English Civil War

Elite — the BBC micro centre of age

The legend is Orenai

Win 40 Hill MacGibbon games

Valkyrie 17 — the adventure

WIN £350 of s/w from Century
"You really can’t go wrong with any Level 9 game as they are all brilliant."  

Crash Micro Sept 84

RETURN TO EDEN

Level 9’s first amazing full-colour graphical adventure.

Return to Eden is the long-awaited sequel to Level 9’s top-selling Snowball adventure, set on the weirdest planet ever. Now it’s here with 240 locations, masses of puns and puzzles and with hundreds of pictures in the AMSTRAD CBM 64 and Spectrum versions.

Which ever machine you own, if you have the vaguest tendency towards adventure play then you must try one of these games. Unfortunately you’ll probably end up wanting to buy the lot.

– Computing Today Aug 84

The Level 9 Adventures are superbly designed and programmed, the content first rate. The implementation of Colossal Cave Adventure is nothing short of brilliant, push cut and buy it while you’re at it. Buy the others too. Simply smashing!

– Your 84 June 84

Level 9—arguably the producers of the best adventure games in the UK—have done it again. Lords of Time is a sparkling addition to its stable of winners.

– Acorn User July 84

One of the best adventure games I have ever had the pleasure to get my hands on. I can recommend Dungeon Adventure without the slightest fear of being contradicted. This is a massive soporific into the unknown.

– Newlook Oct 84

The Saga of Erik the Viking a remarkable adventure game. It carries all the hallmarks of a Level 9 adventure – problem, text display and size of map – with graphics of a standard I have not yet seen before in an adventure.

– Computer & Video Games Oct 84

I thoroughly recommend these Adventures. They are excellent value for money. No self respecting adventure addict should be without them. I believe Level 9 are producing a series of adventures which should be regarded as classics.

– Page & Mail July 84

Available from the HMV Shop and good computer stores everywhere. If your local dealer doesn’t stock Level 9 adventures yet, use the coupon to buy them from us or ask him to contact: Centrosfot Microdealers UK Lightning Leisuresoft R&R Lime Tree PCS (SW) ICOM Wonderbridge etc.

ENCLOSE A CHEQUE/PO FOR £9.95 PER CASSETTE OR £11.95 PER DISK

My name __________________________

My address __________________________________________

My micro is __________________________

(One of those listed below with at least $2 x $2)

LEVEL 9 COMPUTING
Dept V 223 Huddersfield Road
High Wycombe Bucks HP12 5PG

AMSTRAD BBC CBM64 SPECTRUM MEMOTECH NASCOM ATARI
Letters
CP/M Adventurer, Lone Wolf in English binders, International Adventure Club

News

Mud
Our regular update to the Land of Mud has a title this month.

Valkyrie 17
Sally Glover takes on the resurrected might of Nazi Germany in Ram Jam's new adventure.

Return to Eden
A quick look at Level 9's sequel to Snowball.

Legend
We review Century's first game: a blend of adventure and strategy.

Scott Adams
Kern Matthews covers Voodoo Castle, The Count, Strange Odyssey, and Mystery Finkhouse.

Century
27
Martin Croft profiles Century Communications the people who brought you Mud and Legend.

Adventure Help
32
A special bumper help section for Christmas — Tony Bridge and Ken Matthews tie up loose ends.

Adventure Planner Offer
33
A Micro Adventures special offer — design your adventures on this handy layout pad, at $1 00 off.

English Civil War
34
Kern Bertie takes the field in Red Shirts's latest wargame (cover Stuart Hughes).

Legend Competition
30
Twenty-five copies of Century's Legend to be won.

Software Inventory
40
New Adventures strategy games and simulations.

Elle Na Hg
47
Julie Lewis enters the Celtic Land of Youth.

Linedef
51
New books reviewed.

Road Walk
53
A look at some recent role playing games.

Elite
20
John Cook takes his new spaceship for a spin in ACOsoft's new game.

Competition Corner
56
Winner King Arthur's Quest or Azra. — Hunt for the Sun from HCIsoft.

Editorial
GULLY FOGS! Infector, The Hunt for my Destiny; if these words were familiar then you probably read Street Better's 'Tiger, Tiger'!

For those of you unfamiliar with the book, The Hunt, it is a novel in the style of 'A Wonderland called Earth'. The Stars My Destination concerns the exploits of one called Rama who checked out a space cruiser. Captured and set adrift, Gully Fogs finds himself adrift in space and becomes the hottest property in near planets. Suddenly he is catapulted on board the outer reaches of the solar system, held captive by an alien ship.

This scenario and a hundred others just like it have been translated into the micro screen for Elite, ACOsoft's latest blockbuster for the BBC. The game, which has an admirable synthesis of arcade and strategy, is in essence a simple version of Aground. As the commander of a rampaging space trader, you must travel from world to world buying and selling a range of goods from simple agricultural produce to dangerous illegal narcotics. Just to make things more interesting, you must fight off the attentions of both pirates and polis.

What makes Elite stand out from the average space game is the way in which the space action is integrated with the strategy elements. In order to buy and sell different goods you must travel from one planet to another. This means you must master the controls of your ship before you can attempt to play the game at all. The satellite docking sequence in particular can cause immense frustration.

In order the machines of your craft have been solved you can concentrate on building up your bank balance to the point where you can buy the additional firepower necessary to blast your opponents out of the sky. The choice of destinations and goods to be transported thus becomes increasingly important.

A simple enough game, but very, very effective, I can't wait for it to be converted to other machines.
**Encore**

**FUREKA!**

Someone else on this planet has heard of Adventure 2! I have been in possession of a CP/M version for some time now, and together with a colleague we have been battling our way through the 350 total and would be interested to hear from anyone who knows more, or indeed anyone who has a copy of the game who would like some assistance with it.

The name on the credits is Mike Goetz, who judging by the 'phone number must live somewhere in the states, but again if anyone out there knows more I'd like to share your wisdom.

I should go into any detail about the differences between the Classic and the version, suffice to say that once you've played Adventure 2, the other versions seem to be lacking something.

I should also add that as far as I know the game isn't available for home micros and only it's data files takes a full 380K (or more). If anyone out there has a CP/M version, and wants to know more, then feel free to contact me:

Happy Adventuring

**Collared**

I'M WORKING on Level 9's Dungeon Adventure at present. I've got quite a long way through it, but need help on a few points.

How do I deal with the golems, the dragons, and the executioner and where are all the blue, violet and red cows? (I'm assuming there are those colour cows) is there another source of light apart from the druid's stone? I would very much like to hear from other adventurers who are working on this adventure - I may be able to solve a few of their problems. I can offer help on Wex's work, Freedom and Experiment, Colossal Cave and Lords of Time if anyone wants to write with a stamped addressed envelope.

Adventurers are a friendly bunch - my phone bills have rocketed since sharing problems with a fellow adventurer in Liverpool.

In answer to your question in the November issue - yes I would like to see your adventures and Adventure File back - and all the cool things and space for Tony Bridge! I am looking for new ideas of space for two and a half members of the club.

Irene Feneley 16 Surreys Way London NWest

**Lone Wolf bites back**

HAVING just read Peter Berin's review of game books in Lightning (Micro Adventurer, October) I feel his criticisms of the Lone Wolf books are both inaccurate and misleading. The Lone Wolf books are much more accurate and informative than the other 'learn to be a game' books I have bought and played regularly and often.

I feel most strongly about the market and in my opinion the Lone Wolf series is the one to beat.

Mr Berin claims that there are for too many unanswerable questions and too much padding. He obviously missed the subtle clues that this padding contains, for both my friends and I have successfully completed flights from the Dark and Fire on the Water, taking none of these clues.

His most misleading criticism of all is that you need one particular rule book. If the sooner to Fire on the Water is not to be a dump squib, it is laughable. The manual for Gods and Demons adds 10 points to your combat skills if you have the correct rule book and eight if you do not have the game at all.

J. B. Warner

**Binders**

I WOULD like to buy some binders for back issues of Micro Adventurer - can you tell me the price?

B S Beattie

We do not have any at present. How many other readers are interested?

**Club complaint**

YOUR News Desk section for March contained information concerning an International Adventure Club, which seems to have been called Adventure Zone Software. A main feature was to be an adventure help service, so large that for this reason I paid a £3.00 membership fee.

I sent off a cheque in June to cover a program, Petter's 'Dork, and a discosfer for a BBC I heard nothing for six weeks so I wrote to them. Two weeks later, a cassette arrived, but no discosfer. About two weeks ago, I wrote again but have not had a reply. In fact, I have had no information since June, and a request for adventure help seems to have been totally ignored.

J. Holden

We contacted the International Adventure Club on behalf of Mr Holden and other readers. According to Simon Clark, President of the IAC, the staff have been dealing with a backlog of mail caused by a competition on Prestel which offered 100 free subscriptions in the club. Apparently, over 700 entries were received.

**Help!**

AFTER conquering the Bullseye Eyes in The Hobbit (with the help of your magazine) I am well on the way to solving this game.

I would be pleased to help anyone with Arrow of Death and Golden Bat and Urban Uprising, and the first part of The Hobbit. Please write enclosing an SAE.

J. H. P.
From the Ruins of Baskul Uscharak
I pledge that the Nomo prince’s
triumph be short lived
Share in my daughter will
lure him to her frozen Empire and
to his doom
This I vow for this is

Beyond

Please send me Doomdark’s Revenge (Specimen £5.95)
(But not unless you’ve already experienced PART ONE)

The Lady of Midnight (Specimen £9.95)

Order Hotline: 0891 222 555
(No Call Charges)

Name

Address

Post Code

Mail to Beyond Competition House. Ferndale Road, Market Harborough
Leicestershire LE19 ONR

Signed
Mosaic release
Erik the Nomad Rat

If you think you've something newsworthy, call 01-437 4343 and let us know

CCS
CASES Computer Simulations has published the winning entry to the Cambridge Award: First place was a four player interactive adventure called The Prince which retails at £7.95

Of the four runners up, one — 1943 Mission is an adventure based on World War Two Germany. It was written by Tom Frost of Angus who is a contributor to Micro Adventure

Two of the other three games are wargames — Insurgency and War Zone — and the third is a seafaring simulation, called Blue Ribbett. All four sell for £5.95

In addition to those titles, CCS has also released The Siege of Zanzibar and Air Defence an adventure and a strategy game respectively, at £5.95, and two adventures, Broodlayer and Golden Coffer in the Charlie Charlie Sugar budget range at £2.99

All CCS games are for the Spectrum 48K. War Zone has also just been released on the Amstrad CPC 464 at £6.95

Eureka launched
EUREKA was finally launched onto the public on October 31, after a prolonged media campaign covering national press and television

While the appeal of a true graphic adventure for £14.95 may be attracting some hardcore adventurers, most of the thousands of orders received by publishers Domark will be from people attracted by the massive £3000 prize offered to the first person intelligent enough to solve all five games and the riddles in the handbook, and ring the secret phone number

At the launch, Mark Strachan of Domark made the phone call that released the game while partner Dominic Wheatley looked on. "Domark and I know absolutely nothing about computer games," he announced but we know a great deal about marketing"

"We asked people what they wanted from an adventure game, and the consensus was some sort of reward for solving it. October 29 was the launch date for the French version of Eureka which we approached

the book by Monty Python star Terry Jones, and was programmed by Level 9

The Stainless Steel Rat is the only one of the three packages that actually contains the book. The game is based on the other two have extracts printed in the instructions booklet

Vicky Caine, Mosaic's managing director, believes that Erik "has far more general appeal than the previous books we have done. 'Erik is so different,' she says, 'with Terry Jones — Monty Python link And Level 9 have done a great game"

"Next year we are looking at more general books," she admits, "not necessarily children's books but moving away from a concentration on science fiction"

Erik is available for the Spectrum 48K, Commodore 64 and BBC B. The Stainless Steel Rat and Nomads are for the CBM 64. All three cost £9.95

Amstrad CPC 464
WAR ZONE
WARGAMES
**Elite auction**

ELITE the smash hit space simulation and trading game from Acornsoft will be available for Micros other than the BBC and Electron. The rights to produce other versions of the game will be auctioned off in November by Jacques Lyons, the software agent representing the two Cambridge undergraduates who wrote the game. "It's the first time that soft ware rights have been auctioned off in this way," he says. "And it has attracted a great deal of attention."

David Johnson Davies, Acornsoft's managing director, confirmed that the company will be spending £40,000 promoting Elite in the moulds before Christmas, including advertising on TV. So far, 55 people have gained Elite status, and been awarded the handsome black and silver badge that goes with this highest rank.

**Amstrad Eden**

LEVEL 9 has now released not one, but six, adventures for the Amstrad CPC/64.

The latest is *Return to Eden*, the sequel to the ever popular *Snowball*. Colossal Adventure Dungeon Adventure *Adventure Guests* Snowball and Lords of Time are also available for the Amstrad.

All Level 9 tapes are £9.95.

**Mud on menu**

MUD is now up and running on CompuNet, and available to those people with CompuNet modems.

If you have CompuNet, GOT 200, and you will see MUD on the menu.

**CRystal TheFt**

FROM WICCA-SOFT

An adventure set in the early days of the Vegan war. It is 2319, and your mission is to direct Field Captain Jonathan Markham of Earth Armed Services into an abandoned Temple to steal a communicator crystal.

How abandoned is the Temple? Can you solve sometimes complex puzzles in REAL TIME? What us a is an accurately machined heavy metallic cube? Can you disable a laser barrier? Will you recognise the final problem before it kills you? Over 90 locations will lull you into a false sense of security, test your wits and may even destroy you.

Available late November for the Amstrad CPC/64.

**Priority Order Form**

Please, use the following list for a quick order:

- Crystal Theft (CPC/64) for £13.95
-包含 1 x CF - £14.95

If you wish to order by cheque, please send it to

WICCA-SOFT

NAME

ADDRESS

POST CODE

Return to WICCA

131 Bury Rd, Bury, Manchester, Lancs, M21 2HB

December 1984 Micro Adventurer
This superb role-playing fantasy game will stretch your adventuring skills to the limit. It's based on the best-selling novel Legend by David Gemmell and contains not one but two massive games for the 48K Spectrum.

Try it for yourself. Adventuring will never quite be the same again.

The pack contains:
* Cassette containing both programs
* The book
* Four-colour poster-size map of the land of Drenan
* Full instructions

£14.95 ISBN 0 7126 0602 5
Sinclair 48K Spectrum

ORDER FORM

To, Gill Small, Tiptree Book Services Ltd,
Church Road, Tiptree,
Colchester, Essex CO5 0SR

Please send me .. LEGEND software pack(s)
at £14.95 (inc. VAT and post & packaging)

I enclose my cheque/postal order for £

Please debit my "Visa/Access account number delete as appropriate"

Account number

Name

Address

Signed

Please allow 28 days for delivery subject to availability.
Dec the halls for Christmas

Christmas in the Land of Mud is a time for thanksgiving and mass slaughter — Richard Bertie reports

CHRISTMASTIDE is generally regarded by MUD players as a fun time for one and all. No one goes about malevolently attacking other players (especially if there is a war brewing to stop them!), and even the most paranoid of players have been known to join in for a chorus of The Twelve Days of Christmas without fear of someone stealing their broadsword while they stand stiff for long in the same place. The roots of this tradition lie in the days when MUD was enjoyed by a select band of students only, and the outside world had hardly heard of the game. Then at the end of term with all assignments out of the way and three days before they went home, the MUD devotees would all get together for an afternoon long session of good cheer, before they disappeared off to their respective parental homes in sunny Hadfield for whatever for a month of MUDlessness.

In order to promote goodwill to all mankind, MUD has a special room called the Christmas Box (or XMASBX in its abbreviated form), which only wizards and witches can enter as it lies in its own half world, inaccessible from the domain of mortals. For 50 weeks of the year the room is left unvisited, gathering dust and forgotten by one and all. Only for the middle two weeks of December do memories stir, and a war will venture into the XMASBX to see if all is well. And then mortals will notice a subtle change in the game.

The XMASBX, you see, contains everything you need for a merry Christmas, and the two men wearing the robe around the Lard for players to stumble across and drop in the swamp in order to score the generous number of points which the presents and are worth! Everything you are likely to need to make Christmas festive is there. There is holly ("not decking the halls!") a candle, a snowman ("trying very hard not to melt"), a crackler, and a wealth of other things. Of course there is a beautiful Christmas tree, decorated in pretty lights and baubles, which usually winds up stuck in the pine forests to the south of MUD, where unsuspecting adventurers suddenly find it looming through the trees at them.

