

GOBLIN

No. 6

DECEMBER 92

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Christmas Greetings



**\* Information \* Information \***

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Contributions Any contributors sending in material between issues will be acknowledged in the fanzine. All readers are invited to send in contributions for all sections of the fanzine. Reviews, Solutions, Hints, Tips, Letters and anything to do with Adventuring on any of the 8 Bit Computers will be gratefully accepted

Goblin Gazette,  
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Special thanks to the following who made all this possible.  
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Denyer, John Wilson, Tony Collins, Les Floyd, Barry  
Scannell, Vince Barker, Tim Kemp, MArtin Freemantle, Jack  
Lockerby, Walter Pooley

\* EDITORIAL \* EDITORIAL \*

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It feels an age since I last wrote an editorial, mainly down to the fact that Issue 5 went out early because I was sent a review for a game called ESCAPE TO FREEDOM which I wrote up for G.G. and included it in Issue 5. Shortly after the magazine was multi-copied I received Adventure Probe and found that the same review by the same person was featured. So please if you are going to write a review, please ensure that it does not or has not appeared anywhere else FIRST. This ensures that the magazine stays original.

This Issue sees reviews from G.G.s resident reviewers namely Mal Ellul, Sharon Harwood, Scott Denyer and Les Mitchell whom are all well known names on the Adventure scene with the exception possibly of the latter who is someone I've never heard of. Also this Issue marks for the first time a Sam Coupe page written by John Guthrie who volunteered to take up the invitation offered in Issue 5 ( 3 Cheers for John *the mad fool* ). I am sure other Sam Coupe users will give him a lot of support. If there is anyone producing Adventures for the Coupe why not send him one or two games to review. Wynne Snowdon is back with another article about the trials and tribulations of a novice Adventurer. Last but not least Edward J Wyatt continue's in his quest for the perfect solution with part 2 of Sherlock.

You may have noticed that this Issue is bigger than usual. The reason for this is, as I have no FREE GAME to give away to my loyal supporters I thought I would give you the only Christmas present I can afford at this moment in time which is to include more of everything inside this Christmas Issue as a present from me to you.

Now I must apologies to the SOFTWARE COMPANIES who sent me adverts to be included in this issue. I'm SORRY, but to enable me to give my loyal readers a little extra this issue I have not been able to include the full page adverts that

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you sent for inclusion in this issue. However, I have included all the new additions to your catalogue's in the NEWS section. I hope that you understand the reasons for this. I promise they will be included in the next issue. I would like to thank the following for their continued support ZENOBI SOFTWARE, THE GUILD SOFTWARE, THE NORTHERN UNDERGROUND, DELBERT THE HAMSTER SOFTWARE, DREAM WORLD ADVENTURES, TARTAN SOFTWARE for all the games received so far for reviewing in the pages of G.G. I would be honoured to have their continued support in 1993.

A special Christmas wish goes to fellow Editors everywhere known and unknown keep up the good work and may your subscription lists grow ever bigger. Without your efforts where would Adventurers be today. Thanks also for the free adverts within the pages of your fanzine's. I will return the compliment.

I received the sad news regarding the demise of DELBERT THE HAMSTER SOFTWARE on FRIDAY THE 13TH NOVEMBER. Scott blames an ever-increasing workload for the closure, but assures me that he will still be involved in the Adventure Scene in one way or another. I am not sure yet whether Scott is able to carry on reviewing for G.G. but whatever his decision is I personally wish him the best of luck, as I'm sure all Adventurers everywhere will. I also hope that ARNOLD III won't be the last game written by Scott as his brand of humour and originality will be sadly missed by all his fans.

Well nearly time for me to end another Editorial, so I will take this opportunity to wish everyone.....

**A VERY MERRY CHRISTMAS  
AND A PROSPEROUS 1993**

Remember keep those Letters, Solutions, Articles Games and Reviews coming in they are all gratefully appreciated.

Byeeee

**LES**

\* REVIEW \* REVIEW \* REVIEW \*

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## PAROLE

written by Kane Conway  
played on the 128k Spectrum

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Poor Jacknell had foolishly double-crossed Mafia Boss Antonio De Forenzo. After seeing his whole family murdered, the police department had mysteriously discovered two kilos of cocaine in his apartment and he had been sent down. Now, four years later, Jacknell had secured his parole and was out for revenge.....

The game begins in the prison lobby where, after collecting an important item, you, Jacknell, are free to pick up the strings of your life. There are only a few locations open to you at this moment in time but, be assured, there is plenty to do before you will be able to find your way back to your apartment. From here on in the pace quickens and regular use of the Ramsave facility will be vital as you try to glean valuable information and a much needed weapon, before planning your route to the Don himself. All hell will let loose as you make your way slowly but surely, towards your ultimate goal.

This PAWEd game is full of atmosphere and there are some pretty stick puzzles, to boot. I particularly liked the problem surrounding the Taxi right at the very beginning of the game and travelling through the sewer was fun too (!!). There is a sting in the tail which I enjoyed but I must admit that I did feel a little disappointed after completing it. I couldn't be sure whether it was because I'd enjoyed it so much or because things had seemed to get a little too easy as I neared the end. A lot of the end play seemed to consist mainly of carrying out your actions as quickly as possible to avoid getting blasted. There was also a random element to contend with, or am I wrong? Why did I manage to make it across the gap on one occasion then fall on the next?

**\* REVIEW \* REVIEW \* REVIEW \***

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Why did the henchman shoot me as soon as I entered the location? he didn't last time.

So to sum up...If you're a gangster fan, as I will admit to being, then you'll probably love it, as indeed I did! However, even if you're not a fan I'm sure you'll find something in there that will get your braincells working.

I played it constantly from the moment it arrived until the moment I completed it, pausing only for sleep and to get the kids off to school (better not forget the one phone call!)... but perhaps thats why I was a little disappointed when I did complete it!! A great game that I would thoroughly recommend.

For an amusing response try going North on the roof of your apartment block, or the second floor, or the first floor for that matter! One that slipped through the playtester's keen eye.

Reviewed by **Sharon**.

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**The Khangrin Plans**

written by James Murphy

played on 128k Spectrum +3

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For many years the civil forces of the Sanquar had attacked the territory of Sorgon. But all is not lost and the power of the Sanquar is fading and freedom for Sorgons is near. In a last ditch attempt for victory the Sanquar have designed a super-ship capable of overpowering anything that the Sorgonians have produced...in a few weeks the construction of the ship will start and after that it is only a matter of time before the Sorgonians fall to a superior enemy.

