / Hardware Add-on:
HATRACK II Amiga Adventure Writing Utility.

Most Helpful Adventurer of '91:
BARBARA GIBB

Best Text Only 8bit Adventure:
AXE OF KOLT by Larry Horsfield of F.S.F. Adventures.

Best Graphics / Text 8bit Game:
BLOOD OF BOGMOLE by Jon Lemmon of Compass Software.

Best 8bit RPG:
HERO QUEST.

Most Helpful Software Company:
F.S.F. Software / Larry Horsfield.

Most Promising Author:
BOB ADAMS.

Honourable Member of Adventure Probe '91 Award:
JOAN PANCOTT of **WOW** Software.

• *And there you have it! Seems that a thoroughly enjoyable time was had by one and all at the Probe Convention. Maybe I'll be able to attend next year. Though as I haven't got a crystal ball I can't guarantee it!Tim*

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REVIEW 4

Homicide Hotel by The Guild

Review By: **Bessie Bug Hunter**

• *Tim has decided that I should play detective this issue, so armed with notebook and pencil I prepared myself for a long stretch on my computer and took the phone off the hook... I only hope our editor knows what he's doing.....*

Packaging:

Quite reasonable cassette cover, printed on a dot matrix printer.

Storyline:

An old acquaintance of yours, Inspector Dwyer, has contacted you about a murder case that has him baffled. As John Stafford, private investigator, you feel duty bound to help him out, so you set off to Knightford to begin your investigations.....

The Adventure:

The Majestic Hotel is the scene of the crime and on reaching it you are informed by the pathologist that strychnine was the method used to dispatch the well known film star - one Mr. Andrews - (not Anthony I hope as I rather like him). His new bride, Carmel Emeldra, is the chief suspect for she it is who is set to inherit his millions. (It can't be Anthony

then). The residents of the hotel are all waiting for you to question them and quite an odd bunch they are too, they don't seem to have a good word to say about each other. In all, there are about a dozen characters wandering about none of whom are able to sit still for very long so you may find that you have to either wait for an individual to turn up or chase round after him/her. You must question all the guests, ask them about their alibis, check their answers and come to a conclusion. Collecting evidence is a vital part of the game as you must prove to Dwyer that your suspect is the guilty party. Armed with that knowledge, it took me only a short time to pinpoint the murderer simply by asking for his/her alibi. I checked it out and spotted immediately that he/she was fibbing. (I'm good at these games Tim). Proving it however meant going through a lot of rigmarole about asking questions, searching all the rooms, visiting the surrounding area, making phone calls and during all this time I was carrying out my duties seriously, one of the poor old guests were shot - before I'd had a chance to question him/her.

The bulk of this game is in the extrication of facts, thus you have to go about the tedious business of typing *SAY TO BENNETT* "Tell me about....." and having to do that every time you needed to

Homicide Hotel by The Guild

question someone takes a lot of time and patience. Time is quite important as it turns out because if you don't solve the case in good time the police will come along and arrest their suspect regardless of what you may think. An irritating aspect of this game is that if you so much as ignore the screen for a few seconds a prompt comes up telling you to get a move on, it even happens before you have the chance to read the text on the screen sometimes, however, there is a way round this aggravation. I soon discovered that by typing a letter and not entering will pause the game so you have time to make notes etc. (*I nearly always type a blank space which not only usually pauses the game but also means you can still just type your next command when ready without having to delete the character you typed, Ed!*)

Being as this is a PAWED game you will have to be precise as to what you want to take or examine. It's no good finding a ticket and typing *TAKE TICKET*, you will only get the response, *Which One?* - you must specify which colour and these specific inputs are required throughout the game. Some things will have to be examined very carefully so don't be misled into thinking that you can race through, you will need time to come to terms with the pernicky parser - and time is not on your side. Lots of options are available, *TAKE ALL*, *DROP ALL*, *PUT ALL*, *TAKE ALL EXCEPT*

BLACK BOOK, prepositions, adverbs, adjectives abound and whole sentences can be constructed if you so choose. For example, *LOOK IN THE DRAWER AND TAKE EVERYTHING OUT OF IT. EXAMINE IT CAREFULLY AND GO NORTH*. Cor, it will take you hours to nab your suspect if you go about it that way but there's lots of fun to be had by trying various combinations and it has to be said that the complexity of the parser is brilliant.