Some of the objects (all of which have been there for at least three years) have no other than merely being treasure. The Christmas bell which "plays its old familiar carols here" can actually be rung, sending a crash reverberating throughout the Land. If you don't want to DONG it, you can DING it, and everyone gets a DING-G in their score. Sometimes some quite useful looking melodies can be played, until someone on 110 band who can't get away in edgeways manages to steal the wretched item and drop it in the swamp out of harm's way.

In its usual endearingly skewed way, MUD's Christmas Carol book isn't quite what it should be containing such masterpieces as "Once in Royal Davud's City", "I saw three French hens come sitting by", and "O! silent night of Christmas!" There is plenty of Christmas fare (well it would be if it were a real Christmas) including plum pudding, mince pies and a shocking pink mouse (not to be confused with the mouse, although once the mouse is made of sugar perhaps confusing them is OK, after all).

The final foodstuff likely to be met is the turkey, only it's not dead and spends most of its time running around in a mad panic trying to stay that way. Other mobbies include Santa Claus ("ho ho ho") plus many regular pattern of sunshine for around three minutes, followed by rain for about ten. The rain prevents your carrying out certain actions, like making sea, and swells the river so you can't cross.

December 1984 Micro Adventure
(which can cut off if you had to get the mistletoe accidentally) At Yuletide however, the wiz who are full of the spirit of Christmas usually switch on the snow, which is just like the rain but lasts for longer. This can be something of a surprise to the mortals, who know exactly what rain is but don't really know what to make of snow. It's quite amusing watching them talk to each other. (What's this snow?)

'Don't know, I just saw Father Christmas go by and someone has given me this cracker.'

There is another Christmas-derived feature in MUD, which now has a more general appeal — the "spectacular". A spectacular is pronounced "spectaculariser", after the wiz who calls it the phrase but can't say it properly as it's a skintling of the wiz's name. The idea is that you get as many people playing at once as you can manage (50 maximum) and put them all in together. You then "lock" the game to stop anyone else getting in, and give the word. Then upon the chase about after each other, jumping and shooting and screaming as they go, until all but one is dead. This person is the winner and gets 1000 points for every mortal who started the spectacular, plus some extra if the game ended as a result of the actions of one of the spectating wizards.

Spectaculars are great fun to play but if people are scurrying around deep under ground hoping everyone else will do the job for them, the wiz is likely to pick them up by the scruff of the neck and drop them in the thick of things — as usual! Everyone's game is logged into a different file and at the end of the day these are printed off and a "report" is compiled saying who was done over by whom at what time. The longest period of time spent in a spectacular is reputed to be three seconds where one of Gwyn the wiz's mortal personage typed EAST at the start instead of WEST, and left MUD into VALLEY, only to learn that he couldn't return.

Most of the hacking and playing in spectacles goes on to the mainland, but eventually there are only a few players left and they find it increasingly hard to catch each other (although the WHO command during a spectacular tells you what room you're in, instead of just what their name is). At this point the wiz calls the survivors and move them to the ship. They are also given all weapons, in order to promote good bloodshed, and let them loose. The ship being only about nine rooms in total, this leaves little chance to escape, but it can be quite cramped. Recent spectacular endings have been moved to the island further out to sea, where there is twice as much space and people get more say in who kills whom.

Spectaculars now take place fairly often, last one evening at the end of term when Essex University's computer can take the load without inconveniencing anyone else. It's interesting to observe that they are quite different from the events which inspired their conception, and which still take place every Christmas in MUD. The year of feeding, fighting, paranoia is forgotten for just a few brief days prior to Christmas. The MUD players get together bound by a wave of mundane reminiscence of those First World War films where the Trenches and the Hun meet in No-Man's Land for a few, fleeting hours. A shame that it doesn't last the whole year round, but, as any wiz will tell you, there's only a certain amount of being nice that a body can stand, and two weeks seems quite enough to last most MUD players for the rest of the year.

Merry Christmas, Happy New Year, and if you get a DECsystem 10 (cost half a million quid) in your stocking let me know and I'll send you a tape with MUD on (and a begging letter!).

For those readers with a Commodore 64 and modem, MUD is now running on CompuServe.

Readers without access to CompuServe can get details of how to access MUD from Richard Harele, Department of Computer Science, Essex University, Colchester, Essex CO4 3SQ. Remember to enclose an SAE.
The Adventure to blow your mind

Because you write the adventure on your computer... in English!

AdventureWriter makes it easy for you to:

- Create an adventure on your computer
- Save and load your adventures
- Write and edit your adventures
- Share your adventures with friends
- Print your adventures

AdventureWriter will run on either Commodore 64 or Apple II computers. Demand it from your dealer today!

Tell him it's available through Terry's, PC World, CentreSoft or order now - fill in the coupon below.

AdventureWriter

A CodeWriter Limited Program

LET THE EXCITEMENT BEGIN!

CodeWriter Limited

Your own program... the first time you try!
Open flight at midnight

Sally Glover takes on the Fourth Reich in Ram Jam’s Valkyrie 17

The summer of 1945 saw the Nazis making the last of their war of terror. The Third Reich was on its death throes. Desperately, the scientists of the Third Reich laboured to produce the super-weapons that could save Hitler’s army from the jaws of defeat. Unfortunately, the Allies were able to foil these plans with pre-emptive raids and surprise attacks.

The full scale of German technology was only realised after the war when captured documents revealed just how many of these terrifying weapons were in operation.

Secret Nazi projects and treasures have often been the subject of novels and films. To the best of my knowledge, Valkyrie 17 is the first computer adventure based on this type of scenario.

Thirteen years ago the game was very striking and featured the dramatic artwork of Valkyrie 17 in the black and red of the thousand year Reich. This is reproduced inside the package in the form of a metal badge – which I thought was a nice touch to add realism and increase the ‘authentic’ feel.

It is clear that a great deal of thought has gone into the development of the game. This is very pleasing to see since many advanced systems with good potential are let down by lack of attention to detail — this certainly is NOT true of Valkyrie 17.

Further evidence suggests that the group at Rheinstauf working on Valkyrie 17 was led by Ernst Reichsmuller and members were identifiable by their insignia — Valkyrie 17. A World War II blueprint shows a gun-like electrical weapon bearing the legend Drakenflug.

Like many Nazi criminals, Reichsmuller escaped Allied justice and fled to a complete new identity. He has been traced and followed by your agency — MI6.

This leads to the next dimension of this adventure game — a series of messages from an agent who has tracked down Reichsmuller and his empires across the globe. They plan to restore Valkyrie 17 to operation and find a new Reich.

The player can travel from a friend to another to track down your agent's last words. You are now ready to load the A side of the cassette and begin the game in earnest.

Valkyrie 17 has been given so much more information than is usual for adventure games. It’s the only game I know of to produce anything so thorough and instructive.
Return to Eden

Ken Matthews ignores the angel with the fiery sword and visits Level 9's Eden

AT LAST! A follow up to the brilliant Snowball for those who can't wait to read the rest - yes, this one's brilliant too!

The game Level 9's epic, even has graphics although, being the thoughtful people they are, Level 9 gives you the option of turning them off. Even BBC owners don't lose out, because, since even Level 9 can't compress 240 locations and graphics into 32K (yet!) the text-only adventure is followed by the lire containing the 200+ pictures to view at your leisure - just like your own gallery.

The background material is in usual, superb and brief describes the events of Snowball so you can get a feel for the trilogy without having played the first part.

The color ship Snowball has entered the orbit of Eden off schedule, and without responding to the robot scouts who defend the city of Eden which they have built to await the arrival of the colours. The city is linked to a robot space station above the planet, responsible for planetary defense.

To you in your gym of Kim Kimberley this means the least of your worries - these videos of the coming of the Snowball seem to show you as the villain of the piece! The sentence is death, but you manage to escape to Eden denouncing the reprehensible error. Unfortunately the Enterprise crew of Snowball turn their engines on the spot you landed and you must act quickly to avoid being burned to a crisp.

More bad news - the act seems hostile to the beleaguered robots of Eden and the Snowball becomes enemy to them as well. You Act with true forgiveness, or just in an attempt to set the record straight it appears you must find and enter the city of Eden and convince both robots and colonists of their respective errors.

The first part of the adventure is based on Harry Harrison's Deathworld 1 in which the hero is taken to the world of Pyram where every single plant and animal has set itself against the human city and manages almost daily to produce a deadlier creature. Outside the city live the human 'Grobbers' disguised by the city dwellers but seemingly at peace with the Pyram wildlife - this provides a good clue as to how to survive in the wild.

Once you have reviewed the attempt on your life from the ship and learned how to become one with nature, you find plenty to do before you can collect all the items you will need to ferry you to the second part of the adventure. Characters in the early part include the helpful Tom Bee, a familiar of rather large paws, and the mysterious Quarry bird (usually seen flying at great speed up its own 1/0 port) there shouldn't prove too much of a problem in the season Level 9.

The problems I've encountered so far are typical Level 9 - diverse and cunning! The puzzles are just as amusing and the plot is one of the best. There's nothing I can say about Return to Eden that hasn't been said about other Level 9 classics, so go out and buy it - it's another winner from the Austins

Overall, Having taken a most
serious adventure in the previous game, about
everything up to this point it is play. I have spent much time on the decor and
Rambam tell me that I should try anquilted 10-15 in the city itself. The game is fun
and I must say that the map and note taking will keep me interested. I've just begun.

A final point with regard to the
packets includes a program to remove the
name from the disk which greatly improves
on the loading time of the sixty six minutes. I'm sure that we'll be hearing more from
Rambam - I'm going to be looking forward

Return to Eden

Ken Matthews

Overall, Having taken a most serious adventure in the previous game, about everything up to this point it is play. I have spent much time on the decor and Rambam tell me that I should try an quilted 10-15 in the city itself. The game is fun and I must say that the map and note taking will keep me interested. I've just begun.

A final point with regard to the packets includes a program to remove the name from the disk which greatly improves on the loading time of the sixty six minutes. I'm sure that we'll be hearing more from Rambam - I'm going to be looking forward.
Legend of the Axe

Scott Duncan joins the defenders of Dros Delnoch in Century’s Legend

LEGEND. Century’s first venture into the adventure/strategy market (not counting MUD) is a familiar species of software. As seems to be the norm with this sort of game, the product presentation is of a high standard, with the components enclosed in a very large video style box.

In the box is the book, 194 pages of the largest I have yet seen in bookware, a map instruction booklet, key overlay, and tape with two different games on it. I had read the book before, when a first came out (and was intended to discover that Century have actually cut its price from £6.95 to £2.95!), and, while I enjoyed it, felt that it was nothing special. It’s a good, solid potboiler and the basic plot is a hoary one — the heroic defence of a supposedly doomed fortress by a motley band of heroes, who, forced to draw upon their innermost reserves, find moral salvation. As a result, I wasn’t expecting much from the game itself.

To begin with there are two games and both, in their own way, are challenging. The manual, which is rather skimpy unfortunately, states this rather unpleasant truth early on — especially as the first paragraph of the manual states grandly you are about to enter the fantasy world of Dros Delnoch — a world of danger and high adventure — the world of LEGEND.

The quest game begins with the player, Rek, being summoned to the palace of Lord Abelsen. Where he is told that he is to succeed Earl Deluar as the next Lord Warden of Dros Delnoch. Abelsen suggests that Rek search for the legendary sword of the Earl of Bronze, and a “magic weapon of great power.”

At this point, the assistant player will have noticed the first divergence from the book’s storyline.

Time is actually the most important part of the great game. You have roughly 90 days for your mission. By that time you must have achieved your objectives and reached Dros Delnoch. Otherwise, the Nadir hordes led by their leader Ulric, who has a nifty habit of bringing chickens heads off, will sweep over the walls of the fortress and fall upon the defenders (and rather sparse) Dros Delnoch empire.

Before you are allowed to set out, however, you must face the first test in a series of problems designed to combat tape piracy. This is nothing more than a check on whether or not you have the book. If you did not underwrite you will not even leave Dros Delnoch the capital city. Once the main part of the adventure is entered, it soon becomes clear that this is no class two word input verb mover. Most of the decisions are menu driven, and, usually, once you have visited a particular place, returning is only a waste of time.

Let us assume that you follow the book’s story as closely as you can, in which ease the first place visited will be Graven Forest. Here, in the book, you face a bandit in single combat. Combat in the quest game is a simple task. A figure appears on screen — wearing a red tunic and a hefty sword, his armed windmill fashion. He will stop in one of five positions, and you must select the appropriate parry and riposte within a very limited time span.

Unfortunately, it is at this point that the one major problem in the game raises its ugly head. The template supplied lists only your attack options, you have to refer to the booklet to find which keys defend against which enemy attack, and you have to memorise these.

I finally worked out a solution to this. I stuck five pieces of paper to the screen in the various position sections, with the number of the correct defensive keys on each. As a result, I managed to survive a little longer than I did when I first started playing — but my TV looks like a cut out sheet.

The template, which should be a game aid, is in fact a downright hindrance. It only covers six keys, and it’s not really worth the effort.

As you progress through the game, you will face various more intelligent challenges. Some are open ended questions, whilst others involve working out simple substitution codes, or mathematical problems — or even brain teasing puzzles of the sort Gollum would have loved.

It’s only after you have started your travels through the empire that the game begins to reveal its charm — of which it has a great deal. In the limited time available to me, I got quite involved.

Some seasoned adventurers might turn up their noses at the game because of its menu driven structure, but I thought that it worked very well. Indeed, there was a great deal of potential for new adventurers who would see this as a good introduction to the field.

Incidently, when you find the Cavern of Death you will have to play through a mindless little arcade game which involves ducking or jumping over arrows. It’s important to avoid as many arrows as you can, not merely because you get killed you have to start again but also because the more wounded you are, the looser you have to rest for — and remember, time is vital.

If you are successful in recruiting characters to your group, or in finding the Earl of Bronze’s Atmospa weapon, or the lost magical weapons, you are told that they will be waiting for you at Dros Delnoch. At the end of the game, you will be given a percentage measure of your efficiency. The better you do, the more troops you will have to face the Nadir.

On learning the Seige game, you will see a wall divided into 10 sections. This is only the first wall, and there are ten in all. You have to deploy your troops along the wall in the most efficient way possible before the Nadir attack.

When the Nadir hordes do start attacking, you will see them swarming over the battlements; you are blue, their enemy red, on a yellow background. Below each wall section is a display showing the number of men defending and attacking. After each wave, you have the option of moving your forces around to reinforce weak spots, or of retreating to the next wall.

The Nadir attack three times a day, and will not fight at night (although it seems). If they fail to win at least half a wall, they will retreat, and you may fall asleep. It’s exceedingly nervy taskus watching the barbarians sweeping over your troops, and the decisions you must take require a fair amount of thought. While there may seem to be less for the player to do in this game, as opposed to the quest game, it is far more challenging. I must admit that, so far, I have been slaughtered mercilessly very soon.

Legend is a very competent game, and should do very well. It is, however, very expensive at £14.95. On the other hand, with the book and two games included it is worth it, I feel.

Now perhaps if I could find the Earl of Bronze’s Armour, the legendary weapon, recruit Dras and Joachim, work out what Bowman wants, help the sheriff of Riverdale build his bridge (non sexist, game, this) and solve a few other problems, I might have a better chance.

Game Legend
Micro Spectrum 48K
Format Cassette
Price £14.95
Supplier Century Communications

14 Micro Adventure December 1984
The No 1 Play-By-Mail Company in the U.K.

PRESENT

Earth Wood

THE MAJOR U.S. PLAY-BY-MAIL GAME

EARTHWOOD has been running for over 3 years in America and currently has over 2,000 players. KJC Games has been granted the exclusive right to moderate this unique computer moderated Play-By-Mail game in the UK. Twenty-five players compete to control all the cities of Earthwood and be the ultimate ruler. A typical game will last about 18 months with the first knockouts after six months.

Each player is either a king of a fantasy race or a powerful charismatic character in this world of conquest and sorcery. Your character or king controls several groups each of which is totally independent of each other. You can recruit NPC trolls, wildmen and others into your service or even control powerful creatures such as dragons or giant spiders. Your characters may also control or capture cities, upon which you can spend gold to improve security, increase your workshops production, build defences and maintain or enlarge your army. With gold your wizards can undertake magical research to increase their power and knowledge and thus aid your armies in battle. Spies can search out enemy strongholds, attempt to do acts of sabotage, theft, and assassination. These are just a few of the options available to a player in EARTHWOOD.