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Not surprisingly you play a Sorgonian agent in this PAWed tale and must attempt to steal the plans of the super-ship to prevent its construction. The plans are stored on the ravaged planet of KHANGRIN a small planet in the heart of the Sanquar system. Unarmed, and unaided YOU must travel to KHANGRIN and retrieve the plans. You have been informed that there is a friendly agent on the planet, but you have no idea what the agent looks like only that you must identify yourself to him by saying the name of your planet.

You start inside your ship, soaring through the vast gulfs of space. Tastelessly decorated in the latest fashion of shining metal panels and hardly containing the most up to date technology, it nevertheless packs a formidable punch as you should find out early in the game.

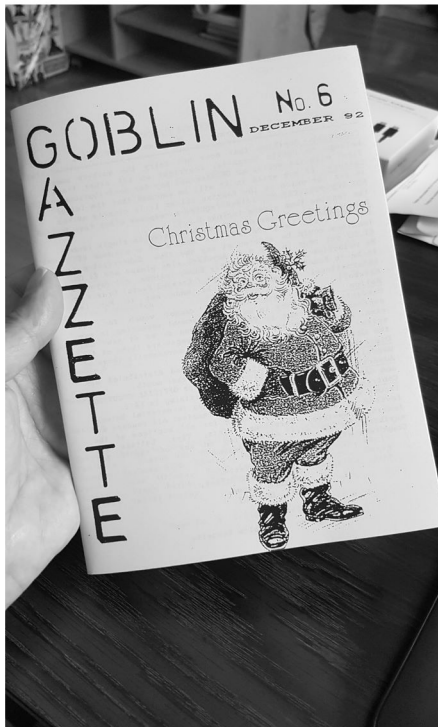
The game features graphics that range from being simply functional to 'okay', but never stretch to a point where you would feel lost without them. Certain objects have a graphical representation but the graphics are mostly reserved for locations. Your ship has about six locations. There's the command room where you'll find the computer, though you'll need to use the communicator to receive information from it. SWITCH COMMUNICATOR ON doesn't work, but TURN COMMUNICATOR ON does and will enable the computer to contact you as you waltz round the ship. The first thing your chirpy electronic buddy will say is, 'UNKNOWN SHIP APPROACHING...NOT IN RANGE FOR COMBAT'. A quick look at the scanner in the weapons room shows a nice little blip on the screen. Pretty soon this nice little blip turns into a nasty enemy space-craft which seems intent on blowing you out of the sky! A few quick button presses will see it destroyed, though.



## MISSING PAGE – #9

This issue of Goblin Gazette was scanned from a misprinted copy where some pages were duplicated and pages #9, #11, #13, #36, #38 and #40 were missing. Please, if by any chance you have access to a correctly printed copy of Goblin Gazette #6 (december 92) with the missing pages consider sharing them!

Thanks!



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## DANGER ADVENTURER AT WORK

written by Simon Avery  
played on the Commodore 64

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It's just possible that this adventure has been written with me in mind, because sometime's it is my wish to be able to get away from the 3 kids and the nagging wife, ( Only kidding DEAR ) so that I can play my adventure's in peace.

So what of the game! Written with the aid of the QUILL and use's the glorious? VERB/NOUN parser of yesteryear and is TEXT only. On loading, the Intro screen give's you a very BRIEF account of your quest in the game, as well as informing you that by typing INFO a list of words recognised by the adventure will be displayed to screen. Also on this screen you will find reference to two unusal abreviations for the actions LOkk UNder ( LOUN ) and LOkk BEhind ( LOBE ) which have to be used to Look Behind/Under as the conventional input is not recognised.

In part's the game is quite humourous, or at least it tickled me with it's sometime's irreverent reference's to some of the " NAME'S " in adventuring. ( I can't understand why I didn't get a mention? ). I particularly liked the idea of having to construct a man to enable me to progress in one particular part of the game.

All the problem's set by the author are of the logical kind and are in my opinion too easy in the context that the player can carry an unlimited amount of object's, the majority of which can be found scattered about the game, the rest being given, by the many character's you'll meet within the game, in exchange for another object. To solve these type of puzzle's all the player has to do is offer each object in turn until he/she get's a response other than " No thanks, you keep it ".

# MISSING PAGE - #11

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As is usual with Jack Lockerby adventures it is very easy to lose yourself in the adventure and I found myself coming back for more, as I was determined to solve a particular problem and get on to the next bit! I must admit to being a little surprised at the start as I was wandering through the valley but all the locations seemed the same. I wasn't sure if I was in a maze or not, but after a bit of searching I soon found my bearings and started to get on with the matter in hand.

Once you have negotiated the valley and actually entered the mines, the adventure really starts to open up. Most of the problems are fairly logical and don't require a degree to solve but there are the odd ones which had me loosing up again and again until I had solved them! The feeling of satisfaction that you get after solving a problem is well worth the hair-pulling involved. I found that when I had solved a problem I was kicking myself as it was usually something staring me in the face!

One problem I particularly liked was the giant turtle! Not having come across any other adventures to give some guidance on this matter, it took a lot of trial and error ( and deaths ) before I could overcome the problem, only to find another one ( which also resulted in death! ). When I finally solved both problems I was literally kicking myself because looking back it was obvious!

I personally have all of Jack Lockerby's adventures as I think he is a brilliant adventure writer, but I can honestly say that I'm not biased when I say buy this adventure now, and before anyone asks no I'm not on commission ( at least I'm not aware of any! ). The Mines of Lithiad is available from Zenobi for £2.49. and well worth adding to your collection.

Reviewed by **Mal** .

## MISSING PAGE - #13

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**\* REVIEW \* REVIEW \* REVIEW \***

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the grounds of the mansion, but apart from separating the main locations they seem to do little else of any use whatsoever. In my mind putting in a lot of similarly described locations only serves to waste valuable memory space...memory space that could be used for better things, such as puzzles.

Another memory eating feature are the graphics that adorn various locations. The general rule is that if a location has a graphic then it is an important screen where actions are necessary. Actually the graphics are well drawn, despite their small size, and brighten up the otherwise dreary screen presentation.

The game text is well written, colour and nicely formatted. The puzzles are quite logical, but so logical that they are all rather easy. You can find a lot of the important objects you need to complete puzzles just lying carelessly scattered on the floor. For a 128k game though, there simply isn't the amount of puzzles you'd expect though what is there is well implemented.