As regards the guests, well, they move about randomly, chattering to each other and generally try to be helpful, which is more than can be said about Mr. Blake, the manager of the hotel. He doesn't always have the time nor inclination to talk to you but he's quite happy to allow you to search the rooms whenever you want. Lady Mary is the resident guest, Mr. and Mrs. Bennett are middle-aged holiday makers, Gerald Muir a scallywag who likes to spend his father's money, the local doctor is a bachelor who likes to take a break at the hotel occasionally, Miss Ford a neat little old spinster and Carmel was on her honeymoon with the victim. None of them are very impressive though, I can't imagine anyone in their right minds staying in an hotel room where the manager lets strangers search their room but I digress.....

You do have various options to hand, *RAMSAVE* is quite useful if you think you are running

Homicide Hotel by The Guild

out of time, *TIME* will give you an update - provided that you have access to a timepiece of some sort, *SCORE* will let you know how much progress you have made, *WAIT* does as it says, but time ticks away when you use this option but I think the most important input will be *TELL ME ABOUT...* for that is the one that opens up all avenues, so that is the one to concentrate on when interrogating guests. There are some interesting locations to be found outside the hotel, you can visit a supermarket, cafe, restaurant, sex shop, (don't ask me, I wouldn't go into it), and when you've been everywhere, seen everything, questioned the suspects to death and finally have all the evidence you require, the police station is in the vicinity for you to offer your proof to Dwyer. That's about all I can usefully say about the game really... I could tell you who dunnit though... it was.....
Aaaargh.

Good Points:

It is very easy to get in to provided that you are comfortable with the precise inputs required and it's not that easy to complete which gives it a good long playing life.

Bad Points:

I wasn't impressed by being told to hurry up before I even had time to blink and thought the big 'H' either side of the graphics to be a bit awesome.

Conclusions:

A very well constructed game, professionally done and as good as any that I have seen in this genre. If you like this type of game - go for it. It certainly beats having to sit down with the kids to play *CLEUDO**Bessie*

• *I suppose the first 'who dunnit' I played was 'Sherlock' by Melbourne House. To say that the wait for it to appear (it seemed to be delayed further each month) was agonising would be an understatement. When it was finally released I found it to be a colossal disappointment. What's your fave who dunnit?Tim*

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RATINGS (marks out of 10)

PACKAGING	6
STORYLINE	4
OPENING PLAY	8
PROBLEMS	8
LOCATION TEXT	6
PARSER	8
GAME DESIGN	7
DIFFICULTYINTERMEDIATE	
PLAYABILITY	6
PERSONAL RATING	7

An Interview With...

The Mysterious 'Traveller In Black'...

A very strange interview...

• This issue of *From Beyond* was coming together well when I discovered that there were a couple of pages that were going spare. I had hoped to fill these with an interview with the mysterious 'Traveller in Black', the person (or thing?) responsible for my fave game of 1991 - 'Phoenix'. I wrote here, there and everywhere trying to find someone who knew this mysterious adventure writer. All to no avail. However, this situation didn't fill the space in *FB* so I sat down to write something witty that would fill the gap. Just then the postman arrived and shoved the usual pile of letters through the letterbox. Sorting through them I couldn't help but be drawn to an envelope as black as the moonless sky. No address could be seen on the front! "Wonder how the postie knew it was for me?" I hurriedly opened it to be greeted by a black piece of parchment bearing the words, "So you want to meet the traveller...? Be at 'The Old Adventurers Arms' ale house soon..."

Where? I've never heard of it! How the heck am I going to meet someone who I don't know at a place I've never heard of? But do you know what, before I knew where I was or what was happening the blackness of the parchment that I still held in my hand seemed to make me feel drowsy and my eyes closed for a split second - no more, and when I opened them again I was engulfed in thick fog. Soon it cleared revealing a sign, blowing in a breeze that was there but couldn't be felt... The words on the sign spelt the name of an inn... "The Old Adventurers Arms"...

Funnily enough I felt no fear at finding myself somewhere obviously very strange. Instead I was very curious to see just who or what I was going to come face to face with when I stepped inside... At that moment the door opened and a large green-skinned reptile was projected with some force through the opening and out into the chilly night air. It fell (presumably in a drunken stupor) in a crumpled pile and lay there motionless. A blue eyed warrior glanced round the door and beckoned me in...

Once inside my nostrils were assailed by the smell of pipe tobacco and stale beer. The drinking crowd consisted of just about every possible race from every fantasy adventure I'd ever played. Dwarfs, villagers, the odd half-ork, halflings even a couple of lesser 'apprentice' Wizards were there, skillfully blowing smoke rings into the air which then changed colour and shape as they drifted on up to the ceiling, then clung to the wooden beams and hung like bats. On the far side of the room, sitting at

An Interview With: *The 'Traveller In Black'...*

a table in a dim alcove was a black robed figure. Traversing the room as carefully as possible, so as not to disturb folks drinking, and bowing low before the two Wizards (in the proper manner), I finally came to the alcove where the black robed stranger sat. It was quiet now, the noise and smoke of the bar faded to nothing till all that seemed to remain was me and 'The Traveller'. A finger emerged from the folds of the robes sleeve and pointed to a chair opposite...

As I sat down I noticed that on my right were a group known as Argonauts and beyond them I recognised other heroes from other time periods. Then, just to add to my deteriorating sense of reality, a creature not of my world produces a lead crystal goblet filled to the brim with an amber coloured wine before slithering back to the bar. The figure sitting opposite me, clad in the darkest robes imaginable then proceeded to produce a cluster of purple crystals from inside it's cloak and placed them in the centre of the table. Time seemed to be sucked into the crystals, a bit like an ethereal egg-timer... Then the anti-hero speaks:

"Don't worry, you're not cracking up. You're at my local, about to have a quiet drink and a chat. That's what you wanted, wasn't it? Ask what you will and I will answer, but mind the passage of time - see how the crystals delight in its passing. Ask your questions now."

• **"THIS is a dream. YOU are a dream, and in a while I'll wake up and continue working on the latest issue of FROM BEYOND... wont I?"**

"Come on Tim. Accept what your eyes see. It's all real. We're on Homeworld. You're enjoying a drink of Manila with your favourite traveller." *It is just then that I notice the scales on his slender yellow hands.*

• **"But you're not real. You're just a character in a computer game."**

"Trust me. I'm real. Now what was it you wanted to know about me and my lives?"

I feel the start of a potential migraine looming, so decide to go with the flow of the nightmare. How long can it be till I wake up? Hopefully not that long.

• **"Well, to start with, what's your real name? It's not Phoenix, is it?"**

"No, that's just a nickname. Vimes the Blade used it first after my baptism of fire at Dagda. It seemed appropriate so it stuck, but my parents named me Thomas"

• **"When did you become a Time Crusader of Chronos, and who is he anyway?"**

"He recruited me after my death. For a period of time, I floated in Limbo, not knowing what to expect. As a priest of St.Vincent, I had told my congregation that there was an existence after death and sometimes reincarnation, but deep down, even I had doubts.

An Interview With: *The 'Traveller In Black'...*

I think the outrage at what befell my village and my family was such that my soul screamed for vengeance and my screams were heard by Chronos. All I know is when I 'awoke', if that is the word, I was on Homeworld in the company of the Time Crusaders, having had my physical injuries treated by Vimes the Blade.

As to Chronos, I can say little. He is responsible for gathering the Time Crusaders together in order to combat the Primal Darkness, one part of the Negative Side. There are other groups like ours, resisting other incursions in other sectors but contact with them is not allowed. Most of the time Chronos appears like a classical Greek God but I have seen him other than this."

• "What happened to your village?" *I ask then wish I hadn't.*
"They came from across the northern border bringing death and destruction, and with them came the Abomination. What it could not conquer or corrupt, it killed SLOWLY. Men, women, children... especially children. The souls of the innocent are like a delicacy to THAT thing... I had three children once... a long time ago..." *A single tear trickled down his scarred right cheek but was quickly wiped away.* "Let's change the subject, okay?"

• "What's the Violator of Voodoo that I keep hearing about?"
"It was or shall be, it gets confusing sometimes, another incursion by the Primal Darkness on Terra VII before the Cataclysm. Before you ask, it would take ages to fully explain things but simply put, there are parallel worlds. Most of the situations involving myself occur on Terra VII before it was nearly totally destroyed. This time though, the risk to the space-time continuum was such that Chronos dispatched not only myself but also Kane of the Cloudlands."

• "Who's he?" *I ask, draining my goblet and feeling my head start to spin. Potent stuff this Manila.*

"That's Kane over there," *he says pointing at the statuesque figure with the piercing blue eyes standing by the doorway, who is gesturing at his wrist chronometer.*

"Look, I've got to go now. "

• "Oh... okay. One last thing. Why does the person who writes your adventure use the name 'Traveller in Black'?"

"Because as she puts it, all she does is type it into the computer. The adventure itself is based on the entries regarding myself in The Chronicles. If you are interested, I believe she is hard at work on what she terms 'The Aztec Assault.' Anyway, see you again when I've got some more time(?)."

And with that, he leaves the table and makes his way to Kane. As for myself, I try to stand but never make it. The room spins and seems to be spiralling toward the crystal which still sits on the table. When I regain consciousness I find myself nursing a king-size headache, slumped in

An Interview With: *The 'Traveller In Black'...*

front of my Speccy with the fingers of my left hand wrapped tightly around the familiar frame of a Zenobi cassette case... The words emblazoned along the side read: VIOLATOR OF VOODOO by the mysterious TRAVELLER IN BLACK.

• *A cursory glance at my watch shows that no time has passed! Could it have been a dream or did I really meet one of the Eternal Champions? My musing is brought to an abrupt halt by a sharp knock on the door. The postie stands there with a black box in his hands. He passes it over and I open it immediately. Inside is a purple crystal cluster with a note that simply reads: Byss and Abyss, Nothing and All, Time and Eternity... "Thomas..."*

THE END (As told to me by The Traveller)

Win: The Travellers Crystal Cluster!

Yes, the actual crystal cluster that the Traveller in Black gave me can be yours. It's such a magnifico prize that you'll have to work really hard to win it: What we want you to do is come up with some background info., a story, poem, history, game plot or scenario featuring your favourite character from a Spectrum adventure. Let your imagination run riot and you could end up owning THE crystal - or will it own you...?

Entries to be sent to: Tim Kemp, 36 Globe Place, Norwich, Norfolk NR2 2SQ. To arrive before 20th February, 1992. The editors decision will be final and the winners work will be printed in FB issue 11. Be as detailed as you can about what your story (or whatever) is about, which characters from which games are featured etc., etc. But hurry with your entry, time is NOT on your side....

COMMENT...

Laurence 'Quill' Creighton wants a word.

• *I'll make no bones about saying Laurence Creighton might only use the Quill to write his games, but he sure puts that most excellent of utilities to the best possible use. His games are playable, well paced, and highly polished to boot. Here he takes a bit of time to let us know exactly why he writes adventuresTim*

"A short while ago I wrote a profile on myself, and not long after an article on HOW I write adventures. Here I want to write about WHY I write 'em.

When I started off playing adventures round about 1984, and being the pedant that I am, I would continually gripe about various games noting spelling or grammatical errors, or more importantly lack of structure or bad programming. I even had one game that if you typed 'HELP' would crash! I'm sure that was not intentional. I said to my pal Andy I could do better.

So when I got the Quill I set out to prove my point. Eventually I mastered the Quill and was ready. After that many factors governed why I wrote. I get home from a day at the hospital around 4:45pm and usually have three hours to kill before we eat at 8:00. Not really having any hobbies it was a wonderful way of killing time. Then of course there are weekends

and holidays when there is extra time. Another big factor is that I love to be creative AND I must do something (anything) that involves using the mind. Well adventure writing sorted that out. I'm often working on one adventure when I'm making notes for the next one - I often think faster than I work. I walk around memorising object numbers, message numbers, flag numbers and for me it is totally exhilarating.

Last but not least I know what a joy it is to play a good adventure. If I can give that joy to others, I feel I have succeeded. And yet another reason - a BIG reason: if newcomers like myself don't come along and 'join in' and write, the market will shrivel up and die - the oldies can't last forever. So I write to keep the market alive, to give joy to others, to be creative and to give myself a much-needed hobby."

*Laurence Creighton
Cape Town, S. Africa*

• *Laurence also asked me to say thank you to Joan Williams for the kind words she wrote about him in FB-9, and if she types in her name in one of his future games she may find a little message pop up just for her!*

• *Free G.A.C! Start adventure writing for nowt as G.A.C. is on the Jan '92 Y.S. cover tape!Tim*

THE GUILD ADVENTURE SOFTWARE

CORYA THE WARRIOR-SAGE: DRAGON BY ANTHONY COLLINS

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

The small sleeping village of Ermahal was awoken by the tremendous roar of the dragon. Within minutes the village was devastated, buildings were ablaze, lighting the midnight sky with a red glow. Everywhere villagers ran, none seeming to now which direction to run, all trying to escape. The dragon lifted and flew upwards, circling the village, eying its devastation. Several more times it circled above the village then content, made its way towards the mountains, the darkness cloaked it and it was seen no more. The surviving villagers gathered at the great hall, itself without a roof and one corner badly damaged, but as safe a place as any. There they prayed for help, prayed for hope of a miracle.

Atop a small hill overlooking Ermahal stood Corya looking down at the devastation, he heard their prays, he had come...

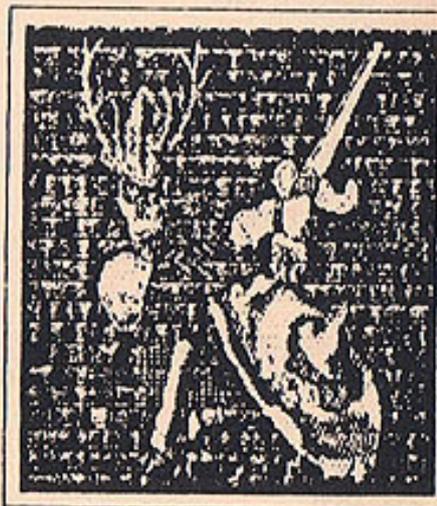
Available on Spectrum 48K - Tape £2.50, 3" Disk £4.50



THE SOUL HUNTER BY TREVOR WHITSEY

Exactly a month ago a stranger came to the village of Elswood, bringing talk of a sorcerer gathering an army in the western marshland. Handing a map of where he thought the sorcerer was hiding, he continued, "The army of the soulless are nearly ready to attack the Free. There is a chance to stop them, providing you hurry. A brave warrior, such as yourself, must restore the souls to the bodies and defeat the sorcerer. All I know is that the souls are stored in a cavern underneath the marshes." Equipped with a sword and the map, you leave at night, ready to free the souls and defeat the sorcerer. Your quest will be filled with danger, and difficulty. Good luck, SOUL HUNTER.

Available on Spectrum 48K - Tape £2.50



PUZZLED BY TONY MARSH

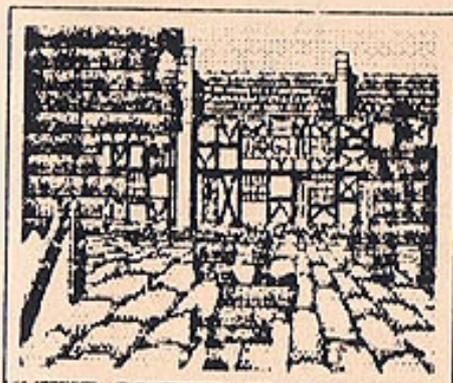
"... to sleep - perchance to dream."

But even the Bard himself, for all his great imagination, never had a dream like this one!

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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.



DEAR DIARY

The Chronicles of DTH Software

• *Scott Denyer of Delbert The Hamster Software continues to send in his diary - despite me paying him not to. Nah! Only joking. It's one of my fave sections of FB!Tim*

25th October:

The impossible has been done. Over the past week I have sat up till four in the morning making copies of 'Microfair Madness' for the Probe convention tomorrow.

26th October:

To find out what happened today see probe convention report on page 32!

29th October:

I am straight back to a hot Speccy polishing up my latest game, 'Grabbed by the Ghoulies!' As to when it will be released I've not yet decided, but watch out for it!

4th November:

"From Beyond" arrives and 'Star Flaws' is reviewed. Well, it goes down about as well as a strippogram at a vicarage tea-party... to coin a phrase. Oh well, such is life. You win some, you lose some! Always look on the bright side of life an' all that! Tim sheepishly apologises (*surely I boldly apologised? Ed!*) wholeheartedly as I aim an atomic sunflower seed at Norwich. (*I might have apologised but I still printed the review! Publish and be*

damned - and I was! Ed.)

6th November:

On a programming side, disaster strikes (ouch!) when I discover 'MM' is not compatible with the +3. It's all to do with the +3 version of PAW being different to the tape versions. A +3 version is soon made.

7th November:

I receive a letter from Jill Carter asking if I would like to write the game for next years Probe Convention 'Megapoints' comp. I ask ya, of all the adventurers on offer she asks me?! Oh well, I'll give it my best shot! She probably only asked me so I don't spookily win it again like I did this year.

8th November:

I find the funds (i.e. mum) to buy a printer and DTP package to improve the general presentation of DTHS.

10th November:

I am in the process of designing a... I don't believe it... a serious game. I'm going to spend a long time designing it & not start programming it till well after X-Mas. This should mean improved puzzles and gameplay. So far it's got everything from murder to puppy dogs to mythical beasts. It will be (at least) a three parter. I should be able to chronicle the games development in future 'dear diary' instalments!

DEAR DIARY: *Chronicles of DTH Software*

14th November:

On 'MM' level 2 there is a mini-game called 'The Quest for the Holy Snail'. Gareth has greatly expanded it and when programmed I will donate it to Tim's PD library. Don't tell Tim though! It's a surprise!

20th November:

DTHS is to have a face-lift. It's economically forced! Instead of 2 A4 sheets all info will be included on individual inlays. They're quite well done, though!

25th November:

Silly me! Barbara 'No.1 playtester' Gibb rings to say that she can't complete her playtest version of 'Brian and the Dishonest Politician'. It was probably something to do with the fact that I'd forgotten to put some of the needed objects in the game! What a silly Billy I am readers, eh?!

13th December:

As it would be impractical to mention in the diary every time I have a programming stint on the computer I will mention major programming events by the week, or whatever? Therefore, over the past month or so I have been programming another Gareth Pitchford' (MM) game called 'First Past the Post'. Needless to say, with my programming abilities it'll be worth buying. What's that? Scott's head is so big it will never fit through the door? Never!

It's so bleedin' cold outside it took my little fingers about six hours to

thaw out after doing my paper round before programming again.

Before I go, I'd just like to wish everyone a very merry Christmas and an adventurous new year!

Scott Denyer (DTHS)

• *And a merry Christmas to you too, Scott! As you will see from this issue (p.9) I really rather liked 'Microfair Madness' and am now eagerly awaiting more releases from the Delbert stable! As for the bad review of 'Star Flaws'... well, what can I say? Bessie didn't get a lot out of it, and now STORM has also had a look at it and didn't like it either. Star Wars & Spoof fans may really love it though.*

I'll be printing a list of the the kind of games that STORM, BESSIE and MYSELF like the most in the next issue of FB. That way you can match our comments of any games with our likes and dislikes and then dismiss whatever comments we make concerning games that aren't on our 'favourites' list. I must stress that we do always try to be objective and fair in our reviews.

Still, one must try to take the rough with the smooth and bounce back with good games to prove that you've got what it takes. Judging by 'Microfair Madness' DTHS looks like it'll be big in '92Tim

LOOSE ENDS

The place where stray bits 'n' bobs live!

• After a brief break the X-Word & Compo. winners names are back - along with the good old crossword solution:

S	A	N	T	A	C	L	A	U	S		G
A	X	E		B		E	R	S	T		R
M	I	S	T	L	E	T	O	E		B	E
E	S	T	E	E	M		M		F	E	E
			N		B	L	A	T	A	N	T
J	A	N	U	A	R	Y			N		I
U	P		I		Y	E	A	S	T		N
D	E	N	T		O			T	A		G
A		E	Y	E			O	A	S	I	S
S	A	W	A			C	A	B	I	N	
	S	T	A	R			P	L	A	C	E
A	S		T	S	E	T	S	E		A	T

Crossword Winner:
Mr T. Brawls

Prize Draw Winners:
1st Mr Donald Hay

Runners up: J.Thomson Leeds,
Jonathan Scott Londonderry &
Ian Osborne of Crash fame!

This issues star letter writers:

Steve Clay and Paul Avis

Swappers Ahoy!

Paul Avis says that anyone interested in his 'Spectrum swap club' should contact him for further details. *Spectrum swap club?* I hear you ask... Well send him an s.a.e and you'll get more details.

Speccy Swap Club: Paul Avis
Bucks Fizz, 49 Hewitt Road
Hamworthy, Poole
Dorset BH15 4QB

Star Flaws / Bug Wars:

Bessie Bug Hunter wanted to pass on a message to Jovial John Wilson of Zenobi via the letters pages, but as they are full up I'll print the message right here:

• Dear Tim, may I, through your letters page, thank John Wilson for the **BUG WARS** magazine he sent to me. He obviously read my woeful review of **STAR FLAWS** and thought that I needed enlightening - therefore:

*Thank you John, you're a dear,
the gesture was so grand,
I've read it twice, and twice again,
and still don't understand!*

*Wishing all F.B. readers a Happy
New Year,Bessie Bughunter*

F.B. Leisurewear News!:

Attention all you fashion gods and trendsetters! F.B. will be producing some rather nifty adventure Tee Shirts to celebrate F.B's second anniversary Issue (issue 12 - May / June '92). They'll be strictly limited editions and available to subscribers only. Watch out for the order form which will appear in the next issue (issue 11)Tim

STOP PRESS

Latest News, Stories & Info.

• **GI GAMES** have acquired the rights to games written by the St.Brides ladies. The titles are: The Secret of St.Bride's • The Very Big Cave Adventure (2 parts) • Buggy (2 parts) • Jack The Ripper (3 parts) • The Snow Queen (2 parts) • The White Feather Cloak (2 parts) • Silverwolf (2 parts) • The Dogboy (2 parts). It goes without saying that they all retail for the pathetically minuscule sum of £1.99 each (incl. P&P) yes, that goes for the multi-parters too! The St.Bride games were well received first time round, and the Very Big Cave Adventure seemed to tickle just about everyone's fancy! Send for 'em all why don't you. GI GAMES, 11 West Mayfield, Edinburgh EH9 1TF. is the place to send your orders, though cheques etc. should be made payable to SANDVEN LTD. (overseas customers add £1.00 per game to cover the extra postal costs).

• **ZENOBI SOFTWARE** are on the verge of bringing out: 'Twas A Time Of Dread by Clive Wilson • The Violator Of Voodoo by Traveller in Black • Jester's Jaunt by June Rowe and Paul Cardin (at last) • Arnold II which is the sequel to Arnold the Adventurer) and Curse of Caluth by Laurence C. But that's not all... the following games should be appearing before those mentioned above: Red Alert by Jonathan Scott • Fisher King by Dennis Francombe • April 7th by

Geoff Lynas • The Magic Isle a sequel to Legacy for Alaric and Wizard's Quest by Sean Vennard! Phew - what a promising line-up from both GI Games and Zenobi! Needless to say we'll be reviewing all of the aforementioned games as soon as we get 'em. And all the newbies from Tony Collins 'The Guild' too!

HELP WANTED!

From Beyond is on the lookout for someone who can produce maps and hints for games. We will, of course, be sending you the games we want mapped, along with help-sheets etc. All you'll have to do is play the game, draw a reasonably neat map, supply some general game hints and tips and we'll then publish the end result in FB. You can of course keep the games we send you! If you are interested in filling this new post then send us a sample or two of your work and you never know you may find yourself becoming a valued member of the F.B. team! Send your applications to: Tim Kemp 36 Globe Place, Norwich, Norfolk NR2 2SQ.

• *Finally, the FB team would like to wish you all a very merry X-mas & a most outstanding new year. Thank you for buying FB, hope we can keep you entertained in '92The FB team*



ADVENTURES



48K ADVENTURES

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ADVENTURES

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