EARTHWOOD is completely computer moderated but the turn sheet and replies are written in plain English so that you can easily understand them. No need to look through complex charts and code books to understand the game.

CRASTIFF’S WORLD

The largest Play By Mail game in the U.K.

CRASIMOFF’S WORLD is a Play-By-Mail game of exploration and adventure where hundreds of different players have the chance to interact with each other on a grand scale. A complete world with magic gods, exotic races, fearsome creatures has been developed along with a flexible game system which gives you plenty of freedom of action. This and the effort put into each turn by our experienced gamemasters has made Crasimoff’s World the best known PBM game in the U.K.

As a player you assume the role of chieftain in a band of brave adventurers set on gaining knowledge and power. Your party will set out from one of the small towns knowing nothing about the world apart from a few rumours. As you travel you will learn more about the land and its secrets, encounter other parties, races and creatures.

[Form]

I wish to enrol in
☐ Crasimoff’s World   ☐ Earthwood

I enclose cheque/PO payable to KJC Games for the value of £

NAME

ADDRESS

return to

KJC Games  5 Vicarage Avenue  Cleveleys  LANCASHIRE FY5 2BD

Earthwood or Crasimoff’s World can be joined for £5.00. For this you receive the rulebook and registration form set up sheets and first three turns. Future turns are £1.50 each. European readers only. CW rates same as UK.

Whether you join one or both our games, KJC GAMES GIVES YOU

GOOD VALUE FOR MONEY
A FAST & EFFICIENT SERVICE
AND MOST IMPORTANTLY, THE
BEST GAMES

16 Micro Adventurer December 1984
Scott Adams' Classic Adventures

Ken Matthews continues his series on hint reviews of Scott Adams' adventures with a look at Voodoo Castle, The Count, Strange Odyssey, and Mystery Funhouse.

TO ADD to your Christmas presents this year we are continuing this series of hint reviews of Scott Adams' adventures with no less than four of these classics.

These reviews contain many hints to the more difficult parts of the adventures as represented by the largest number of queries on these pages or the Adventure line. Location descriptions and items with more obvious uses are omitted wherever possible so you can still get maximum enjoyment from these exciting adventures.

You might like to try through the adventure with this at your side or, alternatively, I hope this article will whet your appetite for at least some of the series of 12 adventures.

Voodoo Castle

Firstly, we will examine Adventure 4: Voodoo Castle, whose storyline was written by Scott's wife Alex. As Scott himself remarks: "For some reason seems to appeal to lady adventurers", although I found it a lot of fun too.

The game begins with you standing in a eerie chapel next to a closed coffin containing a cursed Count Cristiano. It is your mission to lift that curse and restore the Count to normal life — can you read the inscription on his sapphire ring?

Beginning to explore the castle, you might first find a tantalising window that closes as you reach it and outside a raven whose message can't be heard through the glass. You'll need to be lucky to get through this one!

In the armoury you could get equipped in true adventurer style but the armour itself is just too heavy to move so you'll have to be less ambitious. Don't steal too much — try and keep out of jail.

Further afield a kettle could move you to a fortune's end or you might be left in the dark if you've dooked about and not dusted things up a bit. The whole castle seems neglected — even the animal trophies seem about to fall off the wall or perhaps you need to cut them off the wall to make it safe?

The whole game takes on a more sinister aspect as you find evidence of magical activity as well as more conventional scenes. If you don't want to lose your life you'd best find something to hide behind and I'm sure I don't need to remind you of the dangers of smoking pot!

A quick fix, smack? could solve a growing problem or bring you closer to death! This may not be a bad thing how ever, and you might find yourself in closer if you see what I mean.

Discovering where to use the ring will change another part of the story. You find yourself facing a problem: I'd call medium. Once solved it will give you a far better clue than I can here and going into a crystal ball could lead to transports of delight.

Finding somewhere dark to read the plaque you've collected is no problem — you did pick it up didn't you? — but the waiting is too small to read. It seems you've forgotten your spectacles and you won't find a magnifying glass... don't go to pieces? — I'm sure you'll get round it somehow.

After a quick nap you should be able to shop the whole thing by using the tools you've picked up. When you've restored the jujumon to life don't be frightened — hear what he's got to say before you run.

Examining the unstacked bag and its contents, together with Megan's advice should set you up to finish this one off, but Voodoo is a dodgy business so make sure you have everything you need and follow the instructions precisely.

The Count

Scott's next adventure, The Count, is also a supernatural ven and you begin again, in a castle — but this time on bed — at mid-afternoon. Actually you are in sunny Transylvania at the home of a mysterious resident — Count Dracula! You have been sent by the local townspeople to rid them of the nocturnal terror and you better you if you try to leave without completing your mission.

Wandering around you might begin by visiting the bathroom for a bit of light relief before finding your way to the kitchen. There you will discover a solar oven that's too hot to enter and a dumb waiter. If you stand and wait for it to talk, you'll wait forever — it's a lift!

After a few ups and downs you will have several useful items to your credit and be faced with two problems in the form of a locked door and a rather dark pit. The riddle should give you a clue to the latter and if you then write the former but you'll need to have your wits about you to make a rope. You can't force your way through the door — a little more subtlety is called for — what's that noise? — you'd better answer the door bell!

After reading the note and postcard you should be able to pick your way forward and enter the cupboard. Wont finish you quest in just one evening so you might consider putting your treasures possessions in a safe place before you fall asleep — eventually. If you can keep awake you might cast a little light on the subject of the oven.

If you haven't already you might take a little look outside your bedroom window before you retire and being a bit more adventurous — like you were in the dungeon — could help solve your filling problems tomorrow.

Oh No! You've been bitten! — by the looks of those marks it wasn't a mosquito! Still it couldn't be avoided — even adventurers must sleep sometimes. You'll have to be quick tonight — go and see how it all looks! — make sure that pesky bat doesn't have the last laugh. You could do worse than wait for the postman since I'm sure you'll have found everything useful by now.

Smoking is usually bad for your health but in this case a little 'coff' might do you some good. A quick pot might see you through another night but business should come before pleasure and you should bolt down to the crypt and finish off your filling — even if you have to work a little late.

You should awake a little less drugged this time and feel up to the last step in your plan. At last you can strike the final...
RUNEMAGIC

ADVENTURE SERIES

The Secret River

BBC-B versions £6-95 each

The Wizard's Citadel

Triffid Software Research

Available by M/Order (p+p free)
Send cheques or Postal Orders to
Triffid Software Research
12 Cullwood Lane
Ashley
New Milton
Hampshire
BH25 5QJ

SPECTRUM 48K, ELECTRON and COMMODORE 64 versions coming soon

Send your software to us.
If accepted, generous royalties offered.
looks pretty lean and hungry so if you're going to do anything with him, tranquilize him first.

How kind, putting him where he belongs — if you ponder about he might lead you somewhere (double entente)? If you are puzzled by a mound, go an or forget it — take your pack! You could get in a tight spot but you can always shoot your way out if you've been careful!

Looking at a museum could be profitable and careful examination of all items always pays dividends. If the painting makes your eyes swim, find some sunglasses or similar!

A twist in the plot can ease the gravity of the situation and get you a couple more useful items.

If you've run short of air you can replenish it from a machine you'll find. All I'll say is that you need to push more than one button — make sure you push the right one first!

No doubt you'll soon have all your boats back in the ship but still won't be able to take off. A seemingly useless item might help you find the problem though. A final tricky twist by Scott? — just so! Perhaps thinking back to manipulating the rod will help with this one too. The final part is quite straightforward or upward so I'll leave you to sort everything out and complete the adventure.

**Mystery Fun House**

In the last of this month's adventures, Mystery Fun House, you are once again a super agent. Bond with a brief to recover some stolen plans hidden within the fun house.

The first problem is getting into the joint and Scott's little jokes, while amusing, aren't really helpful. The terrible tasting gum is, though, and, if you can branch out, helps you get the entry money — if my pm doesn't grate too much!

Equipped with your ticket and properly shod you may now stroll into the fun house and, almost immediately, find yourself in a maze — white! No time wasted in dropping us in the deep end here!

A skeleton might look a little too real for comfort in this muster side show but by now you'll be used to manipulating things and will soon get out.

You will discover a shooting gallery but don't waste time making a spectacle of yourself here — go to the tiny nursery if you want to do that — but, from the small room it's Not So Simple, Eh?

By now you should have a handle and be able to explore at will. You might do worse than pit yourself against a retractable ladder. Do yourself a good turn, then add a little spring to your step to escape. Roll out the barre! Drinking won't help much but a little effort will add to your inventory of items.

Be careful with mermaids — they're rare so don't flush her away. Play up to her vanity and she will give you some real help. The only way out of this section is through the maze — again, Not So Simple, Eh?

A fortune telling machine — just what you could use at the moment but it's broken — you're on your own again. Mind you, take notice if you don't want to be a sitting duck later.

Things will be a little quieter near the merry go round and you'll be able to get on once it's stopped. Keep climbing, the exercise will do you good, but don't forget to look where you are going before you jump to any conclusions.

You should have done enough by now to leave the fun house and examine the car park a bit better. The grate should slide aside to let you in to the last part of your mission.

A tricky problem this next stage — with a sticky solution. It's a bit wetly in the sewer so close the door before your match gets blown out, or worse! The last few moves are simplicity itself if you read the signs right in the fun house and I'll leave them up to you.

If you have any problems phone the Adventureline on 01-646 4441.
Trader to the stars

John Cook tests the controls of his new Cobra Mark III Combat-Trader in Acornsoft's blockbusting Elite

Was it the smoke from the burning console that was making my eyes water? Or maybe it was just the fact that the last Parole shot had taken out over a thousand credits worth of cargo? In any case, I reflected, I was in trouble... Big trouble!

A sharp whiff of ozone from damaged circuits brought me back to reality. Shields down, energy low, a Bounty Hunter on my tail, I scanned the screen for any sign of escape. He was no longer alone.

Time to go...

Coordinates set, I activated Hyperspace to take us out of the system. The on-board display indicated my energy levels were approaching zero as the crash of laser fire on the hull told its own story. Then suddenly, silence. I opened my eyes. We had made it to Wobble - a higher, richer industrial world.

Myocard... should bring a good price.

Perhaps our little unscheduled diversion was not turning out to be so bad after all - assuming a Police Viper wasn't hiding in that oncoming meteor group of four.

The BBC has over the years (quite rightfully) gained itself a somewhat slender reputation. This, plus the fact that ordinary mortals cannot afford the price tag of £400, has made it very popular with parents and schools. The reasoning is that if they can't play invaders on the thing, let's face it, most games for the BBC are pretty bad in comparison with say, Spectrum games; maybe the kids might just get on with 'serious' programming.

Well, here is the bad news for kids everywhere. For thousands of people (myself included) the BBC is no longer a dinosaur of a microcomputer. It is no longer a microcomputer at all. It is the main system motherboard of a C-64 Mark III Payson, Prosett and Salem Combat Trader Spacecraft, in short, the games-player, the BBC has come of age.

The instrument of this unexpected deliverance has come in the shape of a program called Elite, produced by Acornsoft of Cambridge. A masterpiece such as this is difficult to describe without existing parameters. It is a flight simulator. It is a 3-D 'star wars' type arcade game. It is an ongoing role-playing future-world adventure. It is Elite.

Somehow, two Cambridge undergraduates - Ian Bell and David Braben - have managed to create a game of immense size (eight galaxies of 250 planets) and fair complexity into the BBC… Clever lads, these.

Marketing departments have long since found out that one way to sweeten the psychologically bitter pill of paying over a tenner for a relatively small length of cassette tape, is to put it in a big box, with a pretty picture on the front.

Undoubtedly, some other similarly priced programs, Acornsoft have tried to make sure the retailer is getting value for money by filling the box with additional assorted pieces of literature.

Weightiest and most important of all is the 64-page Space Traders Flight Manual. This is a well-written, instruction manual to play the game. An annotated word by word glossary of the terminology - the rookie through the controls and various aspects of play, finishing with a section on ship identification. The fact that this takes 40 pages is something about the complexity of the game. Overall, it is nicely laid out and quite readable.

Slightly less readable is the accompanying 48 page novella Elite - The Dark Wheel by Robert Holdstock. It is routine science fiction - it's worth reading, as it has a good feel for the background of the game, and includes a few hints on how to stay alive.

Also included in the package is a tasteful (i) poster on the subject of ship identification and (ii) a handy summary of the initially mind-boggling 48-key controls, clear loading and saving instructions, an overlay for the function keys and a competition entry form.

Every time you save, you are given a security code dependent on combat rating (Harmless to Elite) and bank balance. Each month, up to March 1985, Acornsoft are giving away £100 worth of software to the highest submitted entry. The top six will be fighting it out for an even greater prize next April.

It is refreshing to see a reward of live fiction from which the reader is expected to extract some benefit. Figure sums which have been magically and Illegally 'crunched' into the fashion Elite needs no such gimmicks.

The program loads quite easily in a total of 124 blocks. The two minutes after about 6 minutes, your computer will beep at you, display a rotating spaceship and prompt you to load the next block.

'Say Yes' and type your name in the following (or you will start by being called Commander Jamrach, press return, escape, restart and you are away). Proceeding on the brink of addiction, those without willpower or a few days to spare go no further.

You start off docked at the Coriolis Space Station orbiting the Agricultural planet Lave. It should be noted that as you travel from system to system, you never actually land on the surface of any planet, but dock with one of the orbiting Space Stations.

You are now in possession of a Cobra Mk III space ship, with a full fuel tank (enough for a hyperspace jump of seven Light years), a forward firing pulse laser, and three Lance and Ferrmam Seek and Kill missiles. You have a combat rating of Harmless and a legal status of Clean, together with a starting capital of 100 Credits (£5 gives you this current information). From here anything goes.

Roughly, in the game you have two aims, to make as much money as possible (by trading, bounty hunting or mining) and to increase your combat rating in an attempt to become an Elite trader.

The two aims are not unrelated, as to increase your combat rating you will need to invest a considerable amount of money in extra hardware for your Cobra (Beam Lasers, ECM System, Extra Energy Unit), which you are unlikely to trade successfully for long as there are...
many unscrupulous computer-controlled characters whose only aim in life is to blow you out of the sky, only stopping to pick up your cargo afterwards.

If this seems a little unfair, don’t worry. You have ample opportunity to do the same should you so wish, although this type of behaviour tends to get the local Galactic Bull hot under the collar.

You also need to invest money in a Large Cargo Bay and Fuel Scoops to optimise your trading and scavenging abilities.

Shrewd

All these things will come in time, with a little shrewd wheeling and dealing and a steady hand.

All buying and selling is done when you are safely docked at a space station. It is simply controlled, using F1 (for buying), F2 (for selling) and F7 (to display market prices) With a total of 17 commodities to choose from, you are never short of choice, but selection of the correct items is one of the keys to success.

Having bought your goods you now need to choose a system to visit, with a view to selling and making a profit.

You have on board data banks on every star in the galaxy, even though you have a maximum jump limit of seven light years at a time. A chart of the area within jump range can be displayed (F5) and by moving a cross over the desired target system using the cursor keys and pressing F6, you will get a ported biography of the same.

Economy (Agricultural/Industrial), Government Type (Corporate State to Communist), Tech Level, Population Species, Gross Productivity and Size are all displayed.

Using a little good judgement you should expect to convert your initial 100 credits to 400 in four or five jumps. In general to start off sell food from low tech Agricultural planets to high tech, Industrial systems, ferrying back computers or luxuries.

A few ‘safe’ trips like this build up the

When you reach a system with function keys 0, 1, 2, and 3, you can view Front, Rear, Left, and Right views from the ship, respectively. These views appear on the upper three quarters of the screen, the lower quarter being reserved for the scanner and on-board function gauges.

Workmanlike

The view of the outside world is shown in white 3D transparent line representations, similar to Battlezone or Star Wars. The illusion of movement is created by stars rushing towards, beside or away from you depending on your view at the time. Entirely unsatisfactory and workmanlike.

The lower part of the screen is dominated in the middle by the radar scanner. It is presented as an ellipsoidal grid of red dots, with yourself in the focus. Other objects are represented by green flags protruding above or below the plane of the grid, depending on their altitude. Tucked away in the top right-hand side of the scanner is a simple homing device for pinpointing space stations within a system.

Flashing the centre scanner are various gauges showing the status of different on-board functions (bluders, fuel etc.) together with the missile display. These are all labelled in red and shaded yellow. You get used to it!
The top three stars on the map show your forward speed, and rate of spin and pitch in simple left right, up down here.

Movement can be controlled by keyboard with a combination of joystick and keypad. The latter gives you an advantage as it allows you a better hand to do other things, like move the hypervector control and rotate. In either case, you use you or mouse, importantly what you get used to is best.

Flying is difficult enough but just a docking. Approach slowly. Line it up carefully. A bit up right spin a bit. 

Crash Game Over another pilot error bites the dust.

**Persuade**

All I can say is persevere. Practice makes perfect, and thinking in three dimensions is a wonderful preparation for life. However, take care. Matching spins on the Comodo 'letter-box' has a strangely hypnotic effect, as well as inducing Space Sicknats in the weak of stomach.

Spool sports can buy a docking computer for 100 credits, and additionally these spool the game up about 50%. As soon as you enter the Station Safety Zone shown by an S' in the bottom right of the scanner you press C and hey presto, you are immediately docked. Pursus may brawn its use, but it certainly does not a lot of time.

Once you have mastered docking, you might like to try Comba. More likely though, you will have it to thrust upon you when you jump into your first system. As The Book says Don't Panic!

If in doubt, fire off a missile (don't forget to target it first!) which should kill all most small fry. You only have three to start with, so use them carefully. The Pulsa Laser work quite well, but your target must be dead center in the fixed cross hairs displayed on screen. It has to be said once you have Beam Lasers, you'll wonder what you did without them. Vipers go down like flies.

Faster type of laser can be used in any direction (Front, Rear, Left Right) giving a maximum use of four available. If you can effectively use all four at once, congratulations and would you like to come round and give me lessons. In practice Front and Rear Beams are more than enough.

FCM will save you much bother (of explaining enemy activity and the maps). Although a 980 credit laser does get you out of those tight corners by killing everything on the scanner. Not for the faint hearted.

Remember not everything will automatically attack you, especially if you are clean so don't go looking for trouble unless you are prepared to accept the consequences. As a general rule, if it enters the scanner from the left or right it's a nasty, so take appropriate action.

**Majestic**

The first time I played Elite, I knew I had fallen in love. Not because of the graphics, or the sound effects, or even the majestic game concept. Simply because I kept crashing and getting shot up.

At last, a game that is challenging and which rewards practice and (dare I say) talent.

However, any game has its faults, and even Elite can be criticised. The main problem is that of speed. When there is a lot on screen (particularly when something blows up) the action really slows down. It's annoying, but it must be remembered we are talking about the BBC machine here,

And being the first of its kind it will take some getting used to. It may be a lot of fun, but it's definitely a different experience. The gunner was said to be a lot of fun, but it's definitely a different experience. It may be a lot of fun, but it's definitely a different experience. In the end, the competition with the home market is fierce.

By any standard, Elite is a quality game that has been well thought out.

It's been a long time since BBC games players, but it was worth the wait.

PS MUD is dead long live MUSE (Multi User Elite). Please?
The Red Kipper Flies at Midnight

YOU GET HOME ONE EVENING to discover a message on your answering machine. Something you’d thought hidden for good has reared its ugly head once again. Valkyrie 17 is active.

Over the next five nights a series of frantic phone calls convince you that the matter deserves further investigation. You receive a dossier on the activities of Valkyrie 17. Piece together from fragmentary reports culled from the last forty years you slowly begin to put the whole thing together: Drakenfeuer, Heinrich and Reichsmuller. The badge pressed into your hand on the station at And that last desperate call for help from the Glitz Hotel overlooking Lake Brunnt.

Your cover is good. Very good in fact. You spend a few days sniffing around and then head up towards Lake Brunnt. You check in to the Glitz Hotel. It’s the last lead you have. You seem to be getting nowhere.

Then on your way to the bar you sense a movement in the shadows. You feel a blow on your temple. And everything goes black.

Valkyrie 17 is an Adventure featuring both graphic and text locations. You will meet several different characters some of whom may help you while others see your demise as their sole purpose in life.

Included in the pack is a comprehensive dossier on Valkyrie 17. On the reverse of the cassette tape are the answerphone messages. And then of course there’s the game itself.

<table>
<thead>
<tr>
<th>LOADING TIME</th>
<th>5½ minutes</th>
<th>MICRODRIVE</th>
<th>X/FER FUNCTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>LOCATIONS</td>
<td>100+</td>
<td>FUN FACTOR B</td>
<td></td>
</tr>
<tr>
<td>LEVEL</td>
<td>?</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SOUND</td>
<td>Beeep Beeep</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

HINTS

Watch your back, try not to get killed and mind your language.
MACBEC
THE COMPUTER ADVENTURE

A package of four complete adventures

Send me for only £9.95

Available from
All good computer software stockists

Method of payment
by cheque or PO, not made payable

Send to:

TNE 293 at £14.95 each

Credit Card? By Access or
Barclaycard

Available from

Send me for only £9.95

Name

Address

Credit Card? By Access or
Barclaycard

THE ADVENTURE EVENT OF THE YEAR BY

JOHN SHERRY

The Prince

WINNER OF THE 1984 CAMBRIDGE AWARD

Characters in order of Appearance:

Bacon Graspec — a landowner
Ambrose — a cleric
Porcus — a merchant
Fernando — a tipstaff
Gamp — a stall holder

plus supporting cast

and finally

The Prince

THE FIRST ROLE PLAYING GAME FOR FOUR PLAYERS

Available for Spectrum 48K at £7.95 from larger branches of Boots or mail order from Cases Computer Simulations Ltd., 14 Langton Way, London SE3 7TL
Telephone 01-558 0763
SHARDS SOFTWARE PRESENTS

AN EPIC TWO CASSETTE FAMILY ADVENTURE IN FOUR PARTS

1. THE SEARCHING
2. THE RETURNING

3. THE DISCOVERY
4. THE CONCLUSION

THE PETTIGREW CHRONICLES

AVAILABLE NOW AT ALL GOOD STOCKISTS

COMMODORE 64
SPECTRUM 48K

Selected Stores
Legend scores a Century

Century Communications has attracted a great deal of interest recently — Martin Croft meets Richard Brockbank, Managing Director, and Simon Daily, Editor in Chief.

LEGEND, the story of the defence of the
six walled fortress of Dros Delnoch by a
moody band of no hopers helped Century
Communications’ big Autumn launch
amongst 20 software titles.

Based on the book of the same name by
David Gemmell, published by Century
Communications’ parent company, Century
Publishing, the package includes the
book, just under 400 pages long, a map
of the Dros Delnoch and the surrounding
lands, an instruction booklet, and a cassette
with two games on it.

The first game follows the hero’s quest to
recruit defenders for the threatened
castle; the second is a strategy game of the
actual defence. The better the players do in the
first game, the more defenders will be lining
the walls in the second, although the two
levels can be played independently.

Legend is sold as direct ‘the包装ing

skills that have made Century so successful
over the last two and a half years. The
physical quality of the components is
superb, and the package contains an
impressive collection of titles. Century has
made a conscious effort to go against the
usual minimalist approach of most
software houses, just as Acornsoft has with

Century Publishing was formed in 1983, by Anthony Chichester, former managing
director of MacDonald Futura, with
backing from City investors. There were
seven computer books on the list when the
company put out that Autumn. In March
of 1983, Richard Brockbank was
brought in to lead the computer side and in October
1983 became managing director of Century
Communications, which was set up
specifically to publish computer books and
software. In January 1984, Richard was
joined by Simon Daily, who became Editor
in Chief.

Richard’s background is in law and
management consultancy, and Simon has
10 years’ experience as a book editor with
major publishing houses. Both, however,
have considerable computer expertise as
Simon says, “you can’t bluff your way in
computing!”

Richard regrets an early missed
opportunity. “I visited Acornsoft when they were
just three people in Market Hill,
Cambridge — I should have asked if they
needed a legal adviser!”

He bought his first micro, a BBC B, in
March 1982. “As a programming exercise,”
I wrote a typewriter tutor. I sold it to the BBC,
and it was published as Viewtype.”

Viewtype, even though written in Basic,
has had considerable success, being short-
listed for the Sunday Times/VNU Micro
Computing Awards. The program has been
converted for the Commodore 64 and will
be published as the Century Typing Tutor
in March.

“I certainly taught me a lot about
author’s rights and royalties,” Richard says
wryly.

Simon admits that he has “always been a
software freak.”

I imported an Atari games console
before they were available in this country,
and I had one of the first Chess machines.
“Buying a Tandy introduced Simon to a
large number of useful people. Tandy
users are a very friendly group — Tandy
UK gave me so little information that we had
to help each other!”

Simon was also very heavily involved in
the games playing hobby, after chess and
bridge, he moved into Diplomacy, and
became a member of the National Games
Club. One year, he came second in the
national Diplomacy ratings.

As a result of his various interests and
connections, Simon has published books by
a number of well known gamers and com-
puter buffs. At Wodenfield he was reponsi-
ble for publishing Richard Sharpe, who
ran the NGC, and Nicky Palmer, who now
edit Fl Fortnight, the specialist Play By Mail
magazine.

Simon has written for a number

December 1984 Micro Adventurer 27
The Adventurer's Guild hereby pledges to support every Adventurer from the humblest novice to the proudest Superhero.

We will supply the largest range of Adventure, Software, Fantasy, Sci-Fi and other roleplaying games we possibly can.

For the Wartards and men-at-arms we will stock an extensive range of war games and simulations, both on and off the screen, from the past, present and future.

For philosopher's and sages we provide diversions of the mind, such as Chess, Backgammon and Bridge machines and programmes.

Finally, for disciples of the god Electro we offer all the best micro computers, expansions, peripherals and accessories.

Games from Avalon Hill, Chandidam, Games Workshop, Iron Crown, TSR and others. Also magazines and books from Sunshine Publications and others.

Software from Adventure International, Artic, Automata, Channel 3, Hewson, Incentive, Infocom, Level 9, Lode, Melbourne House, Pippins and others.

A phone-in: Adventurine offers immediate FREE hints, aids and solutions to all Adventurer's, customer or not. See our own Ken Matthews' reviews in this magazine to show you we aren't just selling games. We play them too!

Please call us or send an SAE for lists of the machine or specialty and details of our rapid Mail Order service. Overseas orders (Air Mail delivery) are welcomed.

Adventurer's Guild

RUN BY ENTHUSIASMS FOR ENTHUSIASMS

6 HARMER ST.
GRAVESEND
KENT
Tel: 01-646-4441
A formidable output from all of the software titles is expected that new company books.

Sometimes in 1984, the company will launch Scramble, a strategic game of the Battle of Britain.

In Scramble, which has been designed by Nikky Palmer, the player is in charge of the Ops Room and from the stream of information flooding in must decide where to intercept German attacks, and with how many planes.

At later stages in the game, pilots will become tired, and attacks may have to be let through for lack of fighters to intercept with.

When something dramatic happens—in total defeat—the player will be summoned into Churchill's presence. Churchill will apparently be graphically depicted on screen, complete with cigar.

Century obviously hopes for a great deal from Scramble, and from Legend as well. Whatever the response to these two games, Century Communications' high profile recently cannot have done its parent company any harm.

In fact, Century Publishing is planning on joining the Unlisted Securities Market where a number of software houses have found their fortunes recently. The book seller, the book trade's weekly magazine, estimates the parent company's 1984 turnover at £15m.

Other companies are looking at multi-user games, but Century have stolen a massive lead, according to Simon Daily.

"You can call something a multi-user," he claims, "but nothing you do can match MUD's 25,000 hours of play testing over four years!"
THE ORACLE’S CAVE

Our best seller available for the 48K SPECTRUM and COMMODORE 64.

Oracles Cave is a unique adventure game featuring continuously displayed high resolution graphics and text, a new cave layout and event sequence for every game and a time limit on every adventure.

Available on cassette from leading retailers or direct from.

DORCAS SOFTWARE
3 The Oss, Glenfield, Leicester LE3 8QG
at £7.95 (inc. VAT)
Postage and Packing FREE
THE TRIPods

"THE FIRST IN INTERACTIVE MULTIPLAYER ADVENTURE GAMES . . . . ."

RED SHIFT

BACK ON THE MAP!

© WATERMILL PRODUCTIONS
ADVENTURE HELP

If you need advice or have some to offer write to Tony Bridge and Ken Matthews, Adventure Help, Micro Adventurer, 12-13 Little Newport St, London WC2R 3LD.

MOST OF YOU will realize that this magazine is prepared nearly a month before it actually appears and because of this the Helpline is also at least one month behind. Unfortunately the Adventure Contact Column has fallen even further behind due to the huge number of queries coming in and the small amount of space available. To make up for this and start 1985 with a clean slate we are answering ALL outstanding queries this month. You will see that there are far too many to mention each of you by name but thanks for your interest — it helps us give YOU what you want to see.

The Hobbit has certainly caused most problems this year but we are printing solutions for nearly all the major problems of the game below and to avoid clogging this column by repeating them through 1985 we will not be printing any more! If you are still stuck, please send in a SSAE with your question for a personal reply or get a copy of Melbourne House’s Guide to Playing the Hobbit.

First, to escape the Goblin’s Dungeon.

Wait until Thorin turns up then get him to open the window and carry you west. Then SW, D N, SE, E (TAKE RING) N, S, W SW, (ANSWER RIDDLES) N SW, N, SE, W, N, D, S, W, E (OPEN DOOR), U, E, E. To cross the Black River. Look over river, throw rope until it lands in the boat, pull rope, climb into boat. From the river to the Elves Hall E, NE, BREAK WEB, N, WEAR RING, EXAMINE DOOR WAIT until door opens. To escape into the River Wait until better leaves then step into cellotape wearing the ring. Open and climb into barrel. Close it and wait. To get Bard’s help. Carry him to the little steep bay and wait until door opens. Enter hall and tell Bard to shoot dragon. To avoid the lake, bulbous eyes. Move once in the direction of travel, wait twice move once in the direction of travel.

Moving on to Channel 3 (Digital Fantasia).

Golden Baton. Take the Baton throw the dragon in the lake.

Wizard of Ahars ‘Say Ravens’ to store treasures and wave wand to rise in well.

Time Machine. To escape the Sphinx jump the lever with the rock.

Ten Little Indians. Dual 1985 to open the safe in the station. Examine crates twice to see rope. Use the rope to dig in the mud. The wall safe opens when all ten statues are on the stand.

Circus. The snorkel syphon petrol from the generator. The clown helps erect the net — in the right place. You need the car to walk to the right place safely. “Fill tank!” gets the car ready to go.

Next in foxbox is Zork 1. To pick up the bar you must dress the rest you to question things down. To enter Hades you must exercise the spirits with bell hook and candle. The maze must be thoroughly mapped to discover the grating and the thief’s lair. Remember, all eight points of the compass plus up and down are usable. Kill the thief in his lair.

Level 3 is next.

Snowball. To escape the Nightingales N PRESS ANY BUTTON S, U, U Nightingales don’t enter rooms on this level. To enter the Haberdome you must get the code by making a crew member. You need to track the mortuary colour code to find the right coffin. Check the video viewer. The codes are different each time you play.

Jungle Adventure. To avoid the area throw the ring into the room first. To avoid the cats throw the ransacked pots at them.

Colossal Adventure. Above ground go east from the building then south to the gnome area then south again to the gate. To pass the snare drop the bird next to it.

To get a light to the Plover room say: plovers at room “22”. You must be robbed for the plovers to appear.

Lords of Time. Give Narcissus a mirror to get a ledoloth. Then use that to get the keys from the garden shed. In the pool of water go W, W, E, D, return to lake. To get rid of the cave check the stone club at him. From the pool next to the pile of wood and light it to drive off the mammoth. He will leave a fur coat and a tusk. To open the room to the invention room say: “Eye rake” to leave. “Say James Watt”.

In Quicksdial’s Velaron’s Lair. To cross the bay hold the statue and say: “We are” then cross bridge. Extinguish torch before going north from the giant’s lair into the swamp. To pass the starkes drop armor use trident enter pool, east leave pool.

With Hewson’s Quest. To enter the Castle Oop unlock door with long key then: “open south”. To south. The maze lies west and south of the wide road. Like all maze the forest must be mapped thoroughly.

To avoid being killed when you grab the gold in Invencible Land — run.

In Golden Apple use: “on lamp” to avoid tripping in the dark.

Moving on to Microsoft adventure.

In Sphinx Adventure. Kill the eagle with the hammer — you will get the dragon with your bare hands. The mouse lies on the fur side of the incredibly boring and pointless maze of iron tunnels — you’ll need some cheese to catch it though. To get out of the serpent in the lake — “light matches”.

On to Pete Killworth’s excellent: Philosophy’s Quest. To pass the poachers, rub the amulet, then jump north. The candle marks the presence of an invisible dog — try: “set dog!”.

In the same author’s Castle of Riddles. To pass the bear, wait at the bottom of the passage until the bear is there, then N, NE, NW, N. To map maze wave the rod — it emits different colored smoke in each room.
Scott Adams has caused a few problems (as ever!)

Pirate Adventure (or Cave) To open the door in the pit, feed the crocodiles with the fish and then use the keys from under the rug in the flat.

Secret Mission (Mission Impossible) The bomb drops the bucket of water in the next room. Go to the bomb, cut the wire, bring the bomb to the bucket and drop it. Get the bucket and pour water. To enter the reactor room, open door and then push hard.

The Count To move the dumb waiter raise and then lower. In another location, you can tie the sheets to the flagpole, and then climb down.

The Hulk Wave fan to blow bees away. One hop in dome next shots then examine baseboard. Eat the egg to stop it destroying the Big Ben.

The chase for incentive video recorder has started with the release of Final Mission but for those still stuck in Mountains of Kilimanjaro avoid the goblin by moving till you've lost him, then double back. To enter the Skull, you must wear the wizard's hat, cloak and beard. To pass the zombie, drop all except sword and wand, wear armour and ring, then go down.

Heroes of Karn To get rid of the Pirate and Spider, play MP, say to Kharid, attack pirate with daggers.

Knight's Quest: The spell book is in the Dragon's Cave — first feed dragon. This will make a new friend! Then climb to ledge. To get through the exit, drop all. Then send dwarf.

Ship of Doom How to open the glass cover. What to do with the ice block? Point north, at cover. When ice melts kill girl.

Piranna How to find the Green Door. What does the little fish signify? You need a certain combination of two gifts — experiment! And the Little Fish are — red!

Colts How to cross the Parched Office a second time — is there a way through the Tunnel behind the Bank? Go North from the Office get wire cutters. Then return and get floor board. To get through the Tunnel, prop up the roof with the floor board and dig with spade.

Wraith of Mgara To avoid dying of thirst, sleep until the sun opens.

Zodiac Adventure To get Key from railroad shelf, use ladder. Cut grass in garden and pool. Then cut wire on ceiling. Madness and Misfortune. Mushroom is found two floors down from the entry floor. To kill the Hydra, tie it with the rope. In the Music Room, play flute and hold the parrot to see the Ledge. Then use rope to climb ledge.

El Doblera At the Magic Pool, gaze pool. On the next level, enter the Shack and then break bowl — examine the pot closely.

Mindreader In Computer Room run the computer and type 2007 to get password, then 5. In shower room, uniform take shower (no, this won't result in you being added to your mission list, it'll just make you wet). Urban Uprising To get out of jail with your time. To get out of Hospital. You need a disguise. Make sure you have protection from the rain. Milk may have an energizing effect although the football fan may appreciate something a little stronger.

The Adventure Contact seems to be working well, as far as Contacts are concerned — we've had many letters from adventurers, saying how fantastic the response has been from other players willing to give help. This is very encouraging — remember, too, that if you are stuck somewhere, someone else perhaps someone who is asking for help may be able to help you out of an earlier situation. Don't forget, however, to include a SSAB when writing off for help.

Needless to say, we can't play every adventure released and so we would like any help you can spare on the following adventures:

- Commodore 64 Demon Knight: Tokens of Ghidra and Underworld of Kiev
- BBC and Electron Kingdom of Hamal
- Program Power and Wheel of Fortune
- Spectrum Podzelski
- MTX 512 The Caves of Andromeda

---

Special Offer

**Adventure Planner**

Print 'n' Plotter's Adventure Planner is an invaluable guide for mapping adventures. This A3 sized planner consists of 50 pages, each of which is covered with interconnected boxes. You simply fill in the boxes as you map out the adventure you are playing.

To save £1 on the normal mail order price of £4.50, simply fill in the coupon and send £3.50 to Micro Adventurer, Special Offer, 12-13 Little Newport St, London WC2H 7PP. Offer closes January 31.

---

**Special offer**

To get your copy of Adventure Planner send £3.50 to Micro Adventurer, 12-13 Little Newport St, London WC2H 7PP. Offer closes January 31.

Name:

Address:

---
English Civil War

Ivor Benstead refights the Civil War with help from Red Shift's new wargame

This autumn has seen a heavy crop of strategy games for just about every popular micro. Red Shift, which was at one point leading the pack in this area with releases like Rebellor Raiders and Apocalypse, has contributed three titles, Timetowers, Isandala, and English Civil War.

As a dedicated board and tabletop gamer who fell in love with Rebellor Raiders at first sight, I was delighted to be asked to review English Civil War as I had high hopes of it. Unfortunately, my hopes were largely unfulfilled.

First impressions were good - but then I was only looking at the box art. The standard Red Shift heavy-duty cardboard box is superbly ornamented with a picture of a Cavalier standard bearer trying hard to rally his troops.

The box contains the cassette and instruction manual, which I set to reading after “Hi! What’s the cassette? I was quite impressed at first, because a great deal of effort appears to have been taken. The instructions are well written and laid out, and there is an interesting appendix at the back covering the causes of the war, the organisation of military forces of the time, and the weapons used.

English Civil War is a two-player game, with one player moving all his units, followed by the other player. The objective is to capture the opposition’s Fort. I couldn’t help feeling that the two players’ nature of the game marks a certain laziness on someone’s part, as well as a lack of appreciation of the market.

While player A is moving, player B is bored stiff and vice versa. This game would have been far better with even a very basic computer opponent. As it is, it’s dull. Two player micro wargames will only succeed when each player can use his own micro, with the two being linked - if we can have MUD, it shouldn’t be too hard to do.

Unfortunately there has been a rather important omission, nowhere in the instructions are you told how to move units or how to fire them.

To set the record straight, a phone call to Red Shift showed the information that movement is via the cursor (which had worked out) and that to fire you must press the copy key, followed by the left, right, or forwards cursor key depending on the required direction of fire (which had foxed me completely).

By this time the program had loaded. You begin by choosing how loud you want the sound effects, I found it setting it around five.

You must next choose from three different army types. All three types of army have eleven units. The first has a preponderance of pikemaster and cavalry with five and three units respectively. Two units of muskets, and one artillery battery. The second has three each of pikemaster and cavalry, and two artillery batteries. The third has five units with muskets, three of cavalry, two of pikemaster, and two batteries of guns.

Supposedly, type one armies were used at the beginning of the Civil War, type two at the end, and type three not at all. The booklet says that type two armies represent the majority of English Civil army armies of the mid-17th Century. Personally, I’d always thought the Civil War ended in the 1650s. Type three armies are apparently from the end of the 17th Century and the age of Marlborough - at least 30 years after the Civil War ended.

It would have been interesting if the game allowed two differently composed forces to sit it out, but it doesn’t - the choice is for both players. This means that both armies are identical which removes half the fun of wargaming.

The last choice that has to be made before actually getting to deploy units is how many woods to have. Since woods cannot be entered or fired through, the higher the number you choose, the less playing space you have available. You can however, knock woods down with cannon fire.

The computer then randomly decides who sets up first. The other player leaves the room. Units are deployed by moving the cursor to the right place and hitting return. Each player can set up in his own third of the board.

The map, which is yellow, is divided into squares which are offset so that each is adjacent to six others. The troops are rather nice - graphic depictions of men seen from above - and are sized for the Parlamentarians and blue for the Royalists.

Wood is green.

Players take it in turns to move or fire all their units choosing which unit to move first. Orders are given by pressing the space bar. The cycle then continues, all the sides’ troops in turn.

When the required unit is flashing, it can be moved or fired.

Every unit is allocated a number of moves and turns. Each move will either cause it to advance one square in the direction it is facing, or, if destined, and armed with muskets or artillery, fire. Each turn will cause it to change facing by 45° left or right.

The actual mechanics of movement and firing, and the accompanying on screen graphics are the best part of the game. Troops surge forwards, or pepper the opposition with musketry.

What you win on the swings, you lose on the roundabouts, though. Each unit is formed of four ranks of four men. If an entire file of men is killed, then subsequent shots along the same axis will miss completely, even though three quarters of the target unit may be still standing. It’s frustrating to watch your carefully sighted artillery fire find the only gap in an otherwise packed body of men.

The other form of combat in the game is hand to hand, which takes place after movement and firing. Adjacent units of different sides knock blue murder out of each other. Artillery are about the worst in units, and artillery which charge are the best.

34 Micro Adventurer December 1984
Units lose men literally — the figures disappear from the screen. When the last man is gone the unit ceases to exist.

There were no major hiccups that I could find, but that does not detract from the basic fact that the game is uninteresting. I played it five times, and used each of the three army types at least once. Every game degenerated into a mindless slog after the first move. The playing area is small enough to begin with and is unreasonably cramped with the woods cheap at all the units start too close together.

The basic problem seems to be a lack of effort or thought on behalf of whoever commissioned the game, rather than on the programmers' part. Technically it is very competent, and does what it sets out to do. It's also very pleasant to look at. But challenging or interesting (to a seasoned gamer) it is not.

The Chart Topping Flight Simulation Now On CBM 64.

48K SPECTRUM
BY D.K. MARSHALL

The SUPREME SIMULATION it leaves the rest at the runway threshold.

Available from all good computer stores

SPECTRUM £7.95
COMMODORE 64
cassette disk
£9.95 £14.95
Joystick Compatible

A SPECTACULAR FLIGHT SIMULATION OF THE WORLD'S MOST EXCITING JET FIGHTER WITH STUNNING 3D COCKPIT VIEW AND THE MOST REALISTIC 3D AIR-TO-AIR COMBAT EVER SEEN ON THE SPECTRUM!
THE PROGRAM THAT S-T-R-E-T-C-H-E-S YOUR IMAGINATION

This is no ordinary adventure. It can change your whole way of looking at the world!

Starring the Sandman, the Cheddar Cat and a cast of thousands (well OK about a dozen really) The Sandman Cometh comes in two 48K parts on one cassette.

And the first player to answer the hidden question correctly wins a weekend for two in Paris!

"Highly entertaining with attractive original graphics that display very quickly"

Computer & Video Games

£10.95

The Sandman Cometh is available from most good retailers or direct from

STAR DREAMS, 17 BARN CLOSE SEAFORD, E SUSSEX, BN25 3EW (P & P free)

You are in a well-lit room, an emporium of some sort. Is this the place of which the old man spoke? For there, on the shelf in front of you, is the object of your quest, the fabled tome wherein the greatest products of the imagination can be found. You have the magic one pound note in your hand. You know what you must do.

Your command GET IMAGINE™ MAGAZINE

IMAGINE magazine

A monthly publication for all players of adventure games. With a complete role-playing game scenario in every issue, plus a complete service of news, reviews, personal comment and feature articles.

Only £1 Available on the fourth Thursday of every month.

IMAGINE magazine—available from all leading newsagents and games shops or write to IMAGINE magazine (sales) The Mill, Bathmore Road, CAMBRIDGE CB1 4AD
**Micro Adventure**

Where reading adventure and computer fun collide

Four fantastic new adventure stories, full of danger, action and suspense. The only person who can save the day is you - using the challenging computer programs included in each *Micro Adventure*.

Launch them today!

---

**Blade the Warrior**

Reviewed in CRASH by Derek Brewster

"The game revolves around an immensely enjoyable plot suspense builds and subsides as in a novel."

"The game really impresses after a very short time."

"Rich atmosphere that pervades the whole game."

---

**Special Offer for Xmas**

**ONLY £4.95**

---

TO TAKE ADVANTAGE OF THIS SPECIAL PRICE

Send £4.95 cheque PO to Cable Software Ltd, Luton LU1 2PL or telephone Access order on (0582) 591492 (3.6pm only)

Name

Address

---

Out now in Dragon Paperback

Only £1.50 each!

**Granada**

A division of the Collins Publishing Group
"The most complex language analysis I've seen since The Hobbit. We'll be hearing a lot more of this program." - POPULAR COMPUTING WEEKLY

"The puzzles in The Greedy Dwarf start hard and get harder-there is the addictive quality which makes me, at least, want to go on until I find all three gems. I hope this game does as well as it deserves to." - MICRO ADVENTURE

"One of the best documented adventures I've received in a long time" - P.C. GAMIN

Equipped with an unusually powerful command structure, this outstanding text adventure will require all your skills as a solver of riddles and logic puzzles.

GOLDSTAR

For BBC Model B, Acorn Electron and CBM64

ORDER FORM: Send to: GOLDSTAR, 11 GOLLANCZ SERVICES LTD, PO Box 19, Hambledon, West Sussex, BN1 6UJ, SU

Please send me: copy copies at £2.95 per cassette

(price list is required BBC  ⚫ ELECTRON  ⚫ CBM64  ⚫

I enclose my cheque postal order etc. made payable to GOLLANCZ SERVICES LTD, or debit my Access Visa Card No.

[Blank lines]

Mr./Mrs./Miss Surname

Address

Post Code

[Failure to complete post code will delay delivery]

Signature

Please allow 21 days for delivery. Offer applies to U.K. only

38 Micro Adventurer December 1984
LEGEND

25 copies of Century's new
two part Spectrum
adventure strategy game
must be won

Just answer these six
questions based on famous
stages and post off the
coupon to:
Legend Competition,
Micro Adventurer, 12/13
Little Newport Street,
London WC2H 7PP

1. What destroyed the wall of Jericho?

2. How did the Greeks enter Troy?

3. In what year did the Turks take
   Constantinople?

4. Where was "Chinese Gordon killed"?

5. Who commanded the Mexicans at the
   Alamo?

6. In what book is Minas Tirith besieged

Name
Address

Tie breaker — in ten words or less
What do you look for in a strategy game?
Eye of Bain

Adventures List of Bain Micro Spectrum 48k Price £5.95 Format Cassette Supplier Artic Computing

THIS GAME loads with a dazzling 'front page', making full use of the Spectrum's limited range of colours and suggesting an interesting game ahead. After pressing several keys and just as I had decided the program had failed to load properly, I noticed 'Press Enter' tacked away in the middle of the screen (in a speech bubble!) and off I went.

You assume the identity of Tarl, a mighty warrior (what else) seeking the legendary Eye of Bain, a priceless treasure hidden in a temple and guarded by a nasty tribe of Ahkians. You have already had one attempt at unlocking the jewel, but you try to enter the temple without the permission of the great god Bain (you're clearly cut out that way!) and the angry villagers tie you up in a hut and tell you not.

The temple is close to the hut (just through the grass door, in fact) but you are unable to go straight back there because of the fact that the villagers won't let you! Never mind, it would have spoiled the game if they hadn't objected! You therefore have to find some other way out of the hut.

Graphics are optional — to obtain them (there is one for every location) you type DRAW or LOOK, and ENTER to return to the text. It is easy to forget to 'call up the pictures', or even to purposely avoid doing so to save time which could be a pity because the graphics are stunning, and easily comparable to games costing over twice as much. They are quickly drawn and painted too, and just as colourful as the loader.

Off-beat

Many companies seem to take an almost artistic pleasure in deliberately (it seems) ignoring the obvious, commonly used adventure game terminology and in ending off beat, unusual commands of their own Artic are clearly no exception — on typing OPEN DOOR I was told that this couldn't be done, eventually I realised that I had to type GO DOOR or ENTER DOOR.

However,full marks to Artic for including LIST and INVENTORY. When one is constantly fighting game to game it is easy to keep typing the wrong command.

The script in the game is different and pleasing to the eye, and the sound effects are quite distinct from type to type of your commands are rather nice for once. Another rarely used feature, which adds to the sense of realism, is the way the objects visible in each location disappear from the text as you TAKE or GET them (again both commands are accepted).

The program doesn't have a HELP facility, which is irritating (although the words are recognised), neither can you obtain a SCORE. However, none of the problems I have encountered so far are exceptionally complex — the patterns at the usual one of visiting the right places in the right order to obtain certain items to give to certain characters to enable you to receive more items to visit more places (chose!)

Nevertheless it is always easy to work out who wants what — for instance, the ape obviously needs to be given the bunch of bananas, but I have no idea as yet what the desert nomad wants with a peapod for slave ladys (and after I was cer-

tain it was whatever was hid-den in the behive (would you believe honey?), but after spending some time thinking out how to stop the bees stinging me to death and finally crossing the desert with my precious load without dying yet again of dehydration I was most pleased to discover that this particular nomad in no way doesn't have a sweet tooth. If I hadn't killed me! immediately I would have eaten the avellaneous staff myself.

Shapeliness

I think maybe the black shapeliness beast at the bottom of the well probably has what ever it is that the biocentrism nomad wants, but I haven't so far discovered what the beast wants either — perhaps the beast wants what the nomad has, or then again, maybe they both want the pile of wood I can't seem to get my hands on. Then there's the captain of the pirate ship who keeps leaping me to tears and forcing me to remain a galleon slave for evermore.

In the meantime the black shapeliness beast keeps erupting out of a hole and refusing to be shot off his deadly hole. If the desert nomad continues to laugh me up in a most ridiculous manner with his deadly scimitar perhaps I shall introduce them to each other.

In conclusion a Faminating game but with enough interesting variations on a theme to make it worthwhile but not least of which for the graphics.

JL

SOFTWARE INVENTORY

What's on the way in the adventure world — if you have a new adventure, war game or real life simulation which you are about to release send a copy and accompanying details to Software Inventory, Micro Adventurer, 123 Little Newport St, London WC2R 3LD

Beta Minor

Adventures from Maniac Beta Minor Micro

BBC Price £6.95 Format Cassette SUPPLIER Britannia Software, Courtiff

APPLE approximately three months after the game died. It took some time but I traced the problem to a surplus semi-colon within the main program and restarted the game (I have spoken to the company and they assure me I must have been given a corrupted copy).

The game scenario is that you have crash landed on the planet Beta Minor Your objective is to buy another rocket from the inhabitants of the planet so you may return to Earth. The currency of the planet is 'Leary' and you must search the Mansion to find some.

As this Mansion appears to be very earthlike with kitchens, swimming pools and a 'Bar' it somewhat lacks the Star Wars atmosphere.

The game is mainly in colourful text. However, some messages are long enough to stretch over one line and these tend to split words in half and continue without the benefit of colour. The program is eager to please so should you fail to recognise one of your commands it examines the first letter of the word and should it begin with N,S,E,W, U or D it will obligingly move you. As there are a surprisingly large number of words in the English language beginning with these letters you should enjoy a round of the Mansion before you know it!

The game is written in Basic and is amusingly slow. Whilst clattering around inside I could see that little or no attempt has been made to store the data in any efficient manner. Perhaps this is the reason the same messages are used as a reply to situations which really require alternate replies. For example, on entering the swimming pool while wearing my aqualung, I was curtly informed that 'You can't swim when you have drowned!'. Further investigation showed that this message is given for all swimming pool
Karos
Adventure Gateway to Karos
Micro BBC & Format Cassette
Price £9.95 Supplied
Accornsoft, 104 Hills Road
Cambridge

You may remember that sometime in the distant past Castle of Riddles from Accornsoft was introduced as a competition. The person or persons who was able to complete the adventure within a stipulated time would receive a handsome prize.

At that time I was adventuring in Level 9's Adventure Quest and was used to quick responses to my instructions. It came as a great shock on loading Castle of Riddles to find that in every slow the responses were. This novel experience was in mind while loading Gateway to Karos.

You start in an overgrown garden, by an arrangement of three stones which form a gateway. Through this gateway lies another world, the island of Karos, where once lived the Wizard Khoronz who ruled with the aid of the magic talk. Your objective is to find this Talker and other treasures. Your search will be long and difficult and you must return to the gate and somehow pass through to complete your task. What a delight - instant responses from the word 'Begin'. With 250 locations and over 60 objects to be found, worn or kept this was good news indeed.

This text only adventure will hold your interest all the time and keep you on your toes. Location descriptions are good and interesting. You will be able to ask the inhabitants of Karos questions to help you in your quest some will respond readily while others will need your help first before a putting with vital information. Some will have to be bribed for this.

While on the subject of buying, certain objects have to be purchased and to this end you need to find monies and plenty of it. This objects you buy are used to help work out some of your tasks - like the boat.

Now apart from sailing round parts of the Island avoiding the rocks and the Kraken you will have to gather forests and swaps, mountains and mountains, and Khoronz's workplace under Mt Pyron volcanic ash.

There are some very difficult and mind boggling problems to solve some of which seem small and make it appear reasonable, but these are accepted as we are in alien territory.

Finding ways for some of the objects is not easy but finding the right objects to remove the obstacles like the Griffin Red Serpent and a Dragon to name but a few. The choice of solving some of the problems either by force or magic is very interesting and this facility seems well used in this adventure.

There is of course the answer book in a sealed envelope contained in the packaging and the temptations are great. It might be better to let someone else have charge of this, who is willing to let you have just a few hints as you require them later if you are new to adventuring you will be tearing open this envelope in a very short time.

The usual Save / Restore facility are available as well as all good adventures and is much needed in this one. While not a classic adventure by any means it is a good all round test only game which should keep even the experienced adventurer occupied for quite some time. Packaging and instructions are good, so at £9.95 it is good value.

Now if I get the string to tie the copper wire which is connected to the brass plate and then jump on the plank which I have put over the awn I might reach the ledge and turn on the light of course I forgot to wear the gloves.

Crash Course

Simulation 74 Flight Simulator
Commodore 64 Price £25 Format
Cassette Supplied D A C C Ltd 2
Waverley Road Hindley Wigan Lancs

I had intended to master this game but decided to put it pen to paper. Unfortunately I lack of aeronautical flair has precluded me from performing a successful landing despite several hours of trying.

The challenge of this simulation is, first of all, to set the attitude which is not too demanding. Then by referring to the map in the manual, a destination airport has to be selected from the list of six. Once chosen, the object is to fly there and land. Navigation is fairly straightforward and involves merely keeping the nose on the correct compass heading.

The manual recommends a lot of landing practice and suggests repeated flights between Heathrow and Gatwick, which is the shortest available route. Thus or seven minutes flying time.

Throughout the simulation, the emphasis of the screen display is, sadly, much in favour of the instrument panel. The view through the cockpit window is very elementary. A blue section for the sky and a given altitude for the ground both remain fixed - i.e. regardless of the bank or climb situation of the aircraft. The only indication as to the attitude of the plane is the smaller artificial horizon on the instrument panel.

The shortcomings of the pilot's view however are amply compensated for by the excellent responses of the instruments to keyboard and joystick commands. These are too numerous to list but the obvious ones are, of course, switches for throttles and elevators and thrust and F to extend wing flaps to reduce stall speed.

Undoubtedly, the most difficult task is maintaining the correct glide slope and eventual touchdowns. Even aided by illuminating arrow showing the correct approach path, the correct landing is about one and a half miles from the threshold. At this range the runway is shown as a rapidly approaching series of dots in perspective which all too quickly vanish from the screen as I overshoot or plummet into terra firma.

Being an optimist by nature I have studied carefully the procedure to follow after the rear wheels have touched down - namely apply down elevator, engage reverse thrust extend spoilers fully, increase throttle to full power, steer down runway centrefile, apply brakes gently - there's nothing to it really.

To summarise, I enjoyed the same enough to try and await the 10 minutes loading time and will definitely continue to persevere for that elusive perfect landing.
The Illustrator is imminent

Available late Nov '84

Now you can add graphics to your Quill Written Adventure
For use in conjunction with The Quill Adventure Writing System on the 48K Spectrum

£14.95 inc.

Please rush me an order form and full details of The Illustrator for the 48K Spectrum.
I enclose a stamped addressed envelope.

Name
Address

Send to
GILSOFT
30 Hawthorn Road
Barry
South Glamorgan
CF6 8LE

The Lost Kingdom of ZKUL

Explore the ancient dwelling place of the Discovos with the Wizard guarding the most secret chamber. A new and exciting 8k adventure for the ZX Spectrum. All key obsticles are generated in real time with randomisation. 580 characters across the screen. Price £19.95 inc. packing.
Ice bound

Adventurer Ice Station Zero
Micro Spectrum 48K Price £1 75 Format Cassette
Supplier 8th Day Software, 18 Flaxhill, Morden, Westad, IG6 7UH

AN ADVENTURE game for just 75p sounded too good to be true, so I was naturally sceptical when I read 8th Day's catalogue which described their batch of six quall designed adventures as "proving a unique standard of quality rarely found in adventure games."

Surely games have been rated in difficulty ranging from beginner to advanced levels. Ice Station Zero was rated as a beginner's game, so I loaded this one first, thinking it wouldn't take very long to review. As it turned out, I met with one misunderstanding almost immediately. I didn't anticipate the hunt sheet to the letter. I couldn't make any further progress.

The scenario is clearly derived from Alanis Maclean's thriller Ice Station Zebra and like a thriller grabs your attention from the beginning. Your mission is to prevent a mad terrorist attempting to destroy New York from a remote Arctic research station. You have to cross the vast Arctic wastes in order to reach the station and kill the terrorist before he detonates the bomb. Along the way you have to deal with snow drifts, crevasses, hungry wolves and bears, and even a Yeti.

My difficulties began when trying to cross the ice floe: only a few moves away from the start location. At the outset of the game you can hear wolves howling across the ice, so you know you must get away as soon as possible. I found a gun hidden on a ledge and took it with me, expecting to be able to defend myself against them.

It was when I reached the edge of the tiefield that the wolves prevented me from travelling any further. According to the hints sheet you must jump across the crevasses after firing the gun to dispense the wolves which seemed simple enough. But then I discovered that every time I fired the gun, the game appeared only to return to a fraction of a second later with the result that I was killed off every time the bullets ran out. I did once manage to escape the wolves but for some reason decided to quit and start again. Since then I've been looking over my shoulder constantly, the torch irrespective of whether it has been in previous tests or not. If you do not "WEAR BOOTS" in the right location, you cannot go any further, even if you put them on in any other location. The program quite happily accepts the instruction to give the bottle to the dwarf, but it remains in your inventory of possessions.

Compared with Lost City, Gideon's Gambler is considerably more enjoyable. It is not as linear as Lost City and has far more humour, tricks and puzzle solving. Even so it seems flawed, as when it expects you to realize that if you are in a farm, there must be a farmer who can be bargained with. Until you realize this the game starts to函ish, but if you total the items in the inventory, the householder is asked to look after them. This kind of realism does not please most gamers and it will cause real difficulties for the novice adventurer for whom I guess these offerings are intended.

Both programs are in BASIC and can easily be listed. Though there is nothing wrong with the coding they show that only the simplest of adventure techniques have been used, techniques which should be familiar to most readers of this magazine. As an example, in both games the command 'look (object name)' results in 'The view is wonderful'. It is elementary programming to display words for objects and words for locations so that an appropriate description is given, just as files could be set to cover the boots and torch examples above. But instead the game merely tests if a particular word or phrase has been used in the correct location and if not, 'hard luck'.

However, some care has been taken with presentation. Colour codes are used to render the display more attractive and the function keys have been programmed to give some of the most common commands I could find no misspelling though there is some odd punctuation.

Warp 1

Adventurer Warp 1 Micro BBC Price £1.95 Format Cassette
Supplier Superior Software Regent House, Skinner Lane, Leeds LS1 1AX

A space adventure game set aboard the star ship Enterprise. The game is an evocative strategy battle played against the computer in the endless quadrants of the galaxy.

This version has updated the original game with the use of a split screen of Energy Levels, Shields, Damage, Galaxy Map and a Short Range screen. During the navigation commands the short range screen displays the movement of the Enterprise with an animating display of graphics and sound effects. The battle sequence uses a cross hair sight which directs your shots at the Klingon ships. The movement of your ship plus the positioning of the cross hair can be viewed in conjunction with the COPY key for FIRE, the game author has ensured that only a left handed octopus will be able to play.

Unlike the original game where the player has no previous knowledge of the enemy's position, the version provides all the locations in the galaxy at the beginning. Owing to this peculiar addition, there are very few surprises awaiting you. The Klingons are, surprisingly, as tame as they only fire in retaliation to your phasers and should you ignore them they are quite happy to ignore you — live and let live I say!

For anyone graphs and sound this game is an improve ment on some of the Trek games already available, but it doesn't have an ounce of strategy in it.

The Klingons should have the tranquillizers removed from their Gargle Blasters and permitted to get a touch more blood-thirsty. This is a game for the puzzle fiend, young in heart and head.
The Adventure for Children

JACK IN MAGICLAND
48K ZX SPECTRUM £6.95
An educational adventure for 7-12 years. Features descriptive and atmospheric locations, large vocabulary save routine, full notes and book of cartoon illustrations.
From TURTLE SOFTWARE
40 School Road, Finstock, Oxford
Tel: (09386) 249

Please send me [ ] cassettes at £5.95
[ ] diskettes at £9.95
I enclose cheque/P.O payable to Jolly Rogers
19 Casteton Ave, Beverley, Kent DA17 6QT
Tel: (0322) 333689
Name
Address

DUCKWORTH ADVENTURES

COLONIAL CAVE ADVENTURE
by Peter Gerhard
The original and best mainframe adventure now available for the Commodore 64. Unlike other versions, the game allows the original layout to remain. With all the features of the mainframe version, you can now enjoy the adventure without the need for a mainframe computer. The game is designed for use with the Commodore 64 and is fully compatible.

ISLAND ADVENTURE
by Peter Gerhard
The setting for this fascinating adventure game is the Congo. A young adventurer must unravel the mysteries of the jungle and solve the clues hidden in the ancient ruins. The game is designed for use with the Commodore 64 and is fully compatible.

MOUNTAIN PALACE ADVENTURE
by John D. Ryan
This legendary adventure for the Commodore 64 is set in a lost city. You must explore the palace to find the treasures hidden within. The game is designed for use with the Commodore 64 and is fully compatible.

CASTLE DRACULA
by Ray Davies
Written for the Commodore 64, this game is a challenging adventure game that will test your skills. You must explore the castle and solve the puzzles to find the treasures hidden within. The game is designed for use with the Commodore 64 and is fully compatible.

DUCKWORTH
The Old Plane Factory 43 Gloucester Crescent, London, NW1 7DY
Tel: 01-635 5648

DRAGON 32/64 BBC Model B Electron
Atan 400/600/800 (48K) TRS80 C/C (32K) Commodore 64/128 Spectrum 48K

747 FLIGHT SIMULATOR
Supersim realistic instrumentation and cockpit views. Feature the automatic flight system which on your computer is the complete flight simulation with pre-programmed airports and weather patterns. This is the ultimate flight system and is fully compatible with all other flight simulators.

ACTUAL SCREEN PHOTOGRAPH

DUCKWORTH

Please send me [ ] cassettes at £5.95
[ ] diskettes at £9.95
I enclose cheque/P.O payable to Jolly Rogers
19 Casteton Ave, Beverley, Kent DA17 6QT
Tel: (0322) 333689
Name
Address

FREE PVC DUST COVER (worth up to £2.95) for your computer when you order 747 Flight Simulator Please state machine

44 Micro Adventurer December 1984
Cuddles

Adventure Cuddles Micro
Spectrum £1.75
Formal Cassette Supplier 16th Day Software, 18 Flickhill, Montrond, Wirral L46 7UP

Cuddles is subtitled "the game for BIG kids", though it's more innocent that you might have thought. You are a baby who escapes from the nursery with your one armed teddy and set out in search of its missing arm. Eventually after a fantastic adventure through a magical world you return to the familiar surroundings of the nursery to be comforted by your nanny.

You'll meet a host of famous characters from nursery rhymes, fairy stories and children's books - the mad Hatter, Little Miss Muffet with the spider, the Snow Queen Cinderella and more. You can even take a trip in the space shuttle and travel to the moon, which turns out to be made of cheese.

The game sustained my interest as I never knew when or where it was going to go, and the graphics were good but atmospheric. The game begins before a drawbridge leading up to a great portcullis. A clockwork soldier stands outside his sentry box. He looks resentful in his scarlet uniform.

Some more care should have been taken in editing the text, however. I spent some time trying to get away from the nursery because I'd spelt a word as if ought to have been spelt and not in the way that the program expected it to have been.

One nice touch is that if you return to the nursery after escaping from nanny, the game is brought to an end with "You didn't move fast enough Nanny says it's time for bed.

Then the Spectrum plays a few bars of a lullaby and the game is over.

I'd recommend Cuddles to anyone who doesn't want to grow up. After all, it's a third of the price of other Quill designed adventures and should provide a few happy hours free from reality.

Like the other games in Eighth Day's series of cheap adventures this one was written with the Quill. Although the Quill format is recognisable the game should appeal to a good many adventurers at beginner and slightly more experienced levels. For the intimated side contains a menu with options for the story line, playing hints and descriptions of Eighth Day's other games. The hints are general and don't refer to any specific game, so no secrets are given away. This might seem unnecessary for the more advanced player but new comers will find them very useful.

You can get a hints sheet which is a good deal more forthcoming that the help facility in the game that only warns you not to use excessive violence.

This is a game with all the ingredients that a 50p fan could wish for. robot, force fields, secret missions etc. It's certainly well worth £1.75 providing as much fun as some adventures I've played which cost three times the price.

---

Quann Tulla

Adventure Quann Tulla Micro
Spectrum £1.75
Formal Cassette Supplier 16th Day Software, 18 Flickhill, Montrond, Wirral L46 7UP

YOU might not have been expecting this from the title but Quann Tulla is a science fiction adventure in which you take on the whole might of an evil galactic empire. The name comes from the spaceship the Quann Tulla on which you are the sole survivor. You are about to be attacked by approaching alien vessels. Eventually you survive long enough to succeed in leaving your ship via a teleportation device. This will set you down on a remote planet in a final confrontation with the forces of evil.

Although the game begins, like so many space adventures, on a marooned spaceship, the atmosphere is vividly conveyed.

LEAVE REALITY BEHIND YOU WITH

MP ADVENTURE GAMES

A new range of Real Time Adventures we believe the most advanced available for the BBC and Electron intelligent characters that will move around independently multiple command statements advanced text compression methods allow even more detail.

**NEW** SADIS CASTLE is set in that place where you sit the haunted estate of Sadi's Castle he is not returning. Long ago tragedy struck this place and since then many people have died in mysterious circumstances. Can you uncover the secret and break the terrible curse?

**NEW** VALLEY OF THE KING is a place somewhere between the desert and the sea. The pyramid of an ancient civilization has been discovered although at one happening caused the archaeologists in the region then come. Your task is to find the golden mask.

Further titles coming shortly: Crown of Mordor, The Fallen Eagle

Our original and popular text adventures are also available: FIRENWOOD WOODLAND, TERROR BLUE DRAGON SURVIVAL. Please ask for full details.

MP SOFTWARE LTD 156 Spital Road, Bromborough, Merseyside L22 2AE
Tel 051 334 3472

December 1984 Micro Adventure 45
After Midnight — two adventure games that herald a new dawn

A new concept — all graphics, 3D, and 360° scrolling

Sports simulations that leave the rest standing

Rally Driver

Cassette & map/chart £8.95
48k SPECTRUM COMMODORE 64

Yacht Race

Hill MacGibbon Ltd, 92 Fleet Street, London EC4Y 1DH
Telephone 01-363-6482

COMING SOON
World Cup Football
Runners up for Gold
The hound of Erin

Julie Lewis enters the world of celtic mythology
and explores the land of Tir Na Nog

The booklet which accompanies this tape tells new owners to the land of Tir Na Nog that "a complete solution may take months, perhaps years." This is well within the bounds of possibility — so far I do not seem to have progressed very far at all.

Tir Na Nog is described by the publishers, Gargoyle Games, as "a vast interactive Adventure" based on Celtic mythology. It concerns the exploits of the great Hero, Cuchulainn, who, according to the manual, was formerly known as Sadassa, familiarly called Cucull. Also known as the Hound of Heaven Colan's Hound or Hound, about YOU.

The game is designed to operate like a film, with the main character and his adventures all moving and acting independently on the screen. What you see in front of you is what you would see through the camera lens, and you can choose between four different viewpoints or directions — north, south, east and west. You can walk left or right, and can carry up to four objects, any one of these can be nominated for use in combat.

The game operates entirely with the use of function keys, and anyone who doesn't already possess a keyboard overlay is advised (by me) to buy a pack along with the game. It is very easy to forget which key to press, especially when facing a nasty — you may have time to pick up the axe lying nearby and quickly nominate it, but if by mistake you drop your folder there probably won't be time to defend yourself. The problem is that each line of keys is used for a particular function. For example, the keys on the third row up alternate between picking up and dropping objects. In my opinion it would have made play much easier if one side of the keyboard had been used for one function and the other side for the other.

The locations in the game have suitably weird and wonderful names such as Lava Flats, Dubh Speir and Glassmarsh. The graphic interpretations are faithful. The Plan of Lais includes a maze of sorts, although you won't realise it's a maze until it occurs to you that you keep returning to the same place over and over again. There are, apparently, hundreds of objects scattered around the Land of Youth, although personally I've only encountered a handful. The objects can be found in a variety of places — buried underground, hidden in caves guarded by a formidable beast or just lying by the wayside. You can use any object in combat, but some, such as a bunch of keys, for instance, are not likely to offer much protection.

Each object possesses certain attributes — some may seem useless but turn out to be essential. For example, I can think of an apparent purpose for a pile of old bones, except maybe to make soup, but I desist. It forms an essential part of the solution. The disembodied face that keeps throwing stones at me (with what I ask myself) certainly seems to think it worth protecting.

Then again, he could be trying to stop me running off with the crown. That, of course, is impossible to get away with both the crown and the bones, but not easy. It took me several attempts and I don't really know how I did it! Many players would no doubt grab the crown and run thinking it to be the most valuable object of the two, but it wouldn't surprise me one little bit if it was really the bones.
ARTIC ADVENTURES RISK THE UNKNOWN

NEW

GROUND ZERO
ZX Spectrum 48K

The aim of this adventure is to try and survive a nuclear attack. You do this by building a nuclear shelter or rather by being the Town Hall shelter. To ensure yourself to survive once the bomb has gone off you must have to collect runners and at the same time try and avoid the riots. All this has to be done within a limited time period before the bomb gone off.

NEW

EYE OF BAIN
ZX Spectrum 48K

What an adventure to find a lost jewel! The Eye of Bain. You are captured by purges and imprisoned in a granite box! Then in the adventure really begins. Escape from the box meaning the villages to find yourself possibly dying of thirst in a desert being starved to death by lions eaten alive by a tiger and many other fantastic possible endings.

The game includes full high screen graphics. Compass routes are available to save and re-load at any stage of the game.

ALL AVAILABLE FOR BOTH CBM 64 & SPECTRUM PRICE £6.95p

This and other games on display at
THE ARTIC SOFTWARE STATION,
263 Acton Lane, London W4,
01-995 2152

To Artic Computing Ltd, Mall Grant,
Brundstead, Onitkey, YO22 5RJ.
Please supply: 
Cheque for total amount and cost.
Name
Address
Access/Bank/Account No.

Please delete or complete as applicable.
There are some invisible doors, but so far I haven't seen any of those. Actually, any time during the door is a no easy task - it is necessary to position the camera in such a way that the doorway is immediately to your left or right, and this can sometimes prove very difficult. Particularly when you are being hotly pursued by an angry foe, or trying to avoid the dreaded Outweed.

Ted Heale Inc - head of Games Marketing

One interesting factor about the game is that, each time it is loaded, objects will not necessarily appear in the same place as they appeared the previous time it was played. This is a definite plus - games which involve going through exactly the same process twice and time again can become monotonous. It is not true that Tir Na Nog...

and dropping objects, and having the occasional disagreement with buddies.

The actual purpose of the game is to locate and re-unite the Four Fragments of the Seal of Calam, which, as a result of the usual battle between good and evil were scattered randomly throughout the land. The baddies in this tale is the Great Enemy, and the goodies were the Sidhe. I say were, because they have since presumably become buddies, seeing as how they seem intent on attacking me at every given moment.

Cuchulainn cannot actually be killed, for the simple reason that he is already dead - like any hero worthy of the title he deliberately let himself be disposed of in order to enter the Afterworld from where enter Tir Na Nog, thereby being able to embark on his quest. Nevertheless, although Cuchulain's Hound cannot die in the strictest sense of the word, his shade can be dissipated if he goes too far and it will then reform at the Gateway to the Afterlife, which is where the game commences.

Any objects he is carrying will, when this occurs, be automatically dropped at the point he departs and will remain there until he passes through that way again - other characters do not seem to pick objects up or tamper with them in any way. Whether this rule also applies to the quest objects I do not know, as so far I have not encountered any. This same rule applies to other characters in the game - they cannot be killed only deterred.

However, I should also mention that the third is no way you can return to the start of the game except by being killed or completely re-loading - not a very useful function. For this reason, I think it is a good idea to save the starting conditions of the game before commencing play.

During the lower part of the screen is the 'Status Area'. This contains a compass, general details concerning the present location, your nominated weapon and current possessions, and any information volunteered by the other characters that you met in the game (so far I haven't received any of the latter).

The game can be 'frozen' by pressing Shift 5 and Shift 4 and will put the game into auto-mode - you can then watch your shade disappear completely while you eat your lunch. It's only problem, that when the game is auto-running the main character will only follow a straight path, he will take no alternate routes and, as a result, it often ends up going backwards and forwards along the same path.

It took me a little while to work out how to take the pathways to the north or south, when I could only go left or right but once I managed this (with the aid of the compass) I was snug on my way. I cannot say I am too pleased with my appearance, however, I seem to have greasy, stringy hair and a permanent stoop. However, the characters move better than they do in Valhalla.

Tir Na Nog is not really a true adventure, nor is it an arcade game - it is not even somewhere between the two. It has the usual ingredients of an adventure - objects, a quest and so on, but there is no 'communication' with the computer, every

thing is done via function keys rather than typing in commands. I personally prefer the latter kind of game, mainly because I have never found any other kind which compares favourably except for Beyond's Lords of Midnight.

Adventures - Tir Na Nog
Micro - Spectrum 48K
Price - £9.95
Supplier - Gargoyle Games
Two dimensional universe

A.K. Dewdney has taken up the challenge and produced an imaginative look at the practicalities of living in a 2-Dimensional world. His story starts as an unspecified North American university in 1980. Dewdney is a lecturer in Computer Science, set his students to creating a two-dimensional universe on the faculty's computers and populating it with flora and fauna. This takes, at first, the obvious route, with the students creating a sort of in-depth video game - and all proceeds well, although the project tends to take up rather too much time. One day, however, one of the students answers back.

Unwittingly Dewdney and his students have opened up some sort of gateway into a parallel 3-Dimensional world - the planet we have discovered is called Aera and the beings that have contacted us with a symbol (who inevitably becomes known as Yendor).

The Earthlings have the good fortune, as have the authors of Frere's book, to travel there on the planet Aera.

(Yendor's) Travels and so on to meet the one person in this world best placed to give them all the details of the scientific, artistic, political and social life on the planet Aera. As it turns out, this is not by accident.

Yendor communicates with Dewdney's group by thought transference and it is as well that the Aerdian's main recreation appears to be meditating for long periods. The attention mentioned in the text is extreme, but contact has been made at the right time as Yendor has fortunately just decided to take a trek across his native land of Puntlands to find the secret of life in the 2-Dimensional Universe and everything, which he is sure he will discover in the other Aerdian country of Vanda.

Much of the book is now taken up with an explanation of the 2-Dimensional world and detailed explorations of the practicalities of living on a flat, vanishingly thin surface. These details are completely absorbing - just try to imagine everyday life in such a universe.

In order to present us with a surface as possible to travellers (who would otherwise have to clamber over humps which would be impossible to go round them), Aerdian life underground is complicated. Indeed, a complicated social ritual has built up in which those of younger generation are allowed to test the age of older ones or the other way to walk over them. To sit Aerdians simply have to squint down on the cushion of air trapped between their legs. Battles are fought by the simple process of the front most warriors on each side sliding away from each other when they are dead, the next pair move up, and so it goes, until there is a just one soldier left atop a huge pile of bodies.

The text is liberally scattered with detailed drawings of 2-Dimensional ships, engines, animal, plants, and various other aspects of Aerdian life.

But this is not a dry textbook. The story of Yendor and his adventures and loves is completely absorbing and thrilling.

Is all this real? Well, it would be churlish to ask - the book is an exciting read, due to which the reader becomes totally involved with Yendor and his Odyssey, and the climax is absolutely shattering.

After finishing the book, I was left with a nagging feeling that it will always be with me if I only I could unravel the secrets of this parallel universe.

Tom Bridge

Short cut

Book A Shortcut Through Adventure Authors Jack Cassidy, Pete Kutz, Richard Owen Lynn, Sergio Wasmann Publisher Datamost Price £9.95

AN ANSWER to a maiden's prayer? It certainly is if you have been trying to rescue her in The Wizard and Princess, or have problems with other American high adven tures.

This book, from Datamost, is quite simply 170 pages of maps and solutions for no less than forty adventures from American software houses. The games covered are characterised by being graphically, multi-disc adventures, generally available only on machines like the Apple and Atari. Because of the limited market for these games, the review appears rarel y, if at all in magazines like this. The recent moves by US companies to produce software at affordable prices in the UK may mean that Commodore versions will appear soon and those of who have been living with luscious's brilliant adventures have noticed a remarkable upswing in the number of hints appearing since the games have been translated for the Commodore.

For many, the arrival of this book for the well-known adventures is a Godsend. For those of you with problems the adventures covered in the book are Death in the Caribbean, Transylvania Mission, Your Own Escape, The True Story of the U-Boat, the Treasure of the Spanish Armada, the Secret of the Old Mansion, the Secret of the Knights' Table, and Knight's Table.

For each adventure there is a standard map of connected boxes. These are small and contain no descriptions but some are numbered. These numbers refer to hints and solutions given in the accompanying text. Generally, the hints I've tried are detailed enough to get you started, but some need a little interpretation. Personally, I'm glad that they've left something to do occasionally as there is a temptation to just breeze through each game.

There is little else to say, except to mention the excellent illustrations that break up the text and if anyone knows where I can buy a copy of the Adventure 51, let me know!

Ken Matthews

December 1984 Micro Adventurer 51
tir na nóg

GARGOYLE GAMES

£9.95

48K ZX SPECTRUM

Tir Na Nóg – the land of youth, the other world.
Tir Na Nóg – the home of the fairies, the house of Dandelion's children.
Tir Na Nóg – a vast and complex adventure, in a magical land landscape.
Tir Na Nóg – a great strategy video experience, with state-of-the-art film simulation.
Tir Na Nóg – a free demo copy available.

ARCHIVE GAMES

AR ARISTA – £5.95

100 WYCH LANE, TWICKENHAM, LONDON, WY 12TH
Cath Bilgora reviews some recent role playing games

**Star Trek**

Game: Star Trek Format: Roleplaying game Publisher: FASA (printed under licence in UK by Games Workshop) Price: £9.95

IT'S TAKEN a long time for THE official RPG with a few false starts and unofficial publications. At least it is here and isn't bad.

For your £9.95 you get three books. The first is the Starfleet Officers Manual which covers the creation and training of the Starfleet Officers and the direction of their adventure actions. Included in this book are two sections for the absolute beginner the Introduction and the Céstonary.

The Lightfright Options Sourcebook looks in depth at the Star Trek universe. This covers all aspects including non-faction fleet equipment and organisation. A history of the universe is included also for those whose knowledge of Star Trek is a bit sketchy.

The third book is the Game Operations Manual. This gives you all the information needed to run the adventures, plus guidelines for designing and presenting scenarios. It also gives you rules for action in and ship and on planets.

The main problem that Star Trek will have is trying to convince committed Traveller players to move over to it while at the same time trying to contend with the hard and fast attitude of D&D players. There are already a host of scenario supplement and additional material to back up Star Trek so it will not disappear.

Star Trek is a worthwhile game and as a fan of the series at least I must recommend it.

**Elfquest**

Game: Elfquest Format: Roleplaying game Publisher: Charnelum Supplier Games Workshop Price: £17.95

**ELFQUEST** is undoubtedly one of the best regarded comic books from the USA. The lavishly illustrated twenty issue series by the Pims is published quarterly.

This new RPG centres on the fragmented groups of elves in their struggle for survival their search for the roots of the past and the quest for the land of the elders, home to all 'High Ones'.

The game is not surprisingly is based on the 'd20' system and the characters abilities are used in the system strongly.

Typically, a system formed from Runequest is an emphasis on the story and the general atmosphere.

The first book, the Elfbook, deals with the creation of the characters and looks at their background and culture and their relationship to the World of Two Moons.

Each of the different groups of Elves has distinctive magic, and a brand of the overall culture. In this section in particular you can see that the authors have expanded the information from the comics in a stylised manner.

The Gamemaster's book covers the multitudinous flora and fauna weather, person fire and illness included in this book are two starter scenarios and a neatly detailed and indeed open-ended more complex one.

The real bonus is the masses of illustrations which litter the text. Various other standard RPG paraphernalia, maps, dice and Charnelum advertising sheets are included all pretty much what one has come to expect in a boxed set.

In conclusion Elfquest is a rather good game definitely a must for admirers of the comics. For others well the basic system is sound, and the world of the Elves is an interesting if a little one - but the price is rather high.

**Raiders!**

Game: Indiana Jones Format: Roleplaying game Publisher: TSR Price: £5.50

FIRST impressions sometimes make further thoughts of things often they serve to heighten our worst fears.

Indiana Jones from box art to text is thoroughly disquieting.

The game includes a 64 page booklet, which covers characters and all the rules which are very simple though points are presented. You can only play Pard or one of his sidekicks, and JF cannot die (probably an edit from Lucas Films).

There is an eight page Evidence File which includes clues on the scenarios, an Indiana Jones World Map awkwardly printed on one of the playing map boards, a quite useful Gamemaster's screen with all the important tables, and on the other side the Adventure Backdrops highly difficult to use.

Finally included are 3D figures for board and counter depicting characters stand up walls doors and traps.

If you really want to relive the 1970's then simply use the bar superior Call of Cthulhu rules or TSR's own Gangbusters.
THE PRISONER
OF THE VILLAGE
You've been waiting for this!
A new 100% m.c. adventure for the 48K Spectrum with graphics and over 120 locations.
£5 50 inc. p&p)
Designers P.O.'s to
SPOOF SOFTWARE
58 Railway Road. Urmston, Manchester M31 1XT

WARNING! Buntsoft adventures can seriously damage your life! Death awaits you in Kraid's Kingdom for 48K Spectrum +18K Vic 20 (in two episodes)!!
Home computing weekly £4 95. Magordol - 18K Vic 20 - Well written. Micro Adventure £4 95. Will you overcome the dangers and reign supreme? Find out today's S.A.E. for full list 1 Chipping Hall Cottages Chipping. Herts SG9 0PG

THE SWAMP 48K Spectrum Adventure nearly 100 locations lots to solve written with the Quill £3.75 from Rising Software 3 Spring Rise High Crompton. Shaw Oldham OL2 7Q8

ANNOUNCING . . .
A NEW, FREE CLASSIFIED SERVICE

We know that the Classified columns of a top selling specialist publication like Micro Adventurer can be invaluable if you want to contact other enthusiasts if you need help solving any particular adventure or simply want to buy sell or swap your hardware, software or peripherals.

Because of this we're making our classified service completely FREE for private advertisers.

You can take up to 80 words to get your message across and as long as you're not running a business or selling anything for profit we'll publish it in the next available issue.

Trade advertisers can still take boxed ads of course at £3.00 per single column centimetre.

Send your entries to the Micro Adventurer advertising department, you will find the address and coupon on this page.

Here's my classified ad.
PRIVATE ADVERTISERS ONLY
(please write your copy in capital letters on the lines below)

Name ________________________________
Address ________________________________
Telephone ________________________________
SPECTRA IMPORTS

STOP PRESS

The cold weather must have affected our sanity. Our bank managers and accountants have turned their back on us, at selling these items at such ridiculously low prices. We have been warned that these prices will make us bankrupt. But we are willing to take the gamble and have this once in a lifetime sale in November and December. As all items listed below must be sold before January 1st 1985.

COMPARE THESE UNBEATABLE PRICES:

<table>
<thead>
<tr>
<th>Commodore Vic 20</th>
<th>Spectrum 48K</th>
<th>Commodore 64</th>
<th>BBC Model B</th>
</tr>
</thead>
<tbody>
<tr>
<td>£59.95 Cash</td>
<td>£59.95 Cash</td>
<td>£99.95 Cash</td>
<td>£315.00 Cash</td>
</tr>
</tbody>
</table>

BRAND NEW COLOUR MONITOR 14''
RECONDITIONED COLOUR TV/MONITOR 17''
BRAND NEW MONOCROME MONITORS

£115.00 Cash
£49.95 Cash
£36.95 Cash

COMPUTER AND VIDEO GAMES

<table>
<thead>
<tr>
<th>Spectrum</th>
<th>Commodore</th>
<th>Out Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>24-7</td>
<td>9.95</td>
<td>9.95</td>
</tr>
<tr>
<td>Airliner</td>
<td>1.95</td>
<td>1.95</td>
</tr>
<tr>
<td>Atlantica</td>
<td>3.95</td>
<td>3.95</td>
</tr>
<tr>
<td>Arcadia</td>
<td>2.95</td>
<td>2.95</td>
</tr>
<tr>
<td>Ares</td>
<td>4.95</td>
<td>4.95</td>
</tr>
<tr>
<td>Alchemil</td>
<td>2.95</td>
<td>2.95</td>
</tr>
<tr>
<td>Atromania</td>
<td>5.95</td>
<td>5.95</td>
</tr>
<tr>
<td>Black Crystal</td>
<td>8.95</td>
<td>8.95</td>
</tr>
<tr>
<td>Birds &amp; Bees</td>
<td>3.95</td>
<td>3.95</td>
</tr>
<tr>
<td>Deadly Damsels</td>
<td>3.95</td>
<td>3.95</td>
</tr>
<tr>
<td>Exit Miami May</td>
<td>3.95</td>
<td>3.95</td>
</tr>
<tr>
<td>Fighter Pilot</td>
<td>5.95</td>
<td>5.95</td>
</tr>
<tr>
<td>Football Manager</td>
<td>4.95</td>
<td>4.95</td>
</tr>
<tr>
<td>Goffen</td>
<td>4.95</td>
<td>4.95</td>
</tr>
<tr>
<td>Full Throttle</td>
<td>4.95</td>
<td>4.95</td>
</tr>
<tr>
<td>Foxport Breakout</td>
<td>3.95</td>
<td>3.95</td>
</tr>
<tr>
<td>Hangman Attack</td>
<td>2.95</td>
<td>2.95</td>
</tr>
<tr>
<td>Hangman &amp; Co</td>
<td>2.95</td>
<td>2.95</td>
</tr>
<tr>
<td>Hопsa</td>
<td>8.95</td>
<td>8.95</td>
</tr>
<tr>
<td>Hunchback</td>
<td>3.95</td>
<td>3.95</td>
</tr>
<tr>
<td>Hulk</td>
<td>5.95</td>
<td>5.95</td>
</tr>
<tr>
<td>Jet Pack</td>
<td>2.95</td>
<td>2.95</td>
</tr>
<tr>
<td>Jet Set Willy</td>
<td>2.95</td>
<td>2.95</td>
</tr>
<tr>
<td>Johnny Bess</td>
<td>2.95</td>
<td>2.95</td>
</tr>
<tr>
<td>Spectrum</td>
<td>Out Price</td>
<td></td>
</tr>
<tr>
<td>Jack &amp; Beanstalk</td>
<td>9.95</td>
<td></td>
</tr>
<tr>
<td>Lords Of Midnight</td>
<td>6.95</td>
<td></td>
</tr>
<tr>
<td>Manhattan</td>
<td>4.95</td>
<td></td>
</tr>
<tr>
<td>Man Tiger</td>
<td>2.95</td>
<td></td>
</tr>
<tr>
<td>Moon Blaster</td>
<td>2.95</td>
<td></td>
</tr>
<tr>
<td>Moon Buggy</td>
<td>2.95</td>
<td></td>
</tr>
<tr>
<td>Match Point</td>
<td>4.95</td>
<td></td>
</tr>
<tr>
<td>Medal</td>
<td>1.95</td>
<td></td>
</tr>
<tr>
<td>Mr Wimpy</td>
<td>3.95</td>
<td></td>
</tr>
<tr>
<td>Night Flight</td>
<td>3.95</td>
<td></td>
</tr>
<tr>
<td>Night Runner</td>
<td>2.95</td>
<td></td>
</tr>
<tr>
<td>Pylion</td>
<td>5.95</td>
<td></td>
</tr>
<tr>
<td>Pool</td>
<td>3.95</td>
<td></td>
</tr>
<tr>
<td>Pyrami D</td>
<td>2.95</td>
<td></td>
</tr>
<tr>
<td>Peck</td>
<td>2.95</td>
<td></td>
</tr>
<tr>
<td>Star Traders</td>
<td>8.95</td>
<td></td>
</tr>
<tr>
<td>Sub Zero</td>
<td>2.95</td>
<td></td>
</tr>
<tr>
<td>Squash</td>
<td>3.95</td>
<td></td>
</tr>
<tr>
<td>Star Flyer</td>
<td>3.95</td>
<td></td>
</tr>
<tr>
<td>Star Quest</td>
<td>3.95</td>
<td></td>
</tr>
<tr>
<td>Super Striker</td>
<td>8.95</td>
<td></td>
</tr>
<tr>
<td>Tarantula</td>
<td>2.95</td>
<td></td>
</tr>
<tr>
<td>Tinegno</td>
<td>3.95</td>
<td></td>
</tr>
<tr>
<td>Trashman</td>
<td>3.95</td>
<td></td>
</tr>
<tr>
<td>Vahalla</td>
<td>3.95</td>
<td></td>
</tr>
<tr>
<td>Wall Of The World</td>
<td>8.95</td>
<td></td>
</tr>
</tbody>
</table>

FINANCE FACILITIES

<table>
<thead>
<tr>
<th>Model</th>
<th>Deposit</th>
<th>10 Monthly Payments</th>
</tr>
</thead>
<tbody>
<tr>
<td>BBC Model B</td>
<td>£145</td>
<td>@ £18.50p</td>
</tr>
<tr>
<td>Commodore 64</td>
<td>£60</td>
<td>@ £6.50p</td>
</tr>
<tr>
<td>Commodore Vic 20</td>
<td>£30</td>
<td>@ £6.00p</td>
</tr>
<tr>
<td>Spectrum 48K</td>
<td>£30</td>
<td>@ £6.00p</td>
</tr>
<tr>
<td>New Colour Monitor</td>
<td>£60</td>
<td>@ £6.00p</td>
</tr>
<tr>
<td>Recon Color Monitor</td>
<td>£149.95</td>
<td>NO FINANCE AVAILABLE</td>
</tr>
<tr>
<td>New Monochrome Monitor</td>
<td>£39.95</td>
<td>NO FINANCE AVAILABLE</td>
</tr>
</tbody>
</table>

Orders to
SPECTRA IMPORTS (UK)
ARCADE CENTRE
1st FLOOR OFFICES
SCOTLAND RD, NELSON
LANCS. TEL: 0282 898866

PLEASE SEND ME
AT E CASH AT E DEPOSIT
I ENCLOSE MY CHEQUE TO CASH FOR £
NAME
ADDRESS

December 1984 Micro Adventurer 55
AFGHAN ATTACK

A 96K PURE TEXT MACHINE CODE ADVENTURE FOR THE 48K SPECTRUM (IN TWO PARTS)

A large build up of Soviet troops is forming on the South Eastern Pakistan border, with probable hostile intentions. Troops and supplies travel the fragile Eastern Kabul road through unoccupied territory. Your role is to disrupt these troop movements, harass supplies and prevent the Soviets from attaining their objectives. You have British Paratroopers, ground to air missiles for attacking their airfield and destroying helicopters, plus rebel guerillas to lay ambush on troops and convoys.

Please send me copy(ies) of AFGHAN ATTACK at £3.95 each I enclose a cheque/m.o. made payable to Southern Software to the value of

Name: 
Address: 

© TIMBURY SOFTWARE & The Afghan Paratroops. All rights reserved.
Fancy a game of dragon slaying and dungeon looting? All the best adventures can be found in

THE ROLE-PLAYING GAMES MONTHLY

**WHITE DWARF**

*White Dwarf* is the monthly magazine of adventure gaming *Dungeons & Dragons*, *RuneQuest*, *Traveller*, computer games, comic strips, news and reviews await you each issue, and fantastic colour artwork too.

*White Dwarf* is available on the fourth Friday of each month at your newsagent or games shop. Order your copy today. Only 85p

The Giant in Fantasy
The Kraken wakes!

Kronen are useless; large iron coins. You can’t carry more than ten and you could do with carrying as few as possible out with the ring. What is the least number that you can get away with? This month we have as prizes 20 copies each of two new games from Hill MacGibbon’s King Arthur’s Quest and Aztec – Hunt for the Sun. That means that there will be 40 winners for this competition. If you enter, remember to say which of the two games you would prefer — take a look at the review in November’s Micro Adventurer.

As a tie breaker see how many words of four or more letters you can make out of the words ‘King Arthur’. But remember, that’s only the tie breaker — you also have to answer the main question.

October’s competition was obviously an I point for many readers. The winners were M Walbridge of Beamish, Don Durr of Warrington, M Norwood of Streten, Frank Lee of Great Barr, Patrick Bdl of Sutton Coldfield, Mark Wills of Burton-on-Trent, Alastair Moat of Cumbernauld, M Ingham of Lichfield, Mark Rawson of Dunedin, G Quinn of Dunbia, and W Adair of Glasgow. Anthony Brewer of Leatherhead, W Redman of Barking, Steve Porter of Enfield, Allen, C Worrall of Cambridge, Mark Clements of Bromley, Robert Burgess of Rotherham, Ewan Watson of Halti, and M Green of Gilmour. M Grills of Toole, Mark Slade of Iwetworth John Taylor of Tottemham, A Fisher of Capham, Jerry West of Reading, and Phil Tomasson.

They will all be receiving their copies of Designing Builder (or Pub Quest and Quest for the Holy Grail). The winners of this month’s competition will be announced in the February issue. Don’t forget to include your name and address.
The Sorcerer of Claymorgue Castle

The long awaited new Graphic Adventure by Scott Adams

Adventure INTERNATIONAL
35 New Summer Street, Wellingborough NN8 3TE
Telephone: 029 335 8611

The Sorcerer of Claymorgue Castle is available now in cassette form:

*SPECTRUM 48K £9.95 and 64K £14.95
*COMMODORE 64 £9.95
*RCA MODEL II £7.95
*ATARI 8-BIT £17.95
ELECTRONEX £7.95
*APPLE 48K £17.95
DELINEATOR £7.95
*TYTAN COLOR £7.95
*TANDY COLOR £7.95
*ATARI 2600 £19.95
TRS 80 £9.95

(with graphics)
Dealer and Distributor Enquiries Welcome.
NO.1
SWORDS & SORCERY

Swords and Sorcery represents the first example of the ultimate in graphic adventures using the unique MIDAS system.

Swords and Sorcery differs from other adventures in that you guide your character through the winding corridors of a never-ending maze, gathering material and magical power. The choice is yours.

You begin as a novice with limited abilities. To survive the maze, you must find treasure and power. To do this, you must defeat the forces that stand in your way. While treasure and power are essential, they are not enough. You must also find the ultimate treasure, the lost artifact of Zal, which is held by the ancient city of Zal, guarded by the ancient city of Zal, guarded by the ancient city of Zal.

There are quests with limited abilities, the use of magic, and limited inventory. Each level of the maze is more difficult than the last, and each quest is more dangerous than the last. There are a variety of treasures and power items to be found, and some are lost causes.

There are clues to be found, and some are lost causes. There are many ways of opening the gate between the levels of the maze. These are obvious and easy, others are obvious and dangerous. The most difficult path is both. The ultimate goal of many will be to find the lost artifact of Zal, which is held by the ancient city of Zal, guarded by the ancient city of Zal.

The ultimate goal is to find the lost artifact of Zal, which is held by the ancient city of Zal, guarded by the ancient city of Zal. All that is known is that the artifact is a powerful weapon.

When darkness begins to fall, you must turn to the left. When darkness begins to fall, you must turn to the left. When darkness begins to fall, you must turn to the left.

Available on Cassette £9.95
SPECTRUM 48K OR COMMODORE 64

WIZARD
DEMON
LICH
WEREWOLF

Adventure conceived by

MIDAS
ADVENTURE CONCEPTS

A unique fully interactive adventure language using the latest ARTIFICIAL INTELLIGENCE techniques. Some of the advanced gameplay techniques include:

- Real time, interactive gameplay
- Character development
- Unique, non-linear storylines
- High-level intelligence for the computer
- High-level intelligence for the computer
- High-level intelligence for the computer

Develop your own unique character, for example, a wizard or a demon. You can choose from a variety of levels of difficulty, and the game will adapt to your skill level.