Other additional features include the, now standard, RAMSAVE and RAMLOAD as well as the option to change the character set to one that is more suitable. To conclude, had the author not put in so many memory hungry features ( The fonts, graphics and padding locations ) the game would have easily fit into the 48k machine. A 48k version probably would have stood up better and seemed to have more to do, whereas the 128k version becomes boring and seems to contain little of interest due to the fact that you spend half your time traversing useless locations. An okay game that could have been better with a few more puzzles and a lot less padding

*Reviewed by*    **Scott.**

### ARNOLD 3

written by Scott Denyer  
played on the 48k Spectrum

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*Arnold Tanglewood is back in this his third adventure in the series. Written by Scott Denyer and available through Zenobi Software. Winthorpe, Arnold's wizard pal has been struck down by a strange ailment known as 'Wizarditis', (brought on by over indulging in the forces of magic), the symptoms of which leave the patient suffering from Dementia, discoloured skin and crimson blotches.*

*It's your task as Arnold to find the only known cure for Winthorpe's malady, which just happens to be for the sufferer to drink from the 'Goblet of Goodness' which is in the possession of the 'Flower People'*

*On loading you find yourself in the home of Wizard Winthorpe who lies moaning and groaning on his bed. After a very brief chat with Winthorpe and a read of one of his magic books you are informed of your task in the adventure. Sitting on a table in the centre of the room there is a cauldron full of 'yellow gooey stuff', against the wall stands a large cupboard, the secret of which is withheld until you utter the magic word. Having overcome the problem with the cupboard I set out from Winthorpe's home in search of the fabled Goblet of Goodness. During my exploration of the forest that surrounds Winthorpe's home I came across another 4 problems to solve making a total of 6 in the first 7 locations which in my book is value for money.*

*Humour and problems abound in this game from start to finish. Nearly all the problems used are, as far as I'm aware, all original ideas and as usual with Scott's games are all well presented. I strongly recommend using Ramsave before tackling any of the problems as there are times when*

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doing the obvious is wrong and you don't get a second chance.

Typing 'Help' displays a list of useful verbs the player can use when lost for words. I personally find that this type of help makes games that little bit easier. I'm sure a simple clue given in a message, would be sufficient to help even the novice players progress through the games. Having said that however the list does not distract from the enjoyment of the game.

I don't usually like to give clues away when reviewing games but in one location towards the end of the game the player has to input VERB + NOUN + ADVERB in order to progress any further. The adverb isn't listed and you only need to use it once. I feel that it is unfairly used to make the game that little bit harder.

This is definitely Scott Denyer at his best. Order this game today it's a little gem and is a must for anyone's collection. When Christmas Day arrives and you've bloated yourself on turkey, pud and Christmas spirit load this game and treat yourself to a real Christmas Cracker

Reviewed by **Les**.

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**MAROONED**

written by Laurence Creighton  
played on the 48k Spectrum.

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Having dreamt for many years of owning a sea-going yacht, your wish finally comes true when you unexpectantly come into a large amount of money. Things seem to be going well, the lessons seemed easy enough but then...disaster strikes! The game begins having lost your craft in a violent storm



**\* REVIEW \* REVIEW \* REVIEW \***

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you are floundering in the middle of the sea, going under for the third time. After managing to make your way, with a little assistance, to a nearby island and scaling the 'unscalable' cliff, your quest will, or should, open to you. Passing the guard at the gate of the village is the least of your worries as you plan your journey and gather useful objects to help you on your way. Then there's the pit to cross, the boat to get and the electrified fence to overcome before you see the light at the end of the tunnel.

I have to admit to a certain disappointment when playing this QUILLED game. It's probably got a lot to do with the amount of help I required in order to make any progress or perhaps it was the fact that I seemed to be 'on the right track' many times. I had trouble finding the right input on a great deal of occasions and became increasingly aggravated as the game went on. Inputs such as 'descend steps' instead of a simple 'down' or 'd' did nothing to endear it to me and in all truthfulness I would probably have relegated this game to the 'back of the drawer' if it hadn't been for the review.

Now perhaps, I should admit to having only played one of Laurence's previous games and having found that a little difficult as well. I know there are a great deal of people who love his games, they'll probably love this one also. I tried my hardest to enjoy it...I'm afraid I failed dismally. Probably a game that Laurence's fans will enjoy but it just wasn't 'my cup of tea' I'm afraid.

Reviewed by **Sharon**

If anyone would like to try their hand at reviewing a game then please do. You can review any game you like be it an oldie or a newie. Use these reviews as an example **Les**

## ORDERING DETAILS

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<b>KHANGRIN PLANS</b>	128k	£2.49 Tape	£3.49 Disk
<b>THE LOST TWILIGHT</b>	128k	£2.49 Tape	£3.49 Disk
<b>MAROONED</b>	48k/128	£2.49 Tape	£3.49 Disk
<b>ARNOLD THE ADVENTURER III</b>	48k/128	£2.49 Tape	£3.49 Disk
<b>THE MINES OF LITHIAD</b>	48k/128	£2.49 Tape	£3.49 Disk

### ZENOBI SOFTWARE

26 Spotland Tops, Cutgate, Rochdale, Lancashire, OL12 7NX  
Cheques/P.O. payable to Zenobi Software

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**DANGER ADVENTURER AT WORK**      C64/128      £2.00 Tape only

### THE GUILD ADVENTURE SOFTWARE

760 Tyburn Road, Erdington, Birmingham, B24 9NX  
Cheques/P.O. payable to Glenda Collins

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**PAROLE**                                      128k only                                      £2.49 Tape

### THE NORTHERN UNDERGROUND

Top Floor, 17 Fisher Street, Carlisle  
Cheques/P.O. (crossed) payable to Northern Underground

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Remember to add:-

50p for Surface Mail or £1.00 for Air Mail

in all cases

if you live outside the United Kingdom

## S A M C O U P E P A G E

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Yes, there is such a computer. The 'Sam Coupe' has been under production for 3 years and its aim was to attract previous Spectrum owners as well as achieve full Spectrum compatibility emulator/patch program. It also has its own software which is comparable to those you find on the 16 bit machines.

Of course the Sam will run most of the Spectrum adventures already on release through the Speclone Utility, but there are now many new adventures springing up, for the Sam, from various software publishers such as 'Zenobi', Compass Software and The Guild.

As for Sam specific adventures there are 'Famous Five On Treasure Island' by Enigma Variations (Now only available from 'FRED' 40 Roundyhill, Monfieth, Dundee, DDS 4RZ), 'Hermitage', 'Days of Sorcery' and 'Peneless/Toot'n Come In'. The addresses for the latter three will be given at the end of the article. I would recommend all three because of the graphics which have been incorporated into the adventures and also because the story lines run well.

There are also three 'Adventure Creators' that I know of namely :- 'The Quill', 'P.A.W.' and 'S.A.S.' Personally speaking I would only use 'Quill' and 'P.A.W.' because 'S.A.S.' will not allow you to 'Undo' any mistakes without saving first. There is also a utility which opens up a whole new dimension for Sam Adventurers.

'Pro-Dos' allows Sam owners to access Amstrad PCW 8512, namely the CP/M v2.2 and earlier, which allows you to run the disks of this machine direct, but the disks must first be converted from 3" to 3.5" before they will run for obvious reasons ( the Sam has a 3.5" drive system!! ).

# S A M C O U P E P A G E

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With all this compatibility the Sam has one of the largest Adventure Catalogues around ( which is mainly Public Domain)

All contributions to this page are welcome including Tips, Reviews and Solutions would not go amiss.

Send Contributions to:- John F. Guthrie  
203 Long Lane  
Darcy Lever  
Bolton BL2 6EX

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## Software Publishers

Peneless/Toot'n Come In available from Ivy Soft 17 Parkside Ivybridge Devon PL21 OHU	Hermitage and Days Of Sorcery available from Phil Glover 43 Ferndale Road Hall Green Birmingham B28 9NU
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Bogmole Trilogy available from Compass Software 111 Mill Road Cobholm Island Great Yarmouth Norfolk NR31 OBB	Various Titles available from Zenobi Software 26 Spotland Tops Cutgate Rochdale Lancs OL12 7NX
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*I would just like to thank John for volunteering his services to write a couple or so pages each issue for the many Sam Coupe owners that read G.G. who until now have been ignored*

*If any of the above mentioned companies would like to see their games reviewed then please send copies straight to John at the above address.*

*Les*

## WHERE IN THE?... AN ARTICLE BY WYNNE SNOWDON

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Some years ago my work included travelling around the Midlands, North of England and Scotland. Quite often I was lost. Fortunately, I quickly learned to read maps. Clever people these map makers. Wish I was that clever.

I know the golden rule of adventuring is to map one's progress. But aren't some maps a nightmare. I use graph paper and allot one square per move making sure that all escape routes are shown by lines drawn in the relevant directions. However I often end up with a load of squares with masses of unfinished lines to which I cannot return because the adventure won't let me - or I can't decipher my own map.

While my 'system' generally works I often end up with lines drawn in one direction which lead to squares already completed in a totally different direction. This leads to more lines leading through, around, over or under the existing map and, eventually, I have no idea what leads where.

I get so excited when a map fits together quite well and everything matches neatly. That is until I go into a building, town or underground. Then I need a map within a map and there just isn't enough room. I wonder how many of you, like myself, end up with a mound of paper all showing different parts of an adventure - and curse (mildly) when you have to go back and you've accidentally binned the part you need.

One of my greatest problems was the maze. At first I drew hundreds of lines not realising that the entire maze was probably only a few moves in total. I didn't know the routes usually doubled back on each other. Luckily, at that time, I knew the name of at least one person who might help me.....

## WHERE IN THE . . .

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Thank you Mandy Rodrigues you really saved my sanity. Mandy's advice was to save the programme then drop items at each location so I'd know where I was at each move. She was absolutely right and I can now handle most mazes. However, she also mentioned the devious programme writers who make this method impossible. I then tried 'Pyramid'. Everything I dropped sank without trace into the sand. So, it was back to square one - or two or three. Much to my disgust I eventually gave up altogether. But someday, I will return.

I must rush off now. I need to get to the shops and buy them out of graph paper. Then I can begin again to find out where I am in the country, world, middle earth, space, fairy tale land or wherever the programme has taken me. Anyone have a vacancy for a learner map maker?.

*Yet another problem that besets the beginner to the art of adventuring highlighted by Wynne. Does anyone out there know a way to map a maze such as the one to be found in Pyramid or is it just a case of trial and error until you hit upon the correct route through the maze. Why not write in and share your system of solving this type of maze.*

*Wynne tells me that she has now laid her hands on a Spectrum+2. So that she can enjoy the delights of the best of the Commodore 64 and Spectrum adventures. Unfortunately when Wynne got the +2 the instructions manual was missing and so she would now like to hear from anyone who has a spare copy of this manual or one they no longer use. Wynne promises to give it a good home.*

*Anyone with a copy should either write to Wynne at*

*ALLEN HOUSE, 79 SHERBURN TERRACE, CONSETT, CO DURHAM, DH8 6NE*

*or tel: 0207 - 507966. Please ring at a reasonable time.*

\* EDWARD J WYATT PAGES

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Still in search of the PERFECT solution Edward continues on from where he left off in the last issue.....

**SHERLOCK**  
A Spectrum Solution

Examine Clothes ( *Labelled Tricia Fender* ), East, Open Solid Door, North, Open Sitting Room Door, East, Open Front Door, North, North ( *To Jones front gate to await the arrival of Lestrade and Straker* ), Look ( *Until they arrive with Major Ffoulkes about 1:20/1:30. Follow Lestrade back to library, and listen to Ffoulkes story* ), South, South, West, South ( *He turns pale on seeing the body. He says he was in London all last night, and that he lives in Sidmouth Street, he will not say where he was last night* ), Look ( *Until Lestrade tells Ffoulkes to follow him, then follow Lestrade* ), North, East, North, North ( *To the Jones front gate where Major Ffoulkes is detained by the local policeman. Now follow Straker* ), West, West, South, South, South, East ( *Through heavy oak door* ), South ( *Through Diningroom door* ), West ( *Into the Kitchen* ), Look ( *Until Lestrade asks the cook about Ffoulkes* ), Look ( *Whilst the gardner tells Lestrade he heard Ffoulkes and Mrs Jones fighting* ), ( *Now follow Lestrade back to sittingroom where Basil and Daphne are* ), East, North, Say To Daphne ' *Tell Me About Tricia* ' ( *She says that she was Mrs Brown's secretary and lived in Portman Street. She and Mrs Jones looked alike* ), Look ( *Daphne comments on Ffoulkes ( Indian army man ) and Lestrade says the major is our man* ), Look ( *Until Straker opens the heavy door* ).

RETURN TO LONDON Monday 3:15 pm

( *Follow Straker* ), West, North, North, North, East, East ( *At Jones front gate where the local policeman has been knocked unconscious* ), Look ( *Whilst Straker revives him, the policeman says that Ffoulkes got him from*

## EDWARD J WYATT PAGES

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behind. Lestrade says he will return to the Yard and apprehend Ffoulkes, he orders the bodies to be removed and the remaining people to be freed ), ( Follow Lestrade ), West, North, North, North ( To platform 2 of the station. ), Wait, ( until 3:15 ), Climb In ( To the train with Lestrade ), Wait ( Until 4:30 then follow Lestrade to Kings Cross Road ), SouthWest, SouthWest, SouthWest, SouthWest, SouthWest, Climb In ( The cab and Lestrade orders, then follow him into Scotland Yard ), Say To Lestrade ' Ffoulkes Is Innocent ' ( Lestrade asks for proof, and says his men are looking for Ffoulkes now ).

### RELEASE OF FFOULKES Monday Midnight

Wait until 10:00 ( You could use this time to go back to Baker Street to collect the Chinese disguise ), West, Climb In Cab, Say To Cabbie ' Go To Sidmouth Street', Wait ( Repeat until you arrive ', Pay Cabbie 8d, Climb Out Of cab, Open Heavy Oak Door ( Of the boarding house where Ffoulkes lives. There is no real need to visit here to complete the game ), NorthWest, Open Thick Heavy Door, NorthEast ( Into Lounge ), SouthWest ( Back into main passage ), Up, NorthEast ( Into Ffoulkes bedroom which is full of Indian artifacts), SouthWest, Down, SouthEast ( Outside the house ), Wait Until 10:55, Hail Cab, Climb In Cab, Say To Cabbie ' Wait ', Wait ( You see Ffoulkes entering his lodgings, at about 11:02 ), Wait ( Until Ffoulkes leaves and enters a cab, about 11:26. He tells the Cabbie to go to Slater Street ), Say To Cabbie ' Go To Slater Street ', Wait ( Until you arrive by a hidden door, outside the Opium den. If you arrive at the time of Ffoulkes you hear is cab driver swearing at him. The presence of the two cabs may confuse the computer, ), Pay Cabbie 1/-, Climb Out Of Cab, Wear Chinamans Disguise, North ( Into the Opium den where you see Ffoulkes. Watson remains outside), Take Off Disguise ( Ffoulkes confesses that he was here last night ), South



## EDWARD J WYATT PAGES

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( *Back into Slater Street where you see Lestrade* ), Say To Lestrade 'Ffoulkes visited the Opium Den' ( *Lestrade very good Holmes and tells Ffoulkes that he is free to go. Sometime if the timing is wrong Lestrade shoots Ffoulkes dead* ), Wait ( *Until Lestrade as gone Ffoulkes leaves automatically* ).

### RETURN TO LEATHERHEAD Tuesday 12:10am

Hail Cab, Climb In Cab, Say To Cabbie ' GO To Kings Cross Road ', Wait ( *Until cab arrives* ), Pay cabbie 1/10d, Get Out, NorthEast, NorthEast, NorthEast, NorthEast ( *To platform 3* ), Wait Until 1:45. Climb In To Train, Wait Until 3:00, Climb Out Of Train, South, South, South ( *Into Cobden Lane* ), Open Front Door, East, Open Sittingroom Door, East, South, Open Safe, Look, Take Letters ( *Blackmail from Tricia to Mrs Brown* ), Close Safe, North, West, Up ( *Into Basil's bedroom who is sleeping* ), Examine Piano ( *Baroque music is on it* ), Examine Gramophone ( *A Chopin nocturne is on it* ), Closely Examine Bed ( *Unmade, with a tear in one sheet* ), Closely Examine Window ( *A small piece of cloth is caught on it* ), Down, Close Sittingroom Door, West ( *Into Cobden Lane* ), Close Front Door, North, North ( *To Leatherhead Station to await Lestrade. Wait until 9:00am. Ignore Basil Phipps around 7:10am. Straker also arrives* ), Look.

### RETURN TO LONDON Tuesday 10:45am

Say To Lestrade ' Tricia Blackmailed Mrs Brown ' ( *Repeat if there is no comment, and follow Straker and Lestrade back to the scene of the murder* ), South, West, South, SouthWest, South, SouthWest, East ( *Wait if Lestrade not here* ), Say To Lestrade 'Mrs Brown Killed Herself ', Closely Examine Stream ( *Lestrade finds the gun with a stone tied to it, and congratulates you!* ), West, North, North, NorthEast, North, East, North, North, North ( *Back to platform 2 of*

## EDWARD J WYATT PAGES

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Leatherhead Station ), Wait Until 10:45, Climb Into Train ( Lestrade also enters ), Wait Until 12:00, Climb Out Of Train, Wait ( Until Lestrade goes ), SouthWest, SouthWest, SouthWest, SouthWest, SouthWest, Hail Cab, Say To Cabbie ' Go TO Portman Street '.

### ARREST OF MRS JONES Tuesday Afternoon

Wait ( Repeat until you arrive ), Pay Cabbie 8d, Get Out, Open Door, South, Open Thich Heavy Door, South, Say To Tricia ' Hello ', Open Wall Safe, Look, Take All ( A note and a folder ), Read Unfinished Note, Examine folder ( It is empty labelled Top Secret Military Plans ), Say To Tricia ' Tell Me About The Clothes ' ( She confesses that she is Mrs Jones and not Tricia ), Look ( See Mrs Jones ), Say To Jones Go North, North, Hail Cab, Climb In Cab, Say To Mrs Jones ' Climb In Cab ' ( Repeat if necessary ), Say To Cabbie ' Go TO Parliment Street ', Wait ( Until you arrive ), Pay Cabbie 4d, Climb Out, Say To Jones ' Go East ', East ( Wait for Lestrade if absent ), Say To Lestrade ' Tricia Blackmailed Brown ', Say To Lestrade ' Tricia Had The Plans ', Say To Lestrade ' Jones Killed Tricia ', Give Clothes To Lestrade, Say To Lestrade ' Examine Clothes ', Say To Jones ' Tell Lestrade About The Clothes ', Say To Lestrade ' Jones Killed Tricia ' ( Mrs Jones is then arrested ).

### VISIT BASIL'S LONDON HOUSE Tuesday Night

Hail Cab, Climb In Cab, Say To Cabbie ' Go To Camden Street ' Wait ( Until you arrive ), Pay Cabbie 2d, Climb Out Of Cab, East ( Into Basil's front yard ), Wear Old Mans Disguise ( The Chinamans disguise could be worn just as easily, reducing the number of items needed at the start of the program ) Wait Until 10:05 ( When someone opens Basil's locked window, now you can enter )

Im afraid you will have to wait until the next issue to find out what lies in store for Sherlock in Basil's House.....

**\* SOLUTIONS \* SOLUTIONS \***

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**TREASURE ISLE**

played on the Commodore 64

supplied by Tony Collins

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Help, Turn On Bedlamp, Open Drawer, Examine Drawer, Get Paper, Read Paper, East, Examine Rubbish, Get Pencil, Copy Map On Paper, Drop Pencil, Drop Map, Turn On Tap, Help, North, Get Radio, Get Batteries, Drop Radio, Examine Table, Dial Silicon Tours, Say 'I Have No Water', North, East, East, East, Read Sign, Buy All, Get All, North, North, Read Sign, Buy All, Get All, Examine Detector, Insert Batteries Into Detector, Turn On Detector, South, West, West, West, West, North, Help, Examine Sand, Use Detector, Dig, Get Money, Drop Detector, South, East, East, East, Buy Ice Cream, Get All, West, North, Help, Give Ice-Cream To Little Girl, Get Pistol, South, South, South, Turn On Tap, Fill Pistol, Turn Off Tap, North, North, North, North, East, Examine Car, Help, Fire Pistol At Man, Examine Car, Drop Pistol, Get Can, West, North, Read Sign, Hire Boat, North, Fill Boat Engine With Petrol, North, North, North, North, West, North, Cut Rope, Drop Knife, West, North, Examine Tree, Examine Branch, Get Key, East, East, North, Help, Command Dog To Chase Man, Tie Man With Rope, Read Paper, Dig, Examine Chest, Unlock Chest, Examine Chest, Fill Sack With Treasure, Drop Paper, Drop Spade, South, West, South, South, East, South, East, Examine Bush, Move Bush, North, East, South, East, Get Stone, West, North, West, South, West, South, West, West, North, Throw Stone At Old Man, South, South, South, South, South, South, South.

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**S . P . O . N . G . E .**

supplied by Tony Collins

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West, West, West, West, West, West, North, Take Sapphire, West, West, South, Take Elpheric, South, West, West, Take Pearl, South, South, Take Emerald, West, West, North, North,

**\* SOLUTIONS \* SOLUTIONS \***

North, Take Ruby, North, North, North, North, Jump, Take Platinum, Down, East, South, Take Diamond, East, East, East, South, South, South, East, East, Take Glass, East, East, North, East, Take Stone, East, East, East, Pay Taxes.

**THE CROWN OF RAMHOTEP**

played on the Spectrum  
supplied by Walter Pooley

You start in your hotel bedroom with no money:- Get Scroll, Get Box, Get Chocolate, West, Down, West, gets you outside the hotel. South, West, into the Museum, Show Scroll, to the curator, he gives you an amulet on a gold chain, Remove Chain, East, South, West, Up, into the storeroom of a pottery shop, Get String, Tread Amulet, Wear Amulet, Down, East, North, North, North, West, to a jeweler's shop, Sell Chain, as you are now solvent we can buy some essential items, East, North, East, Buy Rope, Buy Lamp, Buy Matches, West, South, South, East, back to the hotel, Pay Bill, the manager puts your suitcase on the desk, Get Suitcase, Open Suitcase, Drop Suitcase, Get Key, West, South, East, to the carpark, Enter Car, Insert Key, we now need petrol, so West, South, South, West, North, North, brings you to a filling station, Stop Engine, Leave Car, Buy Petrol, Enter Car, Insert Key, you are all set for the drive across the desert.

So off we go into the desert, South, South, East, East, South, to an oasis, your car is stolen but not to worry, we continue on foot, Drink Water, East, North, to an hollow in the dunes where there lies a skeleton and a spade, before you have time to do anything a sandstorm strikes, you must find shelter, South, West, South, gets you to a tent, when the storm is over, North, East, North, back to the hollow, Examine Skeleton, it turns out to be the remains of your friend, you do the decent thing and bury him, Get Spade, Bury Skeleton, whilst doing this you discover a compass, Get

\* SOLUTIONS \* SOLUTIONS \*

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Compass, duty done its time to continue crossing the desert, hopefully to find the pyramid, South, East, East, South, East, West, South ( This last South is only open if you are carrying the compass ), Dig, to find a ring embedded in the a stone slab, Pull Ring, to reveal an opening, Drop Spade, Drop Compass, Down, into the dark, Light Lamp, East, South, to a recess containing three items, Get Bar, ignore the rest, North, East, South, at this point a stone slab drops, sealing the way back, the chamber you are in contains a Statue and a Ladder, you need both, but you can only carry one at a time, so first Get Statue, South, to a room containing a figure of Isis holding a staff, Turn Staff, an opening appears to the west, West, South, East, North, to an alcove with an hole inthe floor, Tie Rope ( to bar ), Lower Rope ( down hole ), South, West, South, East, at this point you will hear a click, its a trap being set, if you were to continue east without disarming the trap your DEAD!!! so South, into an alcove, Drop Statue ( the weight of the statue prevents the trap being sprung ), we now need to nip back for the ladder, North, West, North, North, East, North, Get Ladder, South, back to the Isis room where the rope is hanging through an hole in the roof, Tie Rope ( to ladder ), West, South, East, North, Pull Rope, Untie Rope, Get Ladder, South, Get Lamp ( oil lamp ), West, West, Get Trumpet, South, Get Cup, North, East, South, East, East, North, takes you to a bright coloured room, where there is a large jar, Fill Cup, Fill Lmap, Fill Cup, Down, South, South, to the priests room, Get Disc, Insert Disc ( into box ), the box will open, it contains leaves, Drop Box, Get Leaves, East, about now you will be again in the dark, Light LAMP, North, North, to a low vaulted room containing a rod and a silver bowl lying on an altar, Put Leaves ( into bowl ), Burn Leaves, you see a vision of ancient Egypt, Get Rod, East, into the burial chamber, Blow Trumpet, to open tomb, Enter Tomb, a golden Sarcophagus is here, Lift Lid, inside is the mummy of Ramhotep, Awake Ramhotep, if you are stil wearing

**\* SOLUTIONS \* SOLUTIONS \***

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the amulet you are safe, in fact you need Ramhoteps help, West, West, back to the altar room with a door to the north, Open Door, you can't but if Ramhotep is with you, he will open it, North, into a room where you see Ramhoteps crown, ignore it for the moment, North, Down, to a wall with an hole high up out of your reach, Give Rod, Ramhotep takes the rod and being tall puts the rod in the hole in the wall, an opening appears in the north wall, now is the time to get rid of Ramhotep, ( shame after he's been so helpfull ), Give Scroll, he turns to dust, Up, South, Get Crown, North, Down, North, exits the pyramid, all you need to do now is get the crown back to the museum, North, North, West, West, West, gets you across the desert back to the oasis, you see your car, battered but drivable, Get Key, Enter Car, Insert Key, North, West, North, North, Stop Engine, Leave Car, West, back into the museum and thats it...Finished.

FOOD, DRINK and LIGHT, EAT CHOCOLATE, as soon as you are hungry, DRINK WATER, at the oasis, FILL LAMP, ( for the second time ) when it starts to flicker, don't wander around inside the pyramid, as your air and lamp is limited.

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**ESCAPE TO FREEDOM**  
played on the CPC 464  
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Remove Bullet, Swallow Bullet, Down, East, Examine Seat, Get Pack, East, Wait, Wait, Wait, Wait, Move Bed, South, West, West, North, Remove Head, South, East, North, Open Crate, Get Cutters, South, East, East, North, Examine Table, Get Knife, Get Spoon, South, West, Drop Head, North, Move Floorboards, Use Knife, Down, North, East, Up, Get Bullet, Drop Kife, Give Food, Down, West, South, Up, South, South, South, West, South, Light Flag, East, East, North, Cut fence, East, Wait ( 18 times ), East, Get Cigarettes, Drop Cutters, West, West, South, Give Cigarettes, North, West, North, North, North, Down, Drop Lighter, West, North, North,

**\* SOLUTIONS \* SOLUTIONS \***

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West, Get Silencer, East, South, South, East, South, East, South, South, West, South, South, West, Dig, West, East, Drop Spoon, East, South, South, East, Attack Soldiers, North, North, West, West, Use Silencer, Get Pistol, North, West, Shoot Soldier, East, Read Sign ( Warning:Minefield ), North, North, North, West, Remove Draw, Examine Draw, East, East, Move Painting, 1236, Get Grenade, West, South, East, Get Jeep, West, South, South, South, South, South, South, Throw Grenade, South, Drop Jeep, Up, Examine Controls, Press Blue, Press Yellow, Tune Radio, 105, Henry.  
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**SHIPWRECK**

played on the Spectrum  
supplied by Norman D Haigh  
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START:-On Port side of ship, East, East to Starboard side of ship, Down, South, South to Cabin, Open Porthole, Tidy Cabin, Get Tie, Wear Tie, Get Money, North, North, Up to Deck, South, South, South, West to Lounge, South to Restaurant, Buy Meal, Eat Meal, Get Opener, West, North, North, East to Shop, Buy Map, West, North, North, East, North to Bar, Get Paper, Read Paper ( make note of captains name ), Drop Paper, Buy Drink, Tip Barman, Get Bottle, Open Bottle, Drink Beer, Drop Opener, South, South, East to Deck, South, South, West to Lounge, North to Cloakroom, Get Towel, Soak Towel, South, East to Deck, South, South, South to Stern of ship, Wear Towel, Down to Oilstore, Fill Bottle, Up, Remove Towel, Drop Towel, North to Sundeck, Move Cushions, Get Key, North, West to Purser's Office, Examine Desk, Get Permit, East, North, North, North, West to Writing Room, Sign Permit ( John Wilson ), North, West, North, Up to Bridge, Examine Chart, Down, East, East, Down, South to Locked Chest, Oil Lock, Unlock Chest, Open Chest, Drop Key, Get Lifejacket, Wear Lifejacket, South to Cabin, Jump, Swim, Board Boat, Search Boat, Get Compass, Read Map, West, North,

**\* SOLUTIONS \* SOLUTIONS \***

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East, North, West to Beach of Island, Search Beach, Get Shell, North, Get Stone, North, West, Get Stick, North, North, North to Jungle Thicket, West, South ( captured by natives ), In Native Hut, Cut Rope, Move Debris, North, West to Native Village, Remove Tie, Give Tie, Say Follow, West to Witch-Doctors Hut, Get Potion, Search Hut, Get Mat, East, North to Storeyard, Get Basket, Insert Mat, East, Get Knife, Sharpen Knife, Drop Stone, East, North, East to Coarse Grass ( bitten by snake ), Drink Potion, South, West, South to River Cove, Get Pole, South, West, South, West to Area of Trees, Cut Creeper, Get Creeper, Drop Knife, South, West to Native Village, South, Use Pole, Get Bottle, North, North, East, East to Cultivated Land, Lift Chief, Drop Pole, Get Bananas, North, East, East to Waterfall, Fill Bottle, West, South, West, South, South, West, South, South to Forest, Get Branch, South, South, East to Bank of Stream, Lay Branch, Say Leave, South, Climb Tree, Get Egg, Down, North, West, West to Cliff Face, Climb Tree, North, Tie Rope, Down, West to Deadend, Get Paddle, East, Climb Rope, Get Rope, South, Down to Cliff Face, East, North, East, Down to River Bank, North, North, North, Throw Rope, Climb Out, Get Helmet, Wear Helmet, West, Up, West, North, North, West, South, West to Native Village, Light Stick, East, North, East, South, South, South, East to Bank of Stream, Cross Stream, Up to Cave Entrance, Enter Cave, East, Down to Subterranean Cavern, North, North, North to Hot Springs, East to Area of Reeds, North to Sandy Beach, Board Canoe, Paddle South to Secluded Beach, Give Egg, Gather Wood, Break Bottle, Get Glass, Focus Sun.

Note:- ON BOARD SHIP

In the event of slipping into the pool and landing in the Sick-Bay use the following commands:- Rest, West, Examine Bottles, Take Aspirin, East, North to get back on Deck, West will take you back to the North end of the Portside Deck.



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**JESTER QUEST**

A Spectrum Solution

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Inventory, Examine List, Out, North, North, In, Get Pot, Tell Joke, Search Pillock, South, Get Seeds, Get Roses, North, Out, South, South, East, South, In, Examine Cylinder, Pull Lever, Search Dentist ( Pliers ), Out, North, West, NorthEast, SouthEast, Examine Gnome, Push Gnome, Get Boots, Wear Boots, NorthWest, East, East, East, South, West, Examine Knight, Tell Joke, Get Armour, Wear Armour, East, East, East, East, Up, Up, In, Up, West, North, Get Pad, Examine Pad, Drop Pad, East, East, South, Read Sign, Up, South, Put Manifesto Into Cauldron, Put Rose Into Cauldron, Search Cupboard, Get Cake, Get Biscuit, East, Examine Xel, Kiss Xel, Give Cake To Xel, West, North, Down, North, North, East, East, East, South, Pull Tooth, Drop Pliers, Get Tooth, North, West, West, West, South, South, Up, West, North, North, North, Enter, Say To Priest ' Follow Me ', Out, South, NorthEast, East, NorthWest, In, Get Spade, Out, SouthEast, East, East, North, West, Dig, Drop Spade, Get Bone, East, South, Get Crucifix, West, West, West, SouthWest, South, South, NorthWest, SouthWest, North, In, North, Up, Ring Bell, Down, South, In, Get Can, Examine Can, Out, North, NorthWest, Get Bottle, Get Figs, SouthEast, North, Give Figs To Unicorn, Get Dung, Put Dung Into Pot, Put Seeds Into Pot, Get Bane From Pot, Drop Pot, South, Out, South, NorthEast, North, NorthEast, Get Bow, Get Arrows, SouthWest, West, NorthWest, West, In, North, West, Ring Bell, East, South, Out, East, West, In, North, West, South, Get Stool, North, East, South, Drop Stool, Stand On Stool, Get Key, North, West, South, Get Cat, Unlock Door, Open Door, Drop Key, In, Get Feather, Out, North, East, Get Siphon, South, Out, East, SouthEast, North, West, West, Pull Sword, Examine Mica, East, Down, West, West, Squeeze Bane, Dip Arrow Into Bane, In, Fire Arrow At Dragon, Shoot Soda Into Mouth, Drop Siphon, Drop Bow, West, Examine Pool, Fill

**\* SOLUTIONS \* SOLUTIONS \***

Bottle, East, Out, East, Out, West, South, East, NorthEast, NorthEast, East, Up, Up, Drink Ale, In, West, Get Book, Read Book, Drop Book, East, East, Pull Stick, South, South, Put Feather In Cauldron, Put Tooth In Cauldron, Drop Bone In Cauldron, Empty Bottle Into Cauldron, Search Cauldron, Get Secret From Cauldron, North, North, West, Out, Down, Down, Down, West, SouthWest, SouthWest, South, SouthWest, North, In, North, West, Up, Tell Joke, In, Tell Joke

**THE PRISONER**

A Spectrum Solution

supplied by Doreen Bardon

Start Woods:- West, Get Axe, Use Axe, Look, Drop Axe, Get Acme, East, North, North, East, South, Get Twigs, East, South, West, Pick Lock, Get Socks, North, Examine Bed, Get Pot, South, Down, Use Twigs, Ask Prisoner, Give Pot, Ask Prisoner, Look, Get Ring, Up, East, Drop Acme, East, South, South, South, South, Get Ladder, North, North, East, Enter Circle, Read Sign, South, West, West, West, North, Up, Give Socks To Goat, Up, Up, West, Down, Down, Get Lamp, Up, Up, East, Down, Down, South, East, East, South, Read Scribes, Get Skeleton, East, East, Say 'Follow' (Marvin), Throw Ring, North, Look, Look, Enter Cave, South, Help, Crawl West, Get Wand, East, South, South, South, West, South, Play Skeleton, Drop Wand, Drop Skeleton, South, South, South, South, West, Get Ring, Clean Ring, North, North, North, East, East, East, Ask Marvin (Walls), South, (Now dark lamp gone out. By edge of crevice), Break Ladder, Get Short, Get Long, Use Long, Use Short (Now on other side), Get Sapphire ( Bolder now follows you), Use Short, North, West, West, West, North, North, East, North, North, North, North, Leave Cave, South, West, North, Leave Circle, South, East, South, West, Get Acme, Pick Lock, Down.

**\* SOLUTIONS \* SOLUTIONS \***

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**APRIL 7TH**  
A Spectrum Solution  
supplied by Mal Ellul

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Open Cabinet, Get Red Pass, Show Red Pass, Go Through Door, North, North, North, East, East, South, Get Power Cell, North, Push Button, South, South, Up, North, West, West, South, East, Get Laser, Insert Cell, West, South, East, Push Yellow, West, North, North, North, North, East, East, Search Body, Get Helmet, Wear Helmet, West, West, South, South, South, South, East, Push Red, West, North, North, North, West, North, West, North, Fire Laser, East, North, East, Fire Laser, Search Room, Get Visor, Attach Visor, West, South, West, South, East, South, South, Show Red Pass, Go Through Door, North, Get Suit, Get Boots, Wear Suit, Wear Boots, South, Go Through Door, Close Door, North, North, West, North, Fire Laser, Search Room, Get Wrench, East, Search Body, Get Direction Finder, North, East, South, Get Gloves, Wear Gloves, North, West, South, West, South, East, South, South, East, South, South, East, Push Black, West, West, Get Spark Plug, East, North, North, West, South, Search Body, Get Gold Pass, North, East, East, East, South, Down, North, North, Push Button, West, West, West, West, Show Gold Pass, Go Through Door, Get First Aid Kit, Go Through Door, Close Door, East, East, East, Show Red, Go Through Door, Close Door, Pull Lever, Show Red, Go Through Door, West, North, North, East, Get Lager, West, North, North, Search Body, Get Socks, Remove Boots, Wear Socks, Wear Boots, South, South, South, South, West, North, Get Manual, South, West, North, Get Test Tube, South, Drop Gold Pass, East, East, South, South, East, Push Yellow, Drop Wrench, Drop First Aid Kit, Drop Lager, Drop Direction Finder, Drop Laser, Drop Spark Plug, Push Green, West, West, Examine Safe, Get Map, East, South, West, Get Geiger Counter, East, North, North, North, East, East, Get Food Bar, North, Get Vegetables, South, Push Button, South,

## MISSING PAGE -#36

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Thanks!



**\* SOLUTIONS \* SOLUTIONS \***

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South, Examine Plastic Card, Insert Plastic Card, South, South, Examine Lever, Use Lever, Examine Key, Unlock Door, Kiss Tegan, Quit.

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**SAGA OF A MAD BARBARIAN**

played on the Spectrum  
supplied by Mal Ellul

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West, South, Get Key, North, East, South, Get Sword, North, East, Unlock Gate, East, Drop Key, North, West, Get Ball, East, North, East, Give Ball, Get Lockpick, West, West, North, West, West, Get Glue, East, East, East, Kill Robin, West, North, Nut Rock, Drop Headband, Get Armour, East, East, South, Use Glue, Drop Glue, Get Lockpick, Use Lockpick, Give Armour.

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**THE O'ZONE**

played on the Spectrum  
supplied by Barry Scannell

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Get Glasses, Examine Glasses, Wear Glasses, Examine Door, Jump Beam, East, Examine Coins?, Get 50p Coin, West, North, Examine Laser, NorthEast, Press Red Button, SouthWest, Switch Switch, East, Examine Vines, Climb Down Vine, Down, SouthWest, East, Board Bus, Give Conductor 50p Coin, Get Wallet, Open Wallet, Get £10 Note, Get Cheque, East, SouthEast, