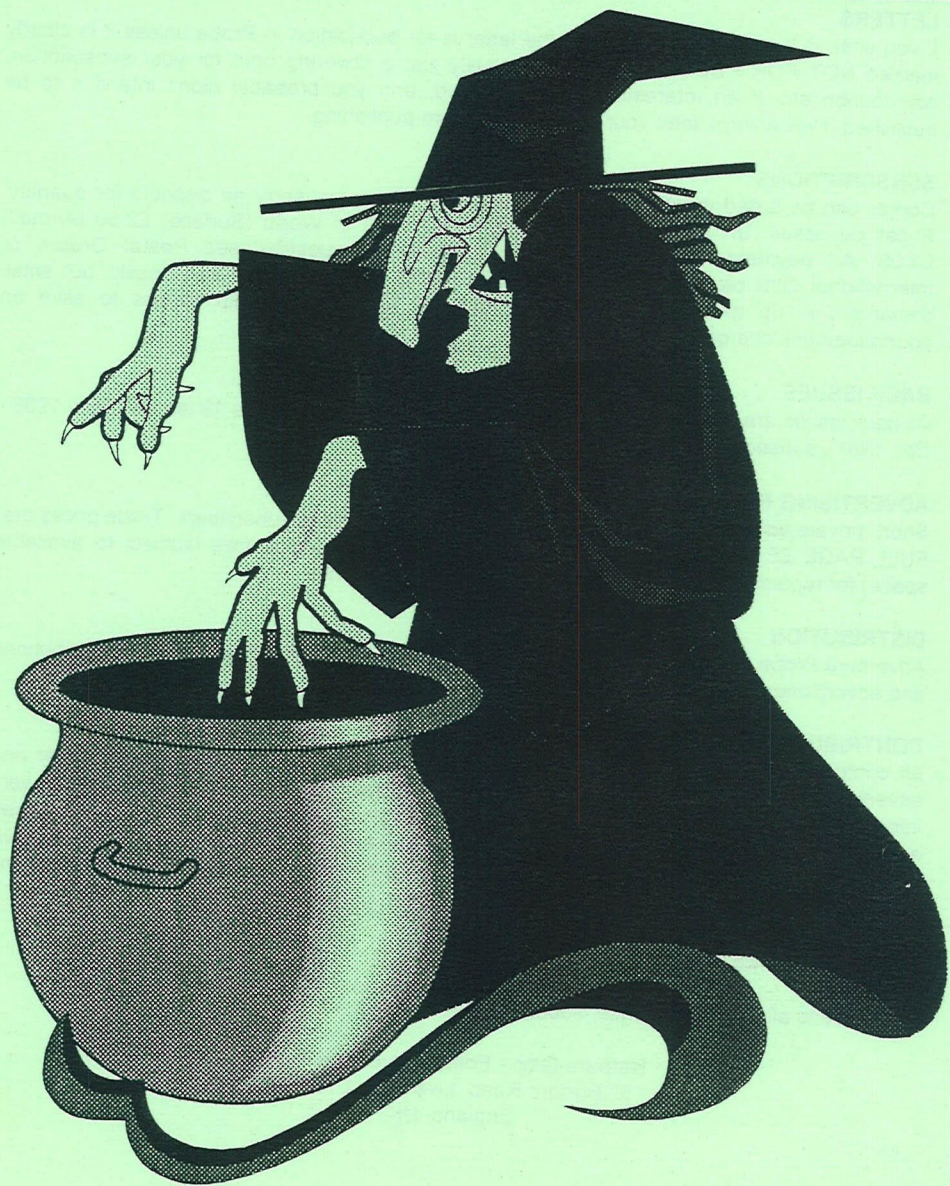


ADVENTURE PROBE

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ADVENTURE PROBE

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Copies can be ordered monthly or in multiples up to 12 issues: sorry no discount for quantity. Prices per issue: UK £2.00, Europe & Eire £2.50, Rest of World (Surface) £2.50 (Airmail) £3.00. All payments in pounds sterling please. Cheques/Crossed Postal Orders or International Giro payable to **ADVENTURE PROBE**. Please do not send cash, but small amounts (i.e. up to £4) may be in the form of 19p, 25p, or 29p stamps to save on poundage/bank charges.

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All back issues are available at the above prices. Volume 1 comprises 19 issues (June 1986 - Dec 1987), subsequent volumes are 12 issues Jan - Dec.

ADVERTISING RATES

Short, private advertisements in the In - Touch section are free to subscribers. Trade prices are: **FULL PAGE** £5.00, **HALF PAGE** £3.00 but one page per issue free (subject to available space) for regular subscribers i.e. 3 issues or more in advance.

DISTRIBUTION

Adventure Probe is distributed during the third week of the month. Copy date for contributions and advertisements is 23rd of the previous month.

CONTRIBUTIONS

All contributions are gratefully accepted. Please keep me well supplied with computer and adventure-related material. It doesn't matter how brief the entry is. It may be the very information someone has been waiting for. It will be **very** helpful if items for different **sections** are on separate pieces of paper. It doesn't have to be printed or typed but best handwriting will be appreciated, as I am not familiar with every detail. When you submit an entry for the **IN-TOUCH** section please mark which are adventures, utilities, arcades, etc.

POSTAL ADDRESS

Please send all correspondence, subscriptions, etc. to -

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HALL OF FAME

Many thanks to the following readers who have sent contributions since the last issue :

Sue Medley, Dorothy Millard, Laurence Creighton, Frank Fridd, Phil Reynolds,
John Wilson, Martin Bela, Peter Brown, Mary Scott-Parker,
Jonathan Scott, Karen Tyers, Steve Clay,
David Hebblethwaite, Ron Guest,
Edwina Brown and
Julian Spragg.

Special thanks to :

Geoff Lynas for his usual great printing job.

EDITORIAL

Once again it is the time when I am supposed to find some words of wisdom (well, something like that) but not much has happened since last month that I can talk about at the moment, so I will just have to hope for inspiration while I type.

Wimbledon Tennis Championships took place recently, and their arrival broke a drought more associated with central Australia. Typically, the coming of the rain coincided with some of the water companies announcing a hosepipe ban (as if everyone was going to water their garden in the rain!) and warned there may be more drastic restrictions as the rain was "the wrong type". With comments like that I am glad I can cut myself off from most of the outside world and immerse myself in computer-related activities, and escapist-type television programmes.

Which reminds me, in case any U.K. sci-fi buffs don't already know and miss my comment in the letters column, Channel 4 have, at long last, started to broadcast the fourth series of "Babylon 5". It is a mystery to me how the minds of the powers-that-be work because it seems they were not going to show it unless a fifth series was guaranteed. News has only just come through that it is saved. Similarly "Sliders" was cancelled, and then saved - maybe the Professor (my favourite character) will rejoin the adventurers.

This month's letters column is larger than usual. I fully appreciate that some readers don't want to air their views in the magazine, but I also know that many of you read the letters column before any other section of the magazine, and I always feel it is going to be a good issue if I can publish at least 4 or 5 pages of letters. I don't mind if they are about things other than adventuring, after all, we all have an interest (or fetish) in other matters. The great "toilet-seat" debate is very amusing (it may even bring in a few new subscribers, ha ha), and it is always nice to read Dot's "No Insult Intended" profiles, and the replies from the readers.

I haven't had much time to play adventures, not even a couple that I want to review for the magazine. Who said text adventures are dead? Despite a decline in new text adventures for the 8-bit machines (but not entirely, re. "The Portal" by Peter Clark) I am still amazed at the number of text adventures available for the more powerful machines.

There seems to be a lot in the Public Domain/Shareware catalogues, many of which can be made to run on all three main 16-bit+ computers, Atari, Amiga and PC. I was never impressed with early text adventures available for the Atari, but the standard has risen, and I'm even finding some that are worth playing to completion, not that I have done too much of that so far, but the point is, they must still be popular, otherwise they wouldn't be so freely available.

That's all for this month, so I'll leave you with a reminder not to forget to send in your entry for the FAMOUS FACES COMPETITION - isn't it strange the way a face can look like more than one person?!

All the best,

Barbara

LETTERS

From Karen Tyers of Aine

Just received my June Probe and am prompted to grovel for being so remiss! Congratulations on Probe's 11th birthday and long may it (and you) prosper.

I am one of those who have not been very prolific over the past couple of months and I really do apologise. My reasons for this are many and varied – taking on a teenage foster daughter, two teenage girls taking 10 GCSE's each, one teenage son taking SATS, trying to finish writing the Convention Megapoints game – have I grovelled enough, or do you need more? Anyway I hope the enclosed will go some way to rectifying the situation.

I would like to raise a point regarding Peter's review of Hide & Seek. There is no bug in the game as such. True, he was carrying a coin, but when you are given this, you are told to pass it on to someone else. It's not yours to spend. I agree that there should have been a default message along the lines of 'but it's not yours to spend', and I would venture to suggest that those of us who playtested the game should maybe have thought of that at the time. Anyway, well done Edwina on a very good game. I think it is amazing that at the age of *** she is starting to learn the PAW. Some of us younger ones could learn a lesson or two there methinks.

Loved Dot's mental image of me when I could stop laughing long enough to finish reading it. The reponse would be 'I WISH!!' I have to confess the only accurate parts were the dark brown eyes and the lightly overweight. Also had hysterics over the description of Martin – thick floppy blonde hair indeed! I sincerely hope Dot has not run out of people yet – I really enjoy reading them.

It was great to see everyone at Hamilton Halls on Saturday – we all had a great day.

Anyway, enough of my rabbiting. Must return to two teenage girls who are now in the depths of despair, awaiting results. It seems a long time away....

*

My pleas for contributions were certainly not directed at anyone in particular, especially not towards Karen who has send in lots of reviews during the last few years and I do realize that readers have a life outside adventuring, and I don't expect them to have devoted their entire life to Probe. I suggest readers play "Murder Mystery Weekend" to find out why Karen is so amused concerning Martin Freemantle. (Barbara)

From Frank Fridd of Whitstable

I feel honoured and that I have truly "arrived" on the computer adventure scene as I have been included in Dot Vaughan's "No Insult Intended".

I am 5ft 8ins tall and stockily built with a full head of hair. I enjoy intelligent conversation but as more of a listener than a talker, although with a few drinks inside me I tend to speak more freely. Everything else that was written is spot on.

Also I have been happily married for thirty eight years to Joyce, and have two children (boy 33, girl 29). My other hobby is playing Bridge.

From Laurence Creighton of Cape Town

..... You can mention in Probe that I am back and writing what I feel is going to be a really difficult adventure. I should like to thank everyone who has mucked in to help such as your good dear self, Jon Scott, Larry Horstfield and last but not least good old John Wilson.

I laughed till my eyes misted up when I read Dot' "No Insults" column. Let's see: Early 20s? I'll never see my 20s... or 30s again in this lifetime. Short: Is 1.7, short? (That's 5' 7" in English). Plump? I buy all my clothes in small... Hair: Soft, short and blond? Wrong - BONG! My barber always whinges about having to have his scissors resharpened after I've been as I've got a MOP of dark brown thick barb-like hair. In younger hippier days it looked something like Bob Dylan (my idol). Eyes: almost right - greyish blue. Casual and laid-back: definitely yes; a remnant of my hippie-like day (I'm known to only wear T-shirt, blue jeans and sandshoes - here we call them "tackies".) Glasses: right. Only because they add to my appearance, otherwise I'd go back to contact lenses. Serious and sensitive: very much so. Gets totally immersed in what I'm doing: right again. I don't let go until the job is done, whatever it is. Impatient with others: right - can't stand to see ineptitude of dithering or people not able to make a decision. Nice try though Dot!

I finally finished playing Duke Nukem 3D and it is one of the best graphic-adventures I've ever played. It had everything a good adventure should have - a switch here to work a door there, how to cross streams of lava, crossing three-dimensional chasms that really gave me vertigo. I can recommend it to anyone who wants a good game to play.

*

Readers may remember Laurence reporting his problem with a local company making it impossible for him to use his Spectrum. Well, as far as adventurers and adventuring is concerned, nothing is impossible. A few readers came up with the same idea, and I am extremely happy to report that Laurence has now got a registered version of the Spectrum emulator plus a tape interface, allowing him to continue writing adventures on the Quill exactly as before, except he is using a PC instead of a Spectrum. (Barbara)

From Mary Scott-Parker of Armathwaite

Many thanks to Ron Guest for taking the time to answer the great toilet seat question - *why can men lift the seat, but not lower it?* - so fully and so amusingly. As for Barbara saying "There's no answer to that..." she might have known I wouldn't take it "sitting down"!

Coming from a family whose toilet seat was never, to my knowledge, wet or raised [my mother obviously shielded me from the dodgier doings of men until I was safely married and off her hands] I didn't realise, with the fine tuning at their disposal and the generous size of the target, that male accuracy was a problem. But perhaps it is compromised by the height of the male in question, the size of the pedestal and whether or not he wears his glasses to the bathroom.

Mitigating circumstances [lame excuses] offered by other males, for their shortcomings, would be welcomed by me, certainly - but perhaps not by our good lady editor!

*

I don't mind in the least, Mary, and I would have been very disappointed if you hadn't replied. (Barbara)

From Martin Bela of Alvaston....

After reading "No Insults Intended 3" in the May issue, I just want to congratulate Dot for such an accurate description of me. It was spot-on! The "mid 30's" bit should have been "late 30's", but otherwise it was perfect. Er, well, perhaps the "very tall" should have read "not very tall", although the "very slim" bit was reasonably accurate. Oh yes, the "deep brown eyes, almost black short hair" should be replaced with "blue eyes" (not as blue as they used to be though) and short brown hair (and that's not as brown as it used to be, either!). "Well groomed...", does that mean I'm looking a little pail? (Ahem). "Loves music and pubs...", ah, yes well I must admit I do like the occasional pint, and a bit of music, mainly 70's Rock (Deep Purple, Led Zeppelin, Kiss, The Wombles... er, no, forget I mentioned The Wombles...) and Classical. So, all in all then, I think it was quite a good description of me.... er, well, nearly almost, in a fairly general non-specific sort of way....Hmmm...

Moving swiftly on; I decided to watch an episode of "Wyrd Sisters" the other day, as someone mentioned that it "should please everyone" (can't quite remember who though!). I didn't bother watching another.

One last thing, Barbara; as you're interested in stamps, have you noticed that the first-class stamps are being printed in gold to commemorate the Queen's Golden Wedding Anniversary?

★

Sorry you didn't like "Wyrd Sisters". As they say, you can't please all the people all the time. Maybe series four of Babylon 5, on Channel 4, starting on Wednesday, 23rd July, will make up for it.

The gold stamps seemed to arrive without any fanfare, I hadn't heard about them and was a bit confused at first as I keep an assortment of stamps in a small plastic box and tend to identify them by their colour rather than by value. A future special issue will be some Enid Blyton characters, including Noddy and The Famous Five. (Barbara)

From Steve Clay of Ellesmere Port

The letter from Ron Guest was both spot-on (which is what men have to be when the seat is down!). Living in a household with three (count 'em) females I also have suffered.

The adventure disk received with the Reality package is actually the skeleton disk for an arcade adventure. If you boot it up George you'll see what I mean.

Ideas for reader contributions. How about 'My favourite puzzle' or 'The best game I have played'. How about authors writing a piece on games they always wanted to write but never found the time (I have included my own version of this on the disk).

★

Steve's "Colossal Cave 1997" will be in next month's magazine.

Steve has also devised a puzzle for the readers and is offering a prize for the lucky winner - please see "MAZE PUZZLE" elsewhere in this issue. (Barbara)

From Sue Medley of Sidcup

I was fascinated and entertained to read Dot Vaughan's profile of myself. Some bit were spot on, others used to be (long, dark hair) and some I wish were (amber eyes? I'd love 'em, but mine are grey). The "early 30s" bit gave us a good laugh... haven't been THERE for a while either.

Great fun, I'll look forward to reading more of them.

From John Wilson of Rochdale

Whilst Steve Clay had quite a number of pertinent comments to make concerning the addition of a CDROM to his Amiga, let me just point out that it is NOT necessary to add such things as "extra ram" or "accelerator boards" to your machine in order to run a CDROM. If I shut down my extra ram and return to using just the standard board that comes as part of your machine (namely the 68020) then I am still well able to access and use my CDROM. In fact I still have well over ONE MEG of free RAM with which to work. The likes of the "extra ram" and "accelerators" come into their own when it comes to using some of the more "memory intensive" products that you can obtain these days, and that would apply whether they were issued on CDROM or floppy disk. It just so happens that most of the "big" stuff comes on CDROM ... it is easier to store it there.

In my humble opinion the likes of VULCAN are just taking a logical step forward ... it *is* cheaper for them to produce the likes of "HELL PIGS" on CDROM than it is on 22 disks. Not only is the "hardware" cheaper it will cost them about £2 for the blank CD, whilst even they cannot purchase blank discs for much less than 12-15p each and that means they would need to lay out something in the region of £1 more just on the recording medium. That is before you add on the extra cost of duplicating the disks and the additional cost of labelling and packaging. Not only that but it stops the "pirates" of this world ripping off quick copies of the disks ... CDWRITERS are not that common. If they step in the direction they intend then all their duplication will be in the "same basket" so to speak and their overall costs must surely go down.

One of the great things in favour of CDROMS is that they allow you access to thousands of programs you wouldn't have ever bothered with. I spend days sorting through the stuff on the cover CDROM that you now find on the front of the likes of AMIGA FORMAT. Before I would spend an hour checking out the content of the cover disk before reusing it for my own use. There are over 700 "disks" on each CDROM and that can take weeks to run through. So now I actually feel as though my fiver is well spent when I buy the latest issues of the magazines.

Another thing is just what CDROM has to offer over the standard format. Anybody who has played the CD ROM version of "SIMON THE SORCERER" will tell you that. To hear the voice of Simon being portrayed by the likes of Chris Barrie is vastly entertaining and adds oodles of pleasure to an already great game. I personally just love the voices of the little woodworms in the tree stumps!!!

CDROMS are not that expensive when you consider that normally the cost of the "interface" to attach them to your Amiga is included in the price. In fact the likes of First Comp of Leeds are currently offering Double Speed machines at less than £30. Check out the latest mags.

As for the question of "speed" that is simply one of your own choosing ... to date nothing has been laid down and it is simply a case of buying to suit your pocket. Whilst I will admit that a faster machine means better access rate I will be the first to point out that I only use a ZX machine and that more than suffices for the use I make of it.

To be quite honest the best addition anybody can make to their Amiga is a "hard drive". I would not be without mine and they can also be picked up for as little as £30. all depending upon how big you want it ... size is not that important ... believe me! My own hard drive is only 80meg and that more than accommodates all the stuff I want on it. Some good file management - don't leave stuff on the drive that you no longer use - will go a long way to utilising it to its fullest and provide you with a rapid and simple access to your everyday programs and favourite games. Playing the likes of "Beneath A Steel Sky" or "Flight Of The Amazon Queen" from anything other than a "hard drive" is just sheer masochism. Not only that but a "hard drive" means that you have instant access to your "workbench" - no more incessant swapping of disks just to get some old program up and running - just switch on your machine and up it all comes!!!

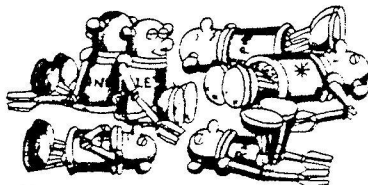
So come on, don't let the Amiga fall the way of the Spectrum - the bigger and "better" games are just around the corner it is just a case of having the correct "equipment" with which to play them. Even you can add a CDRom to your A600 - it would make hell of a big difference to your DTP - and for less than £100. Just read the latest "POWER" advert. Not only that but they will throw in TWO free CD games and a FREE "word processor" program.

One last thought, the purchase of a CDRom will also allow you access to any ISO or CDDA CDs and this means that not only can you read and access MAC and PC CDs but you can also actually PLAY the latest "Spice Girls" music CD on you Amiga - what more could you want?

★

My thanks to John for explaining a bit more about the bewildering world of hard drives and CDs. I don't know a thing about them - we don't even have a CD player to play music on - but if I ever win the jackpot on the lottery or football pools I will certainly consider getting both.

Since my Atari STE developed an annoying keyboard fault I have considered preparing the magazine on the Amiga A600 but I've never really got to grips with Protex. and I know I definitely need at least a second drive to operate a DTP program, which is beyond my means at the moment. (Barbara)



*It cannot do anything unless you tell it
tc

From Julian Spragg from Aylesbury

Just a quick note to say that I was surfing the web the other day and came across several sites that may be of interest to Internet readers. These sites contain mostly Spectrum files for use with a PC emulator, but contain between them virtually every commercial adventure title that has been released for the Spectrum 48 and 128. I am sure that there would be enough here for even your adventuring requirements. I have my Internet number on the BT premier line scheme, which means that combined with the cheap weekend rate, I can surf for about four hours for the price of a pint. Not bad eh? As you can imagine, that is a lot of adventures that can be downloaded in that time.

I have found all the Spectrum adventure writing utilities on these sites, such as GAC, PAW, Quill, Illustrator and one called Ballpoint??

There are also various PC authoring packages, such as TADS. AGT and interestingly someone has put the Infocom development system onto the internet, although I am not sure about the legality of this. It is a pretty awesome system though.

I personally feel that this is a great way to keep text adventures available to millions of people and should ensure interest and popularity in this genre for years to come.

The emulator I use under Windows95 is one called "ZX Spectrum Emulator for Windows95 V1.01.0000" by Vaggelis Kapartzianis. This is a superb freeware emulator which emulates ALL Spectrums from the first 48K right up to the 128K +3 (selected via alt+F10 to tab through various modes) and will read and save in virtually any Spectrum tape format (Z80. TAP etc.). It is also very stable and is not prone to random errors, unlike some others.

I have just started on the Level 9 Jewels of Darkness trilogy (Colossal Adventure. Adventure Quest and Dungeon Adventure) enhanced version under 128K emulation. so wish me luck.

Anyway, here is the list of web and ftp sites:

<http://osiris.sund.ac.uk/~ca4aba/>

<ftp://ftp.funet.fi/pub/misc/if-archive/games/spectrum/Index>

<http://www.idt.lipp.pt/~rff-ribe/wspectrum.html>

<http://www.void.demon.nl/spectrum.html>

<ftp://ftp.gmd.de/if-archive/>

<http://www.void.demon.nl/textadv/>

(A great site with 100 of free commercial adventure listed alphabetically.)

<http://home.virtual-pc.com/isblpx/index.html>

(The home page of the Spectrum Adventurer. Another good site with lots of info and commercial games to download for free.)

★

I have no idea how much a pint costs these days (the only thing I buy in pints is milk), but I'm sure Julian is getting excellent value for money. (By the way, Teletest, my local cable tv and telephone company, offers unlimited access to the Internet for £8.49 per month. Is this good value?) My thanks to Julian for the information, and if anyone else can add to the list, please let me know and I will publish the details. (Barbara)

Elven Dungeon

Dear Editress,

These modern young whippersnappers are not even being educated properly into our fairy tales and nursery rhymes.

Here are the complete authenticated answers to David's puzzlement in the June issue.

1. Hansel and Gretel – the toilet in the witch's cottage was a sticky problem, but I looked into it carefully and can safely say it was provided by a jerry-builder. As you know, the jerries always made things edible out of Ersatz.
2. The Grand Old Duke of York – this was a ploy by the crafty old duke after complaints from the ranks about the slow rate of promotion. "You have all been at the top now" chuckled the duke, once they were all back in the barracks.
3. Rapunzel – most of us oldies can remember our moms hair being done up in a little round bun. When unpinned it magically cascaded down to her feet. No doubt Rapunzel's was more of a cottage-loaf, but the principal would be the same.
4. Humpty Dumpty – the yolk was the first entry in Humpty's ALBUM-en. This is known as a yolk-joke.
5. Little Red Riding Hood – dressed in an apron of black-out material with grey hair done up in a bun, wearing wire-framed wire glasses and covered in a huge poke bonnet, it was hard to distinguish grandmother from wolves or anything else.
6. Sing a Song of Sixpence – the singing blackbirds survival work on the same principal as Baked Alaska Pudding, where the ice cream inside remains frozen.
7. Three Little Pigs – get real, where does anyone or a pig find a "reputable" builder?
8. Little Jack Horner – Jack was already in trouble, why else do you think he was standing in the corner?
9. Wizard of Oz – Scarecrow had been practising saying "Shoo" when an old crow cackled at him "buzz off bird-brain". Scarecrow burst out crying so a young crow took pity on him and told him not to worry as he had no brain at all.
10. Jack and Jill – this is that very same old bucket that we keep finding at the bottom of every well in adventure games.

The Dead Warg

REVIEWS

SEARCH FOR THE NETHER REGIONS

Written by Gareth Pitchford

Reviewed by David Hebblethwaite on a Spectrum

Orcs have overrun the stereotypical fantasy kingdom of Kwargz, led by the evil orc-lord Beydm (a being with far too many consonants in his name)! They've been holding all-night parties, and it's too much for the people of Kwargz (they haven't been invited), so to get rid of the orcs they've turned to you – a pathetic little person who'll use any excuse to take part in a thrilling adventure, or its nearest equivalent for £2.99 or less. The only thing that can stop the orcs is Jeremy's Fabled Golden Camcorder, which you must find. It's hidden in the infamous Nether Regions – but nobody knows where they are...

That's the storyline to the 2-part adventure, which is a typical Gareth Pitchford game (Run for the hills! Just kidding). That means it's full of weird characters, surreal puzzles, and daft jokes that you just can't help laughing at.

The first part sees you in town, trying to raise enough money for supplies. You'll have to contend with a drunken chef, a rusty door-hinge, and many more bizarre situations. You're also going to need a way of navigating the hills, and if you overcome that problem, you'll eventually come to the castle of a wizard who promises to help you reach the Nether Regions – if you retrieve his Deacon Blue tapes from the castle of Greta the Gorgon. Oh dear....

At the beginning of part two, you've been changed into a dragon, and an archer's about to shoot an arrow at you. If you haven't managed to carry over the right object from part one, you'll quickly come unstuck here (it's worth mentioning here that you need to finish part one with 100% and two important objects to complete part two). You'll then come to the Gorgon's castle, which you need to get in (alive!). Once inside, the problems come thick and fast, the main ones being how to make a curry, fight a Balrog, and kill the Gorgon. And then you have to get out, and find the wizard (you did remember the tapes, didn't you?). When you finally reach the Nether Regions, you only have to pass a demon and solve a very nasty riddle, and then you can take the Camcorder. And that's all there is to it (heh, heh).

The adventure is actually quite simple, with a relatively small number of locations, and only an examine command, no searching, or looking in, under or behind things. That said, I didn't find it an easy game (though more experienced adventurers may); some of the puzzles were quite difficult (as my numerous calls for help to Barbara illustrate), and it's sometimes hard to find the right way to phrase commands. I'd recommend the game particularly to adventurers who don't like their games too hard, or who like adventures that aren't too serious, but really it'd be a shame for anybody to miss out on all the wonderful jokes and general silliness of this good adventure.

Spectrum (tape & +D 3.5" disc, Atari(e), Amiga(e), PC(e) and MAC(e) £2.99. Spectrum +3 (3" disc) £3.99 versions available from Zenobi Software.

Amstrad version £5 (disc only) available from The Adventure Workshop. Cheque/p.c. payable to P.M.Reynolds

THE LOST CHILDREN

Written by Larry Horsfield

Reviewed by Edwina Brown on a Spectrum 128K

"The Lost Children" is another excellent adventure from Larry Horsfield. I was looking forward to playing another of his games - "Axe of Kolt" has long been one of my favourite - and I was not disappointed. It is a big game, and I mean BIG, with a hundred and fifty odd locations, and puzzles abound.

Once again you play the part of Duke Alaric Blackman and apparently the events chronicles in the adventure take place between "The Spectre of Castle Coris" and "Die Feuerfaust".

It appears that children have disappeared from the farms and villages which surround a desolate moor in the far north of your domain. You travel up with a company of soldiers to investigate. All the abductions, you hear, took place at night, often from behind locked doors and barred windows. Guards were mounted but they and parents fell asleep, waking to find the children gone. Mysteriously though the doors and window were still locked or barred.

Then a filthy, wizened scarecrow of a man arrives with news, but the villagers tell you he is a mad hermit and to take no notice. You decide to give him the benefit of the doubt however, and he tells you of an ancient dolman in the middle of the moor, known as "The Devil's Gateway". It was said to be used by the devil to visit the mortal world. The man says it is being used again and that Satan is sending his minions through to take the children. He tells you more and you decide to take his words seriously. You visit the dolman and, realizing magical forces are present, summon your old friend Magor the Sorcerer. He tells you there is indeed a gateway, but to another part of the world, not hell. It is closed from this side but he would be able to open it just enough to let one person through. Of course, you decide to be that person.

After equipping yourself with weapons, food and money to cover every eventuality, you are ready. Magor, who has been psyching himself up for the effort needed to open the gateway, is also ready. He wishes you good luck and gives you an amulet which he says will protect you against certain forms of magic. The spell is then cast and lo and behold a different landscape is seen through the gateway. Taking a deep breath you step through.....

Well, here you are, standing on a low hilltop in the middle of a desolate moor. To your dismay you realize that anything metal you were carrying has vanished, this includes your money.

First of all, a stroll around to get your bearings is indicated. You will traverse moorland, mountain, forest and hill. The locations descriptions are so atmospheric you really are in this vast land. You will come across a couple of huts, one by a canyon, the other near the edge of the forest, and in some woodland you spy a cottage. Go in and you will be greeted by Anne, who is enjoying a quiet smoke. (This pleasant lady will probably be recognized by many "Probers"). Have a long chat to her, she will answer most of your questions and the information she gives will help you progress further into the game.

After leaving her you should be able to find your way to a small town. Here you will see many more familiar faces including Larry himself. He is the armourer, beavering away at his anvil. Read the blackboard and you will see he has many items for sale, but spend your money wisely.

On the quayside you will meet a little boy named Mark, blowing a trumpet, though not with his usual skill. He leads you to his mother, Jenny. While you are there a large ginger cat wanders in, who else but Custard. Jenny tells you about a hole in her kitchen roof which lets the rain in. When eventually you manage to collect everything needed and repair it Jenny will be grateful. She will then tell you where to find her uncle Bob. He is a tracker and may be able to lead you to the children. At one point you may narrowly escape death when a mine shaft collapses, so watch your step as there are many traps for the unwary. Never mind, "resurrection" will soon have you on your way again.

When you find Bob a gift is needed, then he will help you look for the children. He'll lead you for miles into the Fireheart mountains, then deep underground. You must now be very quiet as you are in the trolls domain. Reaching a cave with many exits Bob will go no further. He says that when he enters the tunnels now he just goes round in circles, perhaps you will have better luck alone. Promising to wait for a day before heading back he points the way. Then he makes a rather cryptic remark and laughs at your puzzlement.

Well, I will leave you here with many more hazards to face before you eventually free the children and return them to their loving families.

To sum up, this is a really great game which will give even the most experienced player hours of enjoyment. Not easy, but a must for any collection.

Spectrum (128K only) version available from The Adventure Workshop. Price - £4 (3" disc), £2 (tape). Cheque/p.o. payable to P.M.Reynolds

SHADOWGATE

Published by Mindscape

Played by Karen Tyers on an Atari 1040ST

Folks, Pigpen has a confession. Having fixed my Atari (sort of) and then managed to pick up another one for next to nothing, I have been playing a point and click game. Yes, me! The one who has had nothing but scorn for them. Anyway I picked this one up out of the pile I acquired and loaded it up, to be faced with a picture of a closed castle door and the legend - "The door to your destiny lies before you. Enter if you dare. Take up your torch and brace yourself for a descent into the unknown. If you are worthy, your name will be honoured forever. If not, then you will never be heard from again".

Well, who am I to ignore a challenge like that! I found I was carrying a lit torch and first had to open the door. Once I got used to the mouse control and the way to use different things I was away, for a few minutes at least. Once inside I was faced with several interesting things, but as I soon found out, a continuous means of providing light must be worked out or you very soon find yourself out on your ear! However, having surmounted that for the time being, I started to explore. There is quite a bit to do throughout the castle, and there were several secret passages that I didn't find at first, being unfamiliar with this type of game. However, with some help from Barbara and Terry (thanks), I soon got the hang of things.

I did enjoy this game, but when I got to the end, I realised it wasn't as big as I expected it to be. That said, if you can find a copy anywhere, I would recommend it, especially for newcomers to this type of game. I would be quite happy to lend my copy to anyone, if it isn't available.

STAR TREK CREATOR – THE AUTHORIZED BIOGRAPHY OF GENE RODDENBERRY

Written by David Alexander

Reviewed by Mary Scott-Parker (on a chair)

Follow the fascinating story of the larger than life man, known as “The Great Bird of the Galaxy”, from his birth in August 1921, to his death in October 1991. This well written and meticulously researched account of Gene Roddenberry’s life is also an insight into the history of Science Fiction itself, both written and on American television.

A voracious reader of pulp fiction Eugene Wesley Roddenberry was always going to be a writer. The son of a Los Angeles policeman, he grew up in the City of Angels in the Great Depression of the 20s and 30s and, later, joined the police force himself to support his family until he could achieve his dream and earn enough money from full-time writing.

As a college law student he joined the Army’s Civilian Pilot Training Programme, where college men could learn to fly at no cost to themselves, and within days of the Japanese attack on Pearl Harbour he reported for duty, with hundreds of other patriotic, eager young men, who, like Gene, had been part of the Civilian Pilot Training Programme and wanted to fly for Uncle Sam. Out of the hundreds of hopefuls only a handful would graduate as Air Corps pilots. Gene received his pilot’s wings in August 1942, was discharged from the Army after the war in 1945, and joined Pan Am as a junior pilot.

In 1947 he survived an horrific plane crash when the Istanbul-bound plane, on which he was travelling, off duty, literally lost an engine and crashed into the Syrian Desert. Most of the crew were killed and Gene, with his experience and natural authority, quickly took charge, directing the rescue operation and even administering morphine to the injured because the doctor on board was too deep in shock to help.

The life of a pilot took him away from home for huge chunks of time and he took his brother’s advice and joined the LAPD, where he “threw himself wholeheartedly into police work, retaining in reserve an ambition to write for television”. It proved to be an excellent training ground. He started to write speeches for William H. Parker, who, in 1950, became Chief of Police of the City of Los Angeles and was destined to become one of the most famous lawmen in the United States, second only to J. Edgar Hoover. Gene also began a correspondence with Erle Stanley Gardner, creator of Perry Mason, which lasted for many years.

In the early 1950s Gene admitted to friends that his first marriage was over. He “lived by his own code of marriage ethics, a set of standards that did not have sexual fidelity near the top of the list or, perhaps, even on the list”. He stayed with his wife and children, however, because “strong men didn’t abandon their families”. Always fascinated by science fiction he began to send scripts to TV shows. His first real break came when he submitted a script for “Dragnet” – stories from the files of the LAPD – and it was accepted. He made a deal with colleagues, who told him their stories and Gene put them into script form, splitting the \$100 fee 50/50 with them. He was meticulous in his research and quickly learned how to write for TV by borrowing scripts, watching the corresponding TV shows and mastering the technology and camera shots, so that the scripts, in this tiny budget industry, were ready for shooting. In 1958 his future as a writer looked sufficiently bright for him to resign from the LAPD, although not without much soul searching.

From 1956 – 1962 he became a "one-man story and script-writing factory", writing prolifically for many of the leading TV series. Obviously an amusing man, his sense of humour comes strongly across in his correspondence. Ralph Smart, top man in the Grade organisation, tried to persuade Gene to bring his family to England. Gene replied ".....but our two girls were a bit shaken – seeing it as a thinly disguised plan to do them out of our winter vacation in Hawaii – that is until we mentioned England is also an island. At any rate, we've somehow gotten into a situation where the youngest, at least, thinks of London in terms of breadfruit trees and surf riders... could you possibly arrange to meet us wearing a grass skirt and strumming a ukulele?"

Read on through Gene's producer years to discover a creative genius with a well of ideas, years, often decades, ahead of themselves and of course to hear about, in minute detail, the traumatic birth, death and re-birth into the worldwide phenomenon, of his most famous baby "Star Trek".

The private and public sides of this man's life make compulsive reading for all fans of the show, and the book boldly goes where none have gone before.

Introduction by Majel Barrett Roddenberry – Foreword by Ray Bradbury – 599 pages.

Published by BOXTREE LTD, BROADWALL HOUSE, 21 BROADWALL, LONDON SE1 9PL Price : £7.99 [I got it for £3 new]

ISBN – 0-7522-0368-1. First published in 1994, this paperback edition published in 1996.

CASTAWAY

Written by Conrad A. Button

Reviewed by Dorothy Millard on a PC

You are first mate of a cargo ship "Katie Sue". You were sailing in the Coral Sea en route from Australia to Fiji when a storm drove your ship onto a reef. Within a few minutes the ship was destroyed but you managed to find a lifeboat and climb aboard. It is now sunrise. You are totally alone and without supplies. Do you have the skill to survive until rescued? Can you turn ill-fortune to your advantage? Your fate is now in your hands, CASTAWAY!

At the commencement of the game you are adrift in a lifeboat on the Coral Sea. Going east you find yourself on the crest of a large wave and then, after going through a thick fog bank, you land on the beach of a nearby island. Exploring Pango Tonga you will discover tropical jungle, a black panther who won't let you pass, ancient burial grounds, a pagan temple and a helpful parrot. Later, once you have discovered a light source, you will be able to explore a nearby cave to find more treasures. There are ten treasures in all to be found and once they have all been collected it is time to signal a passing ship to take you home.

"Castaway" is an introductory adventure and as such isn't hard. The location descriptions aren't particularly atmospheric but the puzzle content is good for this level of adventure. I enjoyed playing it.

[This adventure runs on an Amiga under PC emulation....Barbara]

NEBULA

Written by Conrad A. Button

Reviewed by Dorothy Millard on a PC

You are a space explorer in NASA's Elite Astronaut Corps. Your Star Probe has just decelerated from hyperspeed. Your space navigator reports that you are now on the perimeter of the nebula Orion. No other astronaut has ever travelled this far into deep space. You are eager to begin your exploration of the planets in this Nebula.

The game commences with you in your Star Probe with your telecommunicator ringing. You are ordered by NASA Control to explore the three closest planets: Serapis (a planet like Earth), Amun (a frozen planet) and Kneph (an extremely hot planet). You must collect one animal, one plant and one metal from each planet. You must also bring back an intelligent life form. Puzzles include such things as dealing with an avalanche, dark underground rooms, molten lava and a ledge you cannot reach. You must also find a way to persuade the animals and primitive man to go with you back to the Star Probe. In addition you need to discover the whereabouts of the ore specimens and find a way of collecting the plants. As with other games written by Conrad A. Button the location descriptions are terse but there are plenty of puzzles to keep you busy. You must travel from planet to planet several times to obtain the necessary objects to achieve your goals. I enjoyed playing "Nebula", it was an enjoyable romp.

DARK CITADEL

Written by Rob Massey

Reviewed by Barbara Gibb on an Amiga

The lovely Ysadora has fallen under an evil spell. She has been found by a brave knight named Marlon and returned to her father, the wizard Gnaxar. Alas, his powers can do nothing to reverse the effects of the spell affecting his daughter, but he tells Marlon the location of a powerful elixir which will surely save her. So, taking with him only an amulet, given to him by Gnaxar, which will enable him to use any magical items he might find, the knight sets off on his quest for the elixir which lies hidden within the magical Dark Citadel.

This point and click adventure is a Valhalla clone, and a very good one indeed. The colour is not garish, and the graphics are not quite as elaborate as the Valhallas, but the puzzles, which range from easy to head-scratching for weeks, are a mixture of variations on old problems, to some new ones - I certainly don't remember having to create a light source, or look under certain objects, or descend a ladder in the few point and click games I have been tempted to play.

"Dark Citadel" comes on 4 discs - a savedgame/bootup disc and three game discs, one for each level. Providing you have at least 1 meg of memory on your Amiga you should be able to play it, and it can also be installed to a hard drive if you are lucky enough to own one. You are allowed up to 10 saved positions and if this isn't enough you can create a special savedgame disc or, like me, simply make an extra copy of the bootup disc. If you have 2 drives you don't even have to swap discs to save/restore your position. You won't be killed during your quest, but there are no passwords to begin level 2 and level 3, so I would advise you to save your position as soon as you arrive there.

The introduction can be skipped but I suggest you read it at least once, also each level has an introductory text which is worth reading. Hints are scattered around the playing area, but there is one that I overlooked in the on-disc documents – examine objects *before* and *after* picking them up!

The screen layout is the familiar one of an inventory of eight spaces along the top (with the tidy feature of objects moving along from right to left when one is dropped or used), the six action icons along the bottom, and the large playing area in the middle. The graphics are excellent, and the sound clear, leaving you in no doubt about what you see or hear, a definite nine and a half out of ten for presentation. The rooms are a bit on the sparse side, hence the dropped half mark, and the gameplay requires you to do a lot of walking around.

The only quibbles I have are that Marlon walks very slowly, I found I have to have the joystick well anchored, and there are some red herrings, but not too many to be annoying. All in all, well worth playing, and I hope Rob Massey is encouraged to write more, especially as Vulcan Software won't be writing any more that will run on my set up.

I first encountered "Dark Citadel" when Zenobi sent me a demo. I had to install it to RAM to play it, and when it stopped I was left with a tantalizingly assortment of objects I hadn't yet used, but it gave a real flavour of the game before splashing out for the full version.

Demo version available from Zenobi Software – price £1.49 incl. postage.

Full 4-disc version available from F1 Licenceware, 31 Wellington Road, Exeter, Devon, EX2 9DU (Tel. 01392 493590) – price £6.99

LOOM

Published by Lucasfilm Games Ltd

Played by Karen Tyers on an Atari 1040 ST

This was my second foray into point and click adventures and it caught me totally unawares as it is completely different from anything I've played before. You play the part of one Bobbin Threadbare, a young, inexperienced member of the Guild of Weavers who are powerful magicians whose lives are controlled by the power of the Loom and its pattern, which at the moment is fading. You don't know much about the power of the Weavers or how to use it. As you go through the game you gain in experience and power. The spells that Weavers use are actually musical, i.e. composed of four notes each and at the start you only know a few notes. I played in practice mode, whereby you have a picture at the bottom of the screen which shows the notes you currently know, and as you learn new spells, it will show you the notes so you can write them down. I understand that in expert mode, you have to do this entirely by ear!

This is a very different type of adventure, although the idea of learning spells and using them is not. Here however, you gradually learn new combinations of notes, but you have to discover by trial and error what spells these form and where to apply them. As you travel through this land you will meet several groups of people, some friendly and some not. Eventually you will confront the Demon Lord of the Dead and you must vanquish him in order to finish the game. I was disappointed at the end as I thought the game would be larger. Having said that, the ending is left so that a follow-on could be made. Does anyone know if it ever was, and if so what it was called, and can I buy or borrow it?

Certainly one for the collection, especially if you are looking for something a bit different.

Mentor's News Seven

I stopped dead, absolutely amazed. Where in the name of all the Gods had the dragon come from? It wasn't even the right type of terrain for a dragon. To my eternal shame (especially if Draifan should ever learn of it), I froze. My brain seemed to go numb. For once, it had no suggestions to offer me. I stood like one demented, staring at the dragon. I remembered how lucky I had been the last time I had met one. I *know* that such luck is never repeated.

And then Vana marched past me, straight up to the dragon's hideous jaws. I understood. Almost derailed with fear and the certainty of death, she had chosen to get it over with quickly. I found her logic strangely appealing, yet *still* I could not move.

And then.....and then I leaped for my own sanity as Vana reached out and stroked the dragon's snout almost casually. And then I heard her giggle.

Abruptly, my mind began functioning again, and I found that I could move. Vana turned to face me, struggling to keep her amusement under control. "Dotran! You fell for one of the oldest traps there is! All the teleporters have similar defence mechanisms. Eventually you'd have lost all your will-power, and the guards would have had no trouble in taking you for questioning. All the same," she continued, with a troubled frown. "I *hope* the delay in deactivating it wasn't noticed by the Watch. It could be awkward."

"Do we teleport?" I asked her.

She thought quickly. "*Not* to would be *more* dangerous. Listen, Dotran, I had hoped to take time here to explain all this to you, but setting the defence off makes it too dangerous to waste time here. Once we arrive, act as the other men do. Be arrogant, dominant. And remember, you *own* me. I am your *slave*. You have absolute power of life and death over me."

I nodded, and then grinned at her.

"Dotran!" she shouted angrily, "*Remember* it, or we're *both* in trouble. You're dead, and I'm not much...."

Her sentence died abruptly as I turned and hit her backhanded across her face. She took a couple of startled, off-balance steps backwards as she fell to the floor. She put her fingers to the corner of her mouth and then looked with obvious disbelief at the blood. Her eyes looked up at me in startled stupefaction and undisguised fear.

"Did I give you permission to use my name, slave?" I asked her.

Eyes downcast, Vana got to her feet. "No, Master," she replied quietly. I pointed towards the teleport, and preceded by Vana, I entered the stone circle "Perisea," I said.

The teleport seemed to spin. Colours whirled around me, making me feel sick and nauseous. From the noises Vana made, I knew that she, too, was finding this type of travel unpleasant.

Finally, the swirling colours faded away, and the teleport became still. I took a deep breath and stepped out of the stone circle where I found myself. I saw a crude stone outpost, and a road leading to a large city, perhaps a half a league away. I headed towards it.

"HOLD, stranger!" a voice challenged me. I turned to see a guard emerging from the outpost. For a moment, I considered attacking him - but then, two more guards appeared behind him. "And are you from?" he demanded.

"Jugon," I told him; I gambled that he would have some way of knowing if where the defence mechanism had been activated

"What was your business on Jugon? I understood it to be scarcely populated."

"A *private* matter," I replied caustically. The guard's eyes hardened. His hand moved closer to his sword.

"Explain how you came to trigger the teleport defence."

I threw my arms heavenwards. "Gods!" I exclaimed in what I hoped was a convincing demonstration of imitation. "My slave, moronic creature that she is, triggered the mechanism, and then ran away in terror. I had to catch her before I could deactivate the defence mechanism."

All three guards' eyes turned hostilely upon Vana. She knelt, keeping her eyes averted. "Forgive me, Masters," she whispered.

The senior guard returned his gaze to me, but now there was a glimmer of understanding in his eyes. "She should be well flogged for this," he advised me.

"Oh, she will be," I assured him. From the corner of my eye, I could see Vana trembling, with anger or fear I could not detect, as we discussed this so casually. "I have already given her something to think about," I added, moving to Vana and turning her face up to their view. Her cheek and lip were already bruised from the blow which I had earlier landed upon her.

The guards grinned at me, seeming now to accept me as a genuine Southern Man. "If you like," the senior guard continued, "we will attend to her flogging for you."

A muted whimper escaped Vana at the prospect. My instinct was to strangle the guard who had made the suggestion, but I knew I had to remain undiscovered. I made a pretence of considering his offer.

"It is very kind of you," I thanked him with as much warmth as I could muster, "and under other circumstances I would agree. But I must make haste. My slave's punishment will have to wait."

The guard seemed to consider this. Finally, he nodded and clapped me on the back. "If you seek decent lodging in Perisea, seek out the house of Marcus. His table is good and the beds have few bugs."

I thanked the guard for his advice and headed for the road. Vana wasted no time in rushing to my side. She glanced around to ensure no one was near enough to hear her. "You *enjoyed* that!" she accused me, bitterly.

Without glancing at her, I replied quietly:

"Vana, it was *you* who told me to remember that you are my slave. It is best if we act the part all the time. One overheard conversation and we *will* be discovered."

Vana was quiet for some time. Finally, as we passed into the city, she muttered: "Of course, you are right, Master."

We were immediately surrounded by crowds of people. We were jostled and pushed into the market square. Pulling Vana by her arm, I dragged her to a corner where the throng was less dense.

"Exotic slaves! Exotic slaves from the fabled Northern lands," a brightly dressed man to my left snouted at the top of his voice. I glanced at him.....and stood transfixed by the sight which greeted me.

A female Elf stood, naked, in a cage. She gazed out at the crowd, and I could just detect the sadness and degradation which she felt. Vana followed my gaze and looked questioningly at me.

"I *know* her," I whispered to Vana.

And then the Elf looked at me, and I saw recognition flare in her eyes. Her name was Redthorn, and she was a blood relative of Sabaal.



MAZE PUZZLE by STEVE CLAY

You stand in a passage. There is a doorway to your north.
Beside it is a notice reading;

BASE 2

You are about to enter an 8 x 8 complex. Be sure you are equipped to deal with it.
The only object you have collected is a rather curious note that reads :

BIN:

(243) Out at 8

(59) Gold at 128

(131)

(234) Gold at 1

(72) Gold at 128

(26)

(194) Gold at 1

(247) In at 8

Safe all zeroes.

Can you draw a map of Base 2?

Mark the exit, the entrance and the position of the gold.

A prize for the first out of the hat after 31st August. All entries to :

STEVE CLAY, 17 STANLAW ROAD, ELLESMERE PORT, SOUTH WIRRAL, L65 0EY

TEN BIZARRE BOOK TITLES

compiled by DAVID HEBBLETHWAITE

These books really do exist..... honest!

1. Thermal Movements In The Upper Floor Of A Multi-Storey Car Park
2. The Joy Of Chickens
3. Teach Your Cat To Read
4. Japanese Chins
5. Entertaining With Insects
6. Reusing Old Graves
7. An Illustrated Encyclopedia Of Metal Lunch Boxes
8. Eat Your House
9. Best Bike Rides In The Mid-Atlantic
10. Proceedings Of The Second International Workshop On Nude Mice

LIKE SOMEONE LIKE ME by DAVID HEBBLETHWAITE

(based on an exceedingly good story!)

It's hot. It's steamy. It'll make you sweat. It's exhausting. It'll make you groan, And it's green. Very green. It can only be one thing – the jungle!

Yes, this is the jungle. Well, a jungle. One of the biggest jungles in the whole of Ouch. It's called the Jelly Jungle, which may sound strange, but the river Jelly runs through it. Logic is a wonderful thing, is it not? Anyway, we close in on a party of four companions. In front of Pablo Pickaxe – that famous adventurer (but not a famous jungle explorer, unfortunately). He is using a machete to hack through the dense vegetation (he is not so stupid as to use a toothbrush, fortunately – if he was, the story would be doomed before it started). Pablo always seem to get the hard work. Walking beside him is his adventuring friend, Otto Orangecake. Little mention has been made of him before – he is unremarkable to look at, a standard adventurer. His only distinction is that he is the original "Man in the Street" (or Jungle, in this case).

Behind the two adventurers is their "magical protection", or rather, someone who happens to be a wizard who wanted to come and who dragged his apprentice along as well. The wizard is, as you may have guessed, Merfin Mudpie, the worst wizard in the whole of Ouch. His apprentice is, as you may know, Edwin Egg. He was feeling a little uncomfortable with himself after breakfast that morning, but was otherwise in good health. Edwin hadn't really wanted to come along, but Merfin thought it would be good for him to "see the world". In view of his company, it may well be the last thing he ever sees.

Well, those are the adventurer, but why are they in the jungle? Well, that's a bit difficult, because, you see, they don't actually know themselves. Pablo was bored, so he decided that he'd go and explore some uncharted jungle, just for something to do. Actually, that's a lie; he was talked into it by Lord Clarence Catflap, a very rich nobleman who lived in the fortress of Caer Catflap, on the hill just outside the town of Wallflower. He was married to Lady Cecelia Catflap. They had several children, and a great many grandchildren – or so they thought. Many members of the Catflap family were, how shall I put it, you know... unusual. Not what you'd expect to find in a rich family. Not that Lord and Lady Catflap knew any of this, of course. The party of four was due to meet up with Lord Catflap in the jungle, to explore. They'll meet up any moment now...

Lord Clarence Catflap had had enough of waiting. He was getting on in years, and his patience was wearing thin. Where were they? They were supposed to be coming. Surely they knew where this spot in the uncharted Jelly Jungle was – his directions had been perfectly clear, hadn't they? Yes, of course they had – he was a Lord, after all. Oh, come on...

The party of four burst (or rather, fell) into the clearing. Lord Catflap stood up.

"And about time, too," he said. "Where have you been? I want to complete this jungle exploration some time before the turn of the century, you know."

"Sorry," gasped Pablo.

"Go on," prompted Lord Catflap.

A sudden gust of wind blew Pablo and the baby over to the riverside. They landed there without injury (naturally). Pablo stopped, looked at his hand, and wiped it on his top. He then stood up, carrying the baby, and said to it, "Let's get back to the others, then, shall we?" The baby didn't understand, of course, but Pablo didn't know that.

They set off. And got lost.

After wandering around in circles (well, they were more like parabolas, actually) for many hours, it was night time, so they settled down to sleep. Pablo put the baby down a few feet away from him and went to sleep.

During the night, furry hands reached down from the trees and scooped up the baby.

When Pablo woke up in the morning, the baby wasn't there.

However, there was a sound of simian chittering and infantile gurgling in the distance.

Pablo set off towards it. Not that he had much choice, because there was only one path out of this clearing.

Far away, somewhere in the jungle, there were some ruins. History does not record what they were ruins of, but History is a very unreliable thing anyway. What they were ruins of does not matter. What does matter, is what lived in them – monkeys. Lots of monkeys. And the King of the Monkeys. And his father. And now, the baby. By the way, the Monkey King's name was Lewis, and his father's name was Ernie. Lewis, Ernie and the Baby were having a conversation of simian squeals and baby gurgles. For your benefit, I will translate it. Picture the scene. Music is playing in the background – Mozart....

LEWIS: Father!

ERNIE: De-de-de...what, Lewis?

LEWIS: Tell them to do it quietly, will you? I'm talking to this human.

ERNIE: Don't you talk to your father like that, boy!

LEWIS: But father, I ...

ERNIE: Lewis! No!

LEWIS: Aw, Dad!

ERNIE: Lewis!

LEWIS: You're so unfair! I hate you. I hate you!

BABY: Look, can we get on with this, or what?

LEWIS: (sulking) No.

ERNIE: Lewis!

LEWIS: All right. (turning to baby) I want to know the secret of fire.

BABY: What's fire?

LEWIS: You know, that red stuff you humans have that burns.

BABY: Don't know what you're talking about.

LEWIS: Yes you do. It's orange, and you humans sit around it.

BABY: Oh, yeah. I know what you mean.

LEWIS: Good, now we're getting somewhere. How do you make it?

BABY: I don't know. I'm just a baby.

LEWIS: Oh, shhh....sugar

Pablo entered the ruins and stepped back when he saw the monkeys. He could see the baby, King Lewis, his father, and the band playing some piece of Mozart music. He tried to formulate a plan to rescue the baby...

LEWIS: Are you absolutely sure you don't know how to make fire?

BABY: Positive.

LEWIS: Are you completely sure?

ERNIE: Shh, I'm trying to listen to this.

Pablo rushed into the ruins, grabbed the baby, and ran for his life. He ran and he ran and he ran. The monkeys chased after him. Time slowed down, and the band played "Chariots of Fire". Pablo ran for all he was worth, but the monkeys were closing in... they were getting nearer.... and nearer..... and nearer... and a flash of light blinded everybody. As it cleared, Pablo could see that he was no longer holding the baby. But neither were the monkeys. No, that task had been given to Merlin Mudpie, who had appeared with the rest of the party by sheer Coincidence. His hand were covered in...121212121212 (1s and 2s). He wiped his hands down his robe hastily. Not a word was spoken by the party as they fled the ruins faster than you can type GO EAST. RUN EAST. RUN ANYWHERE. JUST RUN.

They soon came to a Village. It was a Village of wooden huts. As the party entered the Village, the natives appeared from their huts. "Look out," said Pablo, "they're going to string us up and sacrifice us".

"They can't do that to me. I'm a Lord! A member of the nobility! And anyway, I'm too young and handsome and rich to die!" exclaimed Lord Catflap.

Edwin just buried his head in his hands (there was no sand nearby, you see).

They needn't have worried. The natives were dressed in the usual clothes of natives in these stories: animal skins and spears, that kind of thing, but don't be fooled. The natives had no intentions of sacrificing these visitors to their Village; they deplored violence. The jungle natives of Ouch were far more advanced than other people believed. They had the knowledge to create a technological society, but they didn't have the materials - metal were rare in the jungle.

Each tribe of the jungle natives of Ouch had each developed its own unique language based on a system of clicks. This tribe, however, were more advanced than most, and they had developed a language based on a system of clicks, buzzes, whirrs, bleeps, and other robotic sounds. They started to speak.

One of them turned to another and asked him, "Click beep whizz @^\$£%}* pehhhh?", which, roughly translated, means "Why did you resign?"

The other native replied, "Bang buzz bleep dedededede," which means "I'm not telling you."

One of the women of the tribe tapped a native, who was presumably the Chief, on his shoulder and said, "Whooh click beep beep $\langle \rangle \text{---}$," which means "Ooh, look, dear, a baby. Let's have him. We don't want to leave him with these idiots. I mean, look at the stupid handlebar moustache on that one."

The Chief replied, "Shoom whee bang crash," which means "Absolutely not, wife. As Chief of this tribe, I forbid it."

His wife said "Yee bong dumdumdum £^ aie," which means "You'll get that baby now, or you'll cook your own meals from now on."

This statement seemed to have an effect on the Chief. He ran forward and grabbed the baby from Lord Catflap, then stopped, looked at his hand, look at his clothing, and wished he'd put more clothes on that morning

"Now see here –" began Lord Catflap.

Pablo stopped him. "Never mind. Let's just get out of here while we still have our heads. Sir."

The party fled from the Village, leaving the baby with the natives. As they ran, a huge white balloon appeared from nowhere and chased them to the edge of the jungle. It had the words "ROVER : MADE IN TAIWAN" printed on it. Someone had scribbled "()?!@[]" beneath these words, which means "Where's Taiwan?"

And that was the end of this adventure in the jungle.

What happened to the party? Many things, but I'll tell you about just one. Lord Catflap returned home, only to face a bout of nagging about the fact that he'd lost the baby. He cooked his own meals after that.

Deep in the jungle, in some old ruins, a band of monkeys was playing EINE KLEINE NACHTMUSIK.

LEWIS: I wish I knew how to make fire.

ERNIE: Shut up, Lewis, I'm trying to listen to this.

LEWIS: But father, I'm having a good sulk here.

ERNIE: Lewis, shut up.

LEWIS: But father

ERNIE: Right, that's it. It's bed for you, my lad. And you can cook your own meals.

*

COMING SOON – TRILLIONS (Pablo 8)

PLAYSTATION POSSIBILITIES by STEVE CLAY

For those readers without the cash to splash out £1000+ on a PC but with a desire to play some of the games that are available for this machine you may like to consider a Playstation. Anyone purchasing a computer, or in this case a console, should always look for the hidden extras that always lurk behind a purchase of this sort.

Firstly, the Playstation (PS) is a CD based system that also plays audio CD's. The astute adventurers out there will be thinking 'How do you save a game to CD?'. Answer you don't. You need to purchase a memory card that has a number of 'slots' on it. Each slot holds your game position, lap time, high-score etc. The official Sony card – and Sony only recommend their own products of course – will cost around £20 although there are others available that will save you between £5 –£10. There is a card available from Special Reserve that has 480 slots and costs £37.99. So the console and memory card are going to add up to £140+, although Special Reserve have a good package deal that gives you a console, memory card and extra controller for £139.99. Also the point and click adventurers available for the PS may play better with the mouse and this costs another £20.

The games range from £17.99 to £44.99, but again this is dependent on where you purchase. The PS has an advantage over the technically superior Nintendo 64 in that there are over 250 games available for it and the games do not cost £60–£70! There are several games available right now that may interest adventurers and those with a roleplaying bent (There's a joke there somewhere).

My first concern was the potential lack of adventures available but there does seem to be a good selection of games which for the most part are of a good quality. These include:

TOMB RAIDER: More an arcade adventure in which you control Lara Croft a female Indiana Jones type who is sent into a strange 3D world, populated by equally strange creatures, in search of the 'Scion'. She is sent there by a group of naughty types and their reason for obtaining the scion is revealed as the game progresses.

BROKEN SWORD: A point and click adventure in which you play a visitor to France who gets caught up in a police investigation. Being that sort of person you decide to carry out investigations of your own and soon become involved in a story concerning the Templar Knights.

DISCWORLD: Again a point and click game based obviously on the Terry Pratchett books. The game contains cartoon graphics and plenty of dialogue voiced by, among others, Eric Idle and Tony Robinson. DISCWORLD 2 arrives soon.

MYST: Is a PC classic and has even inspired a spoof version (PYST). There is no story as such with the player learning his/her quest as the game unfolds. Lavish graphics that evoke a wonderful atmosphere.

OVERBLOOD: Is a new game that has had combat removed and puzzles added to make it a game adventurers should love. The reviews all say that the lack of combat could be a detraction but to me it is an attraction. One of the puzzles was described in a review and I feel traditional adventure players would enjoy this game. The story has the player waking early from a cryogenic sleep. The aim is to find out why.

There are many more adventures available as well as strategy games. Two games due around Christmas time are DEATHTRAP DUNGEON and FINAL FANTASY VII.

DEATHTRAP DUNGEON is a conversion of the Fighting Fantasy game book of the same name. Ian Livington is overseeing the project and is delighted with the way things are looking. The player assumes the role of either a male or female and must try and work their way through the dungeon. All the features of the book will be included plus some extras.

FINAL FANTASY VII: This is a Japanese game that has sold 3 million copies in that country. It is a massive game that has all the roleplaying elements you would expect such as combat, magic and numerous sub-quests. Probably the most awaited Playstation game at the moment.

The PS is a possible option for those who are wary of moving into the PC market where according to the salesman at our local computer shop 'Once you have a PC you are continually upgrading the machine! The developers are only writing for top-end Pentium machines.'

A JOKE from STEVE CLAY

After Sunday school one week Jack told his mother that they had sung about a cross-eyed bear called Gladly.

The mother was surprised at this and approached the teacher. Who pinned it down to a hymn called "Gladly the cross I'd bare."

The Adventure Workshop

Adventures for the Amstrad

NEW RELEASES

The Caves of Skull

by Martin Freemantle

Once upon a time in a land sick at heart and mean of soul a young Elf discovered a box from another world.

This is his adventure...

You found the strange looking box on one of your expeditions into the talking forest. What do the unfamiliar carvings upon its five sides mean, and why does it not open, this curious box. You take it to the oldest and wisest Elf of your band. The old Elf looks concerned as he studies the box, which he turns over in his long wrinkled fingers. The old Elf looks up at you and at long last speaks. "Gem I must now ask you to make a long and perilous journey and to take this box with you. This is the cause of all the hate and disease that now plagues and infests our lands. This box was sent by our oldest enemies, the Troggs, who now live underground in another world. You must go to the forbidden place at the eastern side of the talking forest. Learn how to open the box and use its contents to destroy our enemies."

Available Now on Disc only for CP/M+ or CPM2.2 Priced £4.00

The Adventure Workshop, 35 Grasmere Road, Royton, Oldham, Lancashire, OL2 6SR
Prices include p&d Please make Cheques/Postal orders payable to P.M. Reynolds

The Adventure Workshop

Adventures for the Amstrad

NEW RELEASES

THE REALM OF DARKNESS

by JACK LOCKERBY

You have been engaged by the king of a small island to recover treasures stolen from the vaults of his castle... or as he called it, 'his Treasury'. Any minor pieces that you find are yours to keep and dispose of as you see fit, but all the major items are to be returned to the king. On your travels you will encounter a mutant mole, a giant rat, a wounded hyena, a gentle bear, a gypsy, a poacher and of course THE THIEF!

Available Now on Disc only for CP/M+ or CPM2.2 Priced £4.00

THE JADE NECKLACE

by JACK LOCKERBY

You are Philip Mallow, private investigator, and you are busy swatting flies with a rolled up newspaper when the phone rings and the dame on the other end of it rambles on about the theft of a necklace from her home in Cherry Tree Avenue. It is imperative, she says, that you recover it before her husband finds out it is missing and after haggling over the fee, you agree to take the case. You drop the newspaper and.....

Available Now on Disc only for CP/M+ or CPM2.2 Priced £4.00

The Adventure Workshop, 36 Grasmere Road, Royton, Oldham, Lancashire, OL2 6SR
Prices include p&p Please make Cheques/Postal orders payable to P.M. Reynolds

The Second Pit

How cruel it seems! Our simple existence turned upside down in less than three months of arguments, tears and hatred. Is that all it is, three months since Mother died? For Eleanor and I, it has been a dreadful time. We have whispered to each other while sitting in the garden or in the security of our bedroom, "How could he do it, our kind-hearted Father? How could he bring her into our home so soon after Mother's death?"

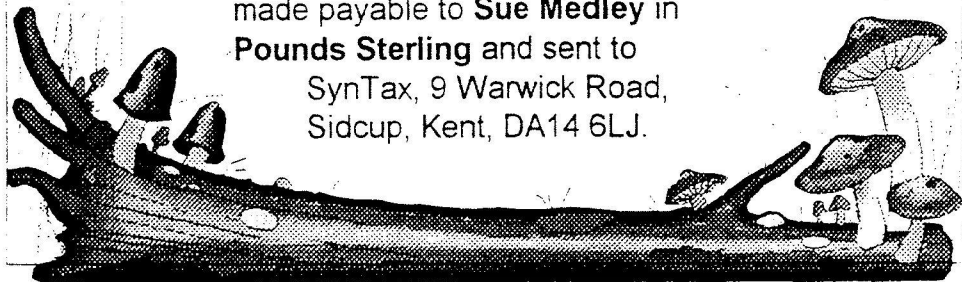
Even now, as I lie in bed in our oak-beamed bedroom, I can hear vague snatches of our stepmother's callous voice ...

So starts *The Second Pit*, written by Andrew and Tom Craig and programmed by Sue Medley using TADS. Not a traditional puzzle-solving text adventure, *The Second Pit* is a much darker, and sometimes surreal, experience as you journey with Tom and his sister, Eleanor, from their home into a dark and threatening land, where almost everything and everyone seems to be against them, where enemy can often masquerade as friend, but real friends can turn up in the most unexpected places.

A registered copy of The Second Pit costs £5.00 or you can buy both The Second Pit AND Oklib's Revenge for £7.50


Now available for PC, ST and Amiga!

Cheques or postal orders should be made payable to **Sue Medley** in **Pounds Sterling** and sent to
SynTax, 9 Warwick Road,
Sidcup, Kent, DA14 6LJ.




THE BOMB ROOM

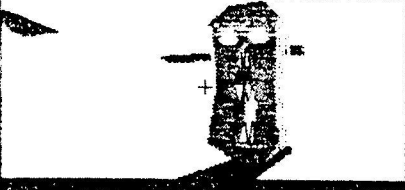
A new FREESCAPE
solid 3D game for
Amstrad CPCs



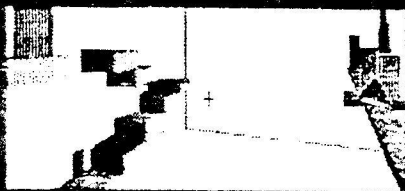
Set inside the rebels'
Headquarters, you must
find and disarm their
ultimate weapon.....
....a nuclear bomb!



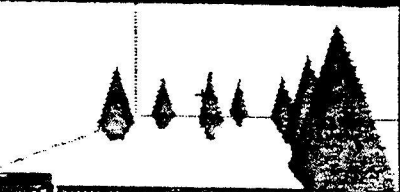
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on 3" disk... Price £6.99
(or send me a 3" disk of
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THE PORTAL

by PETER CLARK



You are driving back to East Anglia along the M25 after visiting a good friend in Hampton and find yourself approaching the Darkford Tunnel. You pay your toll at the barrier and motor on through the tunnel. There is not much in the way of traffic, and the tunnel soon begins to slope up towards the Essex side of the River Thames.

You drive up into daylight and look around to see which lane you need to be in but there is no motorway, no traffic, only a narrow track and strange scenery....

"The Portal" is a two-part text adventure in which you will meet some friendly characters, like Vandelf the dwarf and a fabulous sea creature, and some not so friendly creatures like the evil Greywolf and his henchmen. If you can find The Great Scroll, and then the three pieces of The Sacred Plate of Creation, the Chief of the Tribes of the Hills will help you return to your own dimension. Are you ready for the challenge, or would you rather stay in this strange and sometimes dangerous land?

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PERSONAL MESSAGES

To Ellen – Oh dear. Well, just ask and you shall receive! (Jon)

To Gilly – Sounds even better to me! (Jon)

To Dusty – I thought you were a vegetarian! Would you really eat a sausage?? (Jon)

To Fudge – Aw, what a thing to say. (Jon)

To Mad Cat – LOLITA [R] Peut etre? (M. S-P)

To Loobiloo – Anything else would be cat-astrophic, purrhaps, but it's a paw-erful argument, don't you think? (Matt)

To Jon – It's still ticking. Grateful for any ideas [printable ones only] (Pigpen)

To All – How do your partners survive? Answers on a postcard please. (The Survivor)

To Ali – Has anyone got a really idiot proof map or directions so I don't miss the hotel again in October? (Pigpen)

To Wynne – Found anything good in a pigpen lately? (Pigpen)

IN TOUCH

WANTED – Amstrad CPC games; including:- BRAINSTORM (Firebird), BAT (Ubisoft), BISMARCK (PSS),

DUNGEONS AMETHYSTS ALCHEMISTS 'N' EVERYTHIN' (Atlantis), IRON LORD (Ubisoft), THE ARCHON COLLECTION (Electronic Arts), DARK SIDE (Incentive), SNOWSTRIKE (US Gold), GUNBOAT (Ubisoft)

and many others. Please send your list (with prices) to: Martin Bela, 11 Coiwell Drive, Brookside, ALVASTON, Derby, DE24 0UP.

NEWSDESK

RECOMMENDED by Jenny Perry – HARVEST OF SOULS (Shivers 2) for the PC.

BOOK OF THE MONTH spotted by Mary Scott-Parker – ASDA are selling the hardback version of Terry Pratchett's "FEET OF CLAY" for £3.99

VULCAN SOFTWARE SALE – Registered users can purchase any of eight titles for £9.99 each until July 31st. (They are probably clearing the shelves to make room for their CD Roms!)

AMAZING ESCAPES

PARADOX EFFECT played by Dorothy Millard on an Amiga

From bottom of lift - go L, L, L, L, R, R, R, L, L, L to Smoko room. To return - go BACK, L, L, L, R, L, L, L, R, R into lift.

From mine entrance - go R, R, R, L, R, R, R, R to dead end where your foot slips down a large hole in the ground.

Transported to Time Machine - DOWN through the opening then go BACK, L, L, L, L, R, R, L, L to where you are transported back to the time machine. To return - go BACK, R, R, R, R, R, R to dead end where the hole is in the floor.

Trapped man - from where the hole is go DOWN (the rope), BACK, L, L, L, L, R, R, L, L (you come across a man trapped under a rockfall). To return go BACK, R, R, L, L, R, R, R, R, UP (the rope), BACK, L, L, L, L, R, L, R, L, L (to mine entrance).

RED HERRINGS

WIZARD'S SCROLLS played by Dorothy Millard on a Spectrum

Boots	Comb
Amulet	Book
Shield	Ruby
Dagger	Sapphire
Wine	Sticky ball
Apple	Coin

THAT'S THE SCORE

AFRICAN ADVENTURE played by Dorothy Millard on a C64 (aka SAFARI ADVENTURE on the Amiga)

King Solomon's Gold - 20 points	Dagger - 10 points
Nose Ring - 20 points	Diamond - 10 points
Dr. Livingstone - 100 points	Sapphire 50 points
Lion - 70 points	Silver chain - 20 points

(total - 300 points)

OBJECTS AND THEIR USES

PAWNS OF WAR PL.1 – available on Spectrum, Atari(e), Amiga(e) and PC(e)

- Ropetie it to the parapet of the bridge to climb down to the river
- Hubcapthrow it at the guard on the catwalk
- Dead fishgive it to the panther
- Wirebend it into a hook to slide down cable
- Knifeuse it to kill the soldier guarding the cable car hut
- Uniformwear it as a disguise
- Wheelturn it to bring up cable car
- Cable carsearch the seats to find a blank pass
- Stamperuse it to stamp the blank pass
- Ammo clipinsert it in your empty pistol
- Passgive it to the guard at the L-junction
- Hand grenadethrow it through the door in the antechamber
- Screwdriveruse it to unscrew the screw holding the seal in the missile
- Panthergive it the dead fish
- Senorscrawl under them
- Pistolshoot the commandant with it
- Fuseinsert it in the missile
- Flarefire it to signal the helicopter

PAWNS OF WAR PL.2 (THE INFILTRATOR) – available on Spectrum, Atari(e), Amiga(e) and PC(e)

- Macheteuse it to slice open the supply container
- Supply containercontains bomb, remote control device and hand grenade
- Pistolcontains three bullets
- Hand grenadeto dispose of soldier guarding entrance chamber
- Hand grenade pinuse it to pick the lock of a door
- Twisted keybreaks if straightened but still of use as a screwdriver
- Uniformdisguise, but don't forget the cap
- Knifeuse it to kill the commandant
- Grilleunscrew with key, leads to ventilation shafts
- Timebombplace at weak spot in shaft, prime it and retreat
- Ball bearingput it on the shelf over the radio as a distraction
- Leave passgive it to the communications officer
- Radioturn the dial to pick up a message
- Bookcasehides secret passage, pull lever
- Generatorcrawl into hole underneath, plant bomb in alcove
- Sledgehammerexamine it closely, smash hole in pipe when gates closed
- Levercontrol water gates
- Supply pipeway out to wall of dam
- Remove controlpress button at the right moment to detonate bomb

GETTING YOU STARTED

ARNOLD THE ADVENTURER 3 played on a Spectrum – also available on Atari(e), Amiga(e) and PC(e)

TALK TO WINTHORPE, LOOK UNDER TABLE, EXAMINE CUPBOARD, SAY SILLY, GET BOX, EXAMINE BOOKS, GET BOOK, READ BOOK, DROP BOOK.

NORTH, NORTHEAST, INSERT HAND, SOUTHWEST, SOUTH, EXAMINE CAULDRON, DIP NUT IN SUBSTANCE, NORTH, NORTHWEST, WEST, WEST, WAVE NUT, THROW NUT

.....

HIDE AND SEEK played by Barbara Gibb on an Atari(e) – also available on Spectrum, Amiga(e) and PC(e)

Start in your living room. I (carrying a wand, wearing a satchel, green elfin suit and a pair elfin shoes), X WAND, X SATCHEL, TAKE APPLE (from the bowl on the table), SEARCH BUREAU, TAKE MONEY, X MONEY (enough for all your needs), U (bedroom), LOOK UNDER BED, TAKE TORCH, D, S (kitchen), OPEN FRIDGE, TAKE SANDWICH, N, N (outside house).

E (by lychgate), X QUEUE (you don't recognize any of the people), TAP QUEUE (with wand, your first letter is safely in the satchel), N (churchyard), X GRAVES, MOVE VASES, TAKE TROWEL, E (inside church)

LEGACY FOR ALARIC played by Edwina Brown on a Spectrum – also available on Atari(e), Amiga(e) and PC(e)

I, EXAM SACK, LOOK IN SACK, GET DOCUMENT FROM SACK, READ DOCUMENT, W, SEARCH SNOW, GET FLASK, W, EXAM HOLE, SEARCH NUTS (leave seed until later a squirrel will snatch it back), S, SIT, GET SWORD, EXAM SWORD, N, E, E, S, SE, E, NE, GET ROCKS, NE, SEARCH STRAW, GET COIN, EXAM COIN, GET POSTER, SW

LEGACY OF BALDORK played by Barbara Gibb on an Amiga

Start in your one-room house. I (have a bracelet), LOOK AT BRACELET (a hint), OPEN CUPBOARD, LOOK IN CUPBOARD (see a helmet), TAKE HELMET, X HELMET, LOOK AT HELMET (note detail).

N, N, X FUNGI (see a toadstool), X TOADSTOOL (it is really a tiny house, the home of an elf – note what he says), TAKE PAPER, X PAPER, NE (crossroads). The Keeper of the Ways prevents you going further. TALK TO KEEPER, GIVE BRACELET (he thanks you, gives you a gold coin, then disappears).

SE, SE (bakery), OPEN OVEN (find a small loaf), E (lost store-room – an important location if you lose something), N, IN (inside mine), TAKE GEMSTONE, OUT, NW (Vorlaf the Guardian blocks the way east – you could deal with him now, but I preferred to solve the puzzle later in the adventure), N (southern bank of the river – no way across, also the pool is frozen – return here later), S, SE, S, S (tables – see some animal – note for later), W (tavern), TALK TO GRESHAM

LOST MOUNTAIN played by Dorothy Millard on a C64

Start in a small village courtyard. LOOK FOUNTAIN, READ MESSAGE (a riddle), SAY SHADOW (200 gold pieces spew forth), GET GOLD, E (into arms supplies shop where you should purchase a sword, leather armour and lots of torches (about 10) if you don't have an eternal light spell), WEAR ARMOUR.

W, W (outside inn), OPEN DOOR, W (into inn where a strange man approaches and tells you to follow him), W (the man says he will guide you to the mountains), N, N (outside mountain gate - the man returns), CLIMB GATE (you meet a troll and will normally have one move before having to fight him, but don't waste energy or a spell if told to fight the troll, and if necessary run), N (it is dark), LIGHT TORCH or CAST eternal light SPELL (you are in a strange room), CLIMB POLE (which one?), 1 (you are teleported to a tiny room - note you can also climb pole 3, but *not* 2 or you will be trapped), N

NEBULA played by Richard Batey on a PC

ANSWER TELECOMMUNICATOR, EXAMINE COMPUTER, READ MESSAGE, EXAMINE RACK, READ INSTRUCTIONS, GET DECODER, GO KNEPH, S, GET PUMICE, GET ROPE, DROP PUMICE, N, N, EXAMINE MONUMENT, READ MESSAGE, E, GET DIARY, READ DIARY, DROP DIARY, EXAMINE SKELETON, GET KEY, W, S, GO STARPROBE, GO AMUN

NIGHTWING played by Dorothy Millard on a C64 - also available on Spectrum, Atair(e), Amiga(e) and PC(e)

Start in a dome (note the year of redemption), EXAMINE TABLEAU (behind it you find a distorter), GET DISTORTER, N (to elevator), PRESS BUTTON (you descend to the gardens), EXAMINE DOME (built as protection from radiation), EXAMINE GARDENS (note if you go north at this time you won't be able to go any further), S, EXAMINE DROIDKIN (attached to it is a power pack), GET POWER PACK, E, E (to by a wall), EXAMINE glass CASE (within it you see a scroll), READ SCROLL, MOVE CASE (as you move the case a large gap appears in the wall behind), N (through the wall), OPEN BOX, EXAMINE BOX (in it you find a grubby old cloth - a red herring), EXAMINE BOX (again, this time you find a small metrod), GET METROD, S, W

PROPHECY (G.H.Larsen) played by Dorothy Millard on a Spectrum - also available on BBC and Electron

Start on an east/west road. E (outside stone house), ENTER HOUSE. EXAMINE PEOPLE (they expect you to have done something), W, W (foot of steep hill), GET STONE, U (top of hill), EXAMINE TREE (you see a nesting Jackdaw), EXAMINE JACKDAW (something in its nest), EXAMINE NEST (Jackdaw won't let you), THROW STONE (bird is frightened off), EXAMINE NEST, GET RING, EXAMINE RING (it has Milithir engraved on it), WEAR RING, N, E

TEMPORAL played by Dorothy Millard on a C64

Start on a Barren Plain. N (winding road), GET black ROD (the instant you pick it up it turns into a snake), E (door of house), OPEN DOOR, IN (hall), E (kitchen), GET KNIFE, EXAMINE KNIFE, GET RUTABAGAS, EXAMINE RUTABAGAS, W, OUT, W, S, E, E (hills), EXAMINE LIZARD, E (the lizard turns into a dragon barring your way), EXAMINE DRAGON, FEED DRAGON (it eats the rutabagas and vanishes into thin air), E (top of marbie stairs), READ MESSAGE, GET WINGS

HINTS AND TIPS

ARROW OF DEATH 2 played by Barbara Bassingthwaighte on a BBC – also available for most computers

Bridge : Go bridge, hold rope, cut rope – you land by the Arch. (you need the lamp which is in the crevice).

Stone chamber : Get uniform from tower guard, wear warrior uniform, eat weed and turn wheel (you should hear a rumbling noise).

Gorge : Go mud, examine mud to find slab, examine mud to find lever, pull lever.

Guard room : Grottesque animal – kill animal (it drops a key).

Starving mule : Feed mule (he follows you). Go to where Arnid is a prisoner. Tie rope to grating, tie rope to mule, pull mule (the grating is broken), go hole.

Anid : Arnid is out cold so give weed (he asks how can he repay you). Say MAKE ARROW (need arrowhead, willow branch and feather) – you now have a magic arro

Inside fish : Light pipe (you get it from the hut) after filling it with tobacco, moke pipe *twice* – he coughs you out.

Caim : Examine for smooth stone, rub stone (beggar arrives), give stone.

Skeleton : Smash it with the rock.

BACK TO THE FUTURE 4 played by Barbara Gibb on an Amiga

Memphis 1975

You need bring the case and box into this section.

Find the Coliseum and try to enter for a clue.

You can pawn the case – don't worry about the money not appearing in your inventory.

A second attempt to enter the Coliseum ensures a return visit to the pawn shop is beneficial – providing you have pawned the case.

You need a badge to go backstage and finally catch up with Doc.

BILLY BARKER'S TV HELL played on a C64

Give the archery set to Robin. He will shoot an arrow (with rope attached) across to the other tower.

The fish in the pond really are red herrings.

The telephone kiosk is Dr. Who's Tardis.

The bowling ball will get rid of the Darkeks.

You need the 10p to win the jackpot on the fruit machine.

The guard won't let you pass even after he has eaten all your food and taken all your money, but thoroughly check your inventory when you return to the hub.



CRYSTALS OF KINGS played by Barbara Gibb on a Spectrum – also available for Atari(e), Amiga(e), PC(e) and MAC(e)

The book you find in the grave gives you a good hint.

The cross will delay Elderack long enough for you to go east, but do not return.

Before going east into the witch's abode (via the door in the tree) ensure you have no more than 9 items in your inventory which should include the rabbit.

Sling a stone at the man by the river to recover your knapsack.

BLOW HORN in an appropriate place to raise an army. If you have the crystals you can instruct them to FIGHT ARMY.

You need the carpet to cross the river.

DAY OF THE TENTACLE played by Damian Steele on a PC

I'm in the lab, and I've turned off the machine but can't get rid of the Purple Tentacle once and for all :

Once the Purple Tentacle has zapped you and you've grown back to normal size again, talk to him and use the following line number in this order – 1, 4, 1, 3 – then sit back and watch the ending.

Dr. Fred keeps refusing to sign the contract. What can I do?

.ti ngis ll'eh dna selcatneT lla nab ot noititep a gnitrats er'uooy taht mih llet ,woh sksa eh nehW
.nwo ruoy no dirow eht evas ot gniog er'yoy mih llet dna mih ot kiaT

KQUEST played by Dorothy Millard on a PC

In the mine – push the switch to change direction, dig five times at the cave-in, then put the nugget in the car, take off the handbrake, get in the car and wait until it smashes through the barrier.

Take the idol with you to the native village. Get the girl and then say bye and she will drop a diamond ring. Go immediately to the alley with the natives chasing you and you will discover the mugger's secret door. Enter and close the door. Wait until the natives have gone before leaving.

At the waterfall cliff – tie rope to hook then climb it.

At the dock – wear the tank from the shack and turn on the valve. Go down to the shipwreck and enter the ship.

MAGIC SHOP played by Barbara Gibb on an Atari

When you choose the ring in the Magic Shop you are transported to another new world.

Search the area around the car.

Distract the driver with something so that you can steal the car.

Follow the road and find a stone with a hole. The goblin's gift will be useful here.

LABOURS OF HERCULES – available on Spectrum, Atari(e), Amiga(e) and PC(e)

General

The game has been so arranged that the various labours can ONLY be done in order, i.e. once instructed by Eurystheus, because the creatures, etc. will only then be "created". However, there are two exceptions:

- a) The Hydra – this is always present until killed and *could* be attempted before the lion.
- b) Hippolyta's Girdle – this is also present but can *not* be taken until instructed.

HELP will normally only be given where the solution to a particular task has been changed or amended slightly from the original legend. Responses to HELP are also designed so that they will only appear when tackling that particular labour; otherwise the standard response, "Brush up on your mythology", will be given.

By undertaking some research and learning about the various characters from their description it is hoped that the game will be educational as well as enjoyable.

MIDNIGHT THIEF played by Barbara Gibb on an Amiga

Buy a drink (of whisky) with the coin you keep stealing from the gamblers.

There is a rucksack hidden in the stables.

You need a lantern to see while in the sewer under the inn. You will never catch a rat yourself – use something much more likely. You should now be able to obtain an object on the list.

You must be wearing something special to reach the top of the Gate Tower (another item on the list is here) and also to enter the grounds of Hastegin's mansion house.

MINES OF LITHIAD played by Barbara Bassingthwaighte on a Spectrum – also available on Atari(e), Amiga(e), PC(e), C64 and Atari ST/STE

Examine the bed for a lantern.

Look under the bed for a jug.

Give the old man a drink for a phial.

Examine the flotsam for a spade.

Dig in the clearing for a flint.

Examine the skeleton for a knife.

Follow the worm trail to find some acid and a skin.

Dig in the worm trail for a rope.

Examine the nest for an egg.

Search the dead orc for a book.

Feel around in the store-room for a handle.

Examine the cell bed for an orc uniform.

Examine the marble pillar niche for a golden egg.

MUTINY played by Barbara Gibb on an Amiga(e) – also available on Spectrum 128K and PC(e)

Part One

Explore the ship – but don't get caught by the crew before they mutiny.

Your sleep will be disturbed by sounds from the crew's quarters. Listen to them making plans but unfortunately you can't avoid being locked in the galley.

If you are well prepared you can escape from the galley and obtain a pistol.

Who do you shoot – Sneer or Follows? Only one is correct and will end part one.

MYSTERY OF THE LOST SHEEP played by Barbara Gibb on a BBC – also available on C64 (and others?)

Join the farmers' union to get an ID card.

Drop something heavy on the pavement – it is surprising what you can find underneath.

Weight your wellies with something so you are safe when the boat hits the wall.

The tarpaulin sheet will lift you across the wide ditch.

The Magic Roundabout leads to the end of the road.

The C5 makes a good boat (if the tyre is pumped up), and the spade an oar.

RED ALERT played by Babara Gibb on a Spectrum – also available on Atari(e), Amiga(e), PC(e) and Amstrad

If you feed the tramp and ask for his help his response is a clue, so tell him to follow you there.

Sow and water the seeds so that the environmentalist will UNBOARD DOORWAY if you ask him.

Grey is the button that will get you some money.

I never find chocolates in the grass, and if I did I don't think I would give them to a secretary – but then I'm not you.

Some sneezing powder and pliers can be found in a drawer.

Examine the doorway in the reception area of the asylum.

WESTBURY MYSTERY played by Barbara Gibb on a C64

The tyre lever is needed to open the attic window.

You should be wearing three rings when you jump from the rooftop into the wattle tree.

You need the hammer to remove the pailing at the river path.

Use the boat to reach the boathouse on the eastern bank of the river.

The whistle will help you enter the underground tunnel leading to home.

ROBINSON'S REQUIEM played on a PC

Check all water before you drink it.

Learn to crawl as this skill is needed throughout the game to get you out of some awkward situations.

If you think you are unable to defeat an enemy then it may be better to run than to stay around. Watch the weight of the objects that you are carrying. Don't pick up for collection sake. Pick up objects such as sticks when you really need them as they will add to your total carry weight.

To defeat the Tyrannosaur you will need a bright idea to disable it whilst you kill it.

Combining objects can lead to some handy items :

branch + creeper makes a bow

branch + feather makes an arrow

branch + creeper + safety pin + earthworm makes a fishing rod

skin + wire + needle makes some clothes

wire + branch makes a snare

SECOND PIT available on Atari, Amiga and PC

Ensure it is the old woman who is cooked in the oven and examine the ashes.

A ring is the "key" to opening the bars to release Eleanor.

A word on a rug and another on an alcove are important when you need to open some doors.

Ground plants will revive Eleanor.

The shells, if dropped earlier, will mark your route back home. Now find a way to descend the well.

Unlock and open the book of fairy tales to complete the adventure.

SLEEPIN' AGAIN played by Barbara Gibb on an Amstrad – also available on Spectrum and PC(e)

Part Two

Check out the boat before leaving it.

Cleaning a wall is revealing.

The entrance to the castle is smelly.

Examine the sausage for a hint.

Make sure the guard doesn't know you are searching him.

A loud noise will summon Fryer Duck.

Read the parchment for a good hint.

Doing what you should do every month will complete the adventure

THE ONE THAT GOT AWAY played by Dorothy Millard on an Amiga

Things to try for your amusement

1. Swearing. Swearing in front of Bob.
2. XYZZY? (and in front of Bob).
3. Going east from the path to lake.
4. Asking Bob about the pictures. Taking a picture of Bob.
5. Kissing, killing, giving objects, showing objects to Bob or The Old One.
6. Ordering Bob or The Old One to do something.
7. Saying hello to Bob or The Old One.
8. Fishing with the cheese ball.
9. Fishing without bait (try several times).
10. At different depths use different weights, instead of the rock.
11. Drinking the coffee or the lake.
12. Eating the cheese ball, the worm, the birds, the deer, the ducks.
13. Cutting the line with the knife.
14. Casting the line in front of Bob.
15. Taking a picture of something other than The Old One.
16. Taking more than one picture.

TODDLER TROUBLE played by Barbara Gibb on an Atari(e), also available on Spectrum, Amiga(e), PC(e) and MAC(e)

The brick to repair the Great Wall of China is in the **start** location. Give it to Teresa so she will help in the launderette.

The receipt Kevin drops contains **some** important information.

You need the 5p to buy the egg from the **stall**.

Glutame will give you **some** lighter fluid in exchange for **something**.

You need the grabarm to pick up the **gloves**.

The knife is needed to open the **oyster**.

Geoff wants his glove puppets. He will give you a hat as a reward.

You have to speak to Mrs. T. Turnip before you can find something in the **swamp**

VALHALLA 3 played by Barbara Gibb on an Amiga

Level 2 – second gargoyle key

Pick up the sieve and drop it into the Prospector's Pool (down the steps from Henry VIII's tomb). Pick up the golden nugget and put it onto the Au symbol stone. Pick up the trinket and drop it into the magpie's nest. Pick up the gargoyle key and unlock the second gargoyle.

SOLUTION OF THE MONTH

FLAMEOUT

Written by Laurence Creighton

Solution by John Schofield on a Spectrum, also available on Atari(e), Amiga(e) and PC(e)

Note : The first part of the game is a race against time to find all objects and get clear of the plane before it blows up.

X SEAT (still wearing belt), UNCLASP BELT, LUND SEAT (lifejacket), GET JACKET, S, X WALL (a red lever), X LEVER (has a securing pin), REMOVE PIN, PULL LEVER (the chute billows down to the ground), W, X COUNTER (£5 note), GET NOTE, MOVE BODY (a row of beads around stewardess' neck), UNHOOK BEADS (you take them), LUND COUNTER (a sharp knife), GET KNIFE, E SLIDE DOWN/ENTER CHUTE, N (you just escape the explosion).

S, GET STRING, X JACKET, WEAR JACKET, X BEADS, X KNIFE, SEARCH WRECKAGE (a torch), GET TORCH, X TORCH (batteries near end of life), N, N, E, X BOW, GET BOW (it's enmeshed in the brambles), E (the undergrowth is too dense), CUT UNDERGROWTH (need knife - you free the bow and clear the path east), DROP KNIFE, GET BOW, SEARCH UNDERGROWTH (a tennis ball), GET BALL, E, X MUD, X TREE (an arrow is stuck at the top), CLIMB TREE (you can't), N, X MAN (carrying a hatchet), X HATCHET, X GORGE (you notice a retractable iron ladder), X LADDER, TALK TO MAN (he wants the Scroll of Life from a shrine - he also wants a present for his wife in exchange for the hatchet), GIVE BEADS (he asks if he can help you), ARROW (you both return to the arrow where he throws the hatchet and dislodges the arrow), GET ARROW, GET HATCHET, N, FIRE ARROW (it hits the target and the ladder spans the gorge), CROSS GORGE, X SAPLING (ideal for crossing water), CHOP SAPLING (need hatchet), DROP HATCHET, GET SAPLING, N, W, SW, READ PARCHMENT (some help on the game), NW, X KIOSK (slippers are sometimes sold here), NE, IN, X SMITH, TALK TO SMITH (for a gold coin he'll sharpen anything), OUT, DROP SAPLING, RIDE SAPLING (you drop all carried and {wearing lifejacket} cross the lake to an island), X OBELISK (has writing on it), READ WRITING ("FOAL OFF"), LIND OBELISK (a stone), GET STONE, X STONE (hexagonal), RIDE SAPLING (back across the lake - it drifts away, so you can't return again), DROP JACKET, GET BOW, GET STRING (leave the rest for now), SE, E, N, N (barbs slide out from holes in the walls), X DOOR (has a hexagonal hole), INSERT STONE (the door opens and the barbs retract), N, X MIST (obscures the ground), E, N, X TREE (you see a banana), CLIMB TREE (a monkey disappears with the banana), X LEAVES (were used by slaves), PICK LEAF (it falls to the ground), D, GET LEAF, S, W, WAVE LEAF (it dissipates the mist revealing a golden key, Andy McCall takes your leaf), GET KEY, X KEY, E, E, X GARDENER (holding a pair of tweezers), TALK TO GARDENER (could do with a drink), E, ENTER SHED (you need a 2 x 4 digit combination), E, E, N, X STREAM (bits and pieces float past), WAIT (an arrow floats by and an old hag also passes flipping and catching a gold coin).

Note - Bertha is now at the kiosk but she hasn't anything to sell yet. From now on the hag will reappear at random saying she's lost the coin and you can have it if you find it. It will be found by searching the mud where the first arrow was found.

GET ARROW (before it floats away), N, SEARCH BANK (an empty bucket), GET BUCKET, X BUCKET (can't hold water), E, E, X SHACK (mounds of sand), GET SAND (in the bucket).

IN, X CABINET (has a silver knob), OPEN CABINET (stuck), TIE STRING (to cabinet), GET STRING, TIE STRING (to the doorknob), CLOSE DOOR (the cabinet is opened), LIN CABINET (a bottle of gin), GET BOTTLE, X BED, LUND BED (a dog whistle), GET WHISTLE, X WHISTLE (gives ultrasonic tone), OUT, S, X GUARD, TALK TO GUARD, X BOAR, DROP BUCKET, N, W, W, S, S, W, W, W, GIVE BOTTLE (to gardener, he returns the bottle, falls asleep and drops the tweezers), SEARCH GARDENER (a piece of microfilm), GET FILM, X FILM (has microscopic writing), DROP BOTTLE (it smashes - don't get glass), GET TWEEZERS, X TWEEZERS, GRIP GLASS (need tweezers), READ WRITING (need glass - see 3411 4927), DROP TWEEZERS, DROP FILM, E, 3411 4927 (opens the shed), ENTER SHED, X BOX (open, security pass is under one corner), LIN BOX (a large screwdriver), GET SCREWDRIVER, X SCREWDRIVER (could be used as a crowbar, but is blunt), PULL PASS (it's wedged), PRISE BOX (need screwdriver - you free the pass), GET PASS, OUT, E, E, N, N, E, E, S, SHOW PASS (you can proceed, but keep the pass), S (the wild boar is charging), FIRE ARROW (you kill the boar).

Note. Bertha at the kiosk now has a pair of slippers for sale.

DROP BOW, SEARCH PATH (a marrot), X MARROT (a miniature carrot which has powerful weight-reducing properties, leave it here for now), N, N, W, W, S, S, W, W, W, W, S, S, S, S, CROSS GORGE, S, SEARCH MUD (you find the hag's gold coin), GET COIN, X COIN, N, CROSS GORGE, N, W, NW, IN, GIVE COIN (to the smith), GIVE SCREWDRIVER (the head will now fit any screw, you still have it), OUT, GET NOTE, GET TORCH, GET BALL, SW (Madam Bertha is at the kiosk with a pair of slippers), X SLIPPERS, BUY SLIPPERS (with the £5 note - "do not wear them unless you are standing on sacred ground"), NE, SE, E, N, N, N, E, E, E, E, E, N, N, E, E, S, SHOW PASS, S, S, WEAR SLIPPERS, W, UNLOCK DOOR (need golden key - the key is destroyed), E, REMOVE SLIPPERS, N, N, GET BUCKET, SHOW PASS, S, DROP PASS (it is only needed to come south past the guard and this is not necessary again), GET MARROT, S, WEAR SLIPPERS, W, RS (ramsave), LIGHT TORCH, ENTER, S, E, S, S, E, X GRATING (held by 4 screws), U (you slip back down), UNSCREW GRATING (need sharpened screwdriver), DROP SCREWDRIVER, ENTER GRATING (you are too big), NIBBLE MARROT (you lose a kilogram for one turn), ENTER GRATING, X PANEL (loose and hollow), SLIDE PANEL (it won't budge), NIBBLE MARROT, U, THROW SAND (from bucket onto the slime), U, X WEB (you see a lever through the strands), BREAK WEB (you can't), BLOW WHISTLE (the web disintegrates), PULL LEVER (you hear a rumble), DROP BUCKET, DROP WHISTLE, D, NIBBLE MARROT, ENTER GRATING (the panel is partly open now), X PANEL (too narrow to squeeze through, on the wall inside you see a red button), THROW BALL (this is random - if you miss the button get the ball and throw it until successful). It hits the button and the panel opens fully. ENTER PANEL, X ALTAR (you see a glass covered chest), LIFT GLASS/BREAK GLASS (doesn't work), FORL ORFF (the Scroll of Life is revealed), GET SCROLL, X SCROLL, E, NIBBLE MARROT, U, W, N, N, W, N, OUT, E, EXTINGUISH TORCH (not necessary), REMOVE SLIPPERS (not necessary), N, N, N, W, W, S, S, W, W, W, W, W, S, S, S, CROSS GORGE, GIVE SCROLL (to the old man). He chants an incantation and reads the scroll and is metamorphosed into a young man. He gives you an emerald and sends a runner to the village to arrange a helicopter for you.

GAME COMPLETE - SCORE 100%

SERIALIZED SOLUTION

RINGWORLD played by Phil Reynolds on a PC

The majority of the story is played by the game itself. During these sequences you can do nothing but watch – or save the game in order to avoid replaying the automated scenes. I advise saving the game during lengthy automated sequences, as some of them can run several minutes. You can press either mouse button to clear the currently displayed text off the screen, so this can be used to skip through dialogue you have already seen. After the game's introduction, you arrive outside the front door of the Chmeee Family compound.

Check your inventory – you are carrying a stun gun, scanner and a ring. In front of the door is a red beam; look at the beam – it is a "doorbell beam". Touch the beam to ring the doorbell and a Kzin will open the door. Watch the sequence to learn that the Kzin is Laach-Captain, Chmeee's son, and he wants proof of your claim of delivering a message for Louis Wu. Give the ring to the Laach-Captain as proof of your intentions. You enter the compound with the Laach-Captain and another conversation takes place. Say that you deliver the message as a debt of friendship. Laach-Captain then reveals that he is the test pilot for the UN Hyperdrive II prototype. Make any response you want and your conversation will be interrupted by Kzinti assassins! Laach-Captain's brother is killed, while you remain unseen behind a statue. One of the assassins will enter the compound to check on the body, stun the assassin before he sees you and shoots you. Laach-Captain will escape, leaving you alone with the bodies. Look at the assassins, and you will see that he has dropped an infodisk. Pick up the disk then walk off the bottom of the screen to leave the compound.

Laach-Captain is waiting outside in one of the assassins' flycycles. His flycycle has a security disk that will allow it to launch – the others do not. Touch one of the other flycycles to view its dashboard. There is a slot in the centre of the dash, insert the infodisk in the slot and the flycycle will power up. A message button will light up; press the button to view the Patriach's decrees. If you fly off with the two flycycles, the third will be left behind for one of the assassins to catch up with you and shoot you down, so leave the flycycle and go over to the other one, touch the cycle to see its dashboard and press the Slave button to link that cycle with yours. Return to the first cycle and enter it then press the Master button to prepare the flycycle for flight. Press the Flight button on the right joystick to take off and the cycles will fly away in formation, leaving your attackers temporarily stranded. Laach-Captain leads you to the field where the Hyperdrive II ship is stored.

At the gate let Laach-Captain handle the guard and you fly into the compound then into the ship closely followed by two guards. Stun the guards before they can stun you and the game will then take over for a while. As you take off, you discover another person aboard – Miranda Rees, the project engineer. When she discovers you are stealing the ship, she slips out and starts to sabotage the hyperdrive. After the next sequence tell Laach-Captain that you'll go and find her. She is busy pulling wires so tell her that you will have to stop her then stun her. You are left to repair the damage to the hyperdrive while Miranda is put into the autodoc. This is the copy protection for the game – you must attach the wires in the correct sequence as specified on the correct page of the manual. Click on the top of each wire in turn, when selected the bottom of the wire will follow your mouse and attach to the connector at the bottom of the wiring box. A second click will connect the wire when you have connected the wires correctly the game proceeds and Miranda wakes up in the autodoc with the two of you standing guard.

Select any of the dialogue choices as they all lead to the same conclusion that you have to prove you are telling the truth. Insert the infodisk in the slot on the side of the autodoc and the autodoc will display the disk's contents to Miranda; she will then join you in your cause. The game will take over while you have a conversation with the Puppeteer leader, Hindmost. He diverts you to the Ringworld with threats and the promise that Louis Wu and Chmeee may be found there. He wishes the retrieval of several Slaver stasis boxes he has detected. Laach-Captain renounces his name and takes the name Seeker-of-Vengeance.

After landing on Ringworld, the first stasis object is near the Canyon People. After passing himself off as a sky-god, Seeker is sent to kill a screaming demon terrorizing the tribe while you are introduced to the tribe's high priest, who is charged with guarding the "Sky Silver". Ask the chief if he is the holder of the secret and he reveals that the secret of the tech that guards the "Sky Silver" is in the holy of holies behind the priest's chambers. Tell him that you want to learn about his people and you are taken into his hut. Talk with the chief until he mentions how much he would like "the strong drink". Leave the hut and look at the sparkling lights to the right of the screen: this is a forcefield blocking the path off to the right. next to it is a green box the tribe calls the tech; it controls the forcefield.

Walk off the upper left of the screen to return to the lander then go over to the elevator and touch the doors to open them. When you enter the elevator, a set of floor buttons will display. Touch the "level 2" button and when you arrive go over to the column to the left of the elevator shaft. It has a recessed hatch with a box with 3 lights or buttons underneath. Look at it to find that it is the ship's food dispenser. Touch the dispenser and select Ale from the menu that appears to acquire and now have the "strong drink" you need. Re-enter the elevator and press "level 1" to return to the landing bay. Go down the ladder to return to the tribe's camp. The game will take over at this point and you will talk to the chief and go into his hut. You will give him the ale and he will return the gift by offering his daughter, Ghalacha. Ghalacha takes you into the kitchen, and after the event, Ghalacha sleep and you are free to move around gain. Take the rope from the pillar, then walk out of the kitchen to the right. You are now back in the chief's chambers; he is drinking with Miranda, but the ale gets the better of him and he passes out.

Take the ladder then leave the hut. Once outside lean the ladder against the front of the roof and climb up onto the roof. Tie the rope to the boulder between the two smoke holes then climb down the rope into the holy of holies. To the right and behind the idol holding the burning oil there is some sort of animal skin, which looks to have some writing on it. Look at the skin to reveal a series of symbols; make a note of the symbols as these will be important shortly. Walk to the south to enter the priest' chambers and look at the necklace hanging on the pole next to you. Take the necklace then return to the holy of holies. Climb the rope onto the roof and go back down the ladder to the ground. The game will take over at this point, and Seeker will return with the slave demon. He and Miranda will return to the ship, and you will be given the opportunity to see the "Sky Silver" if you know the secret of the tech. You will now see an overhead view of the tech that has four hoies and a box with four symbols in it. Put the symbols in the right positions as indicated on the animal skin, then place the fifth symbol, from the necklace, in the last position.

When all the symbols are correctly placed the box will glow, and the forcefield will drop. Seeker returns just as you deactivate the field, and the two of you are escorted to the "Sky Silver", a small crashed starship encased in a stasis field. There is not much you can do with it, but you need to use your scanner on it to confirm that there are no external controls to deactivate the stasis field. The game then takes over and you return to the lander. (more next month)

ANSWERS TO QUIZZES

VIRIDIAN QUIZ (Page 22, Dec. '96)

1. GREENBACK
2. GREENWICH VILLAGE
3. THE GREEN, GREEN GRASS OF HOME
4. GREEN HEDGES
5. SIDNEY GREENSTREET
6. RICHARD GREENE
7. GREEN ONIONS
8. GREEN GABLES
9. GREEN GRASS
10. LORNE GREENE
11. GRAHAM GREENE
12. HUGHIE GREENE
13. HOW GREEN WAS MY VALLEY
14. LINCOLN GREEN
15. GREENFLY
16. THE GREEN-EYED MONSTER
17. GREEN ACRES
18. GREENLAND
19. THE GREENHOUSE EFFECT
20. GREEN LIGHT
21. ROBSON GREEN
22. THE GREEN ROOM
23. GREENSTICK FRACTURE
24. THE JOLLY GREEN GIANT
25. THE GREEN CROSS CODE
26. THE GREENGAGE SUMMER
27. GREENPEACE
28. GREEN MANSIONS
29. GREENFINCH, etc.
30. GREEN CARD

PLACE THAT FACE (Page 18, June '97)

from left to right:

ELTON JOHN, KEN DODD, LIZ HURLEY, FREDDIE MERCURY

ALTERNATIVE SONG TITLES (Page 12, June '97)

1. TEENAGE EMERGENCY
2. ON ILKLEY MOOR BAH'T 'AT
3. OH CAROL!
4. I WANT TO BREAK FREE
5. DON'T JUMP OFF THE ROOF, DAD
6. I DROVE ALL NIGHT
7. ORINOCO FLOW
8. STAIRWAY TO HEAVEN
9. NEW YORK MINING DISASTER
10. MISSING
11. AFRICA
12. ROCKIN' ALL OVER THE WORLD
13. A LETTER TO THE BEATLES
14. WEST END GIRLS
15. DON'T STOP THE CARNIVAL
16. UNFORGETTABLE
17. SOMEWHERE OVER THE RAINBOW
18. UNCHAINED MELODY
19. THANK U VERY MUCH
20. WATCHING THE DETECTIVES
21. THE LION SLEEPS TONIGHT
22. SACRIFICE
23. IT ONLY TAKES A MINUTE
24. COME ON, FEEL THE NOISE
25. MESSAGE IN A BOTTLE
26. FUNKY MOPED
27. SUMMER HOLIDAY
28. MY GENERATION
29. SITTIN' ON THE DOCK OF THE BAY
30. RHYTHM OF THE RAIN

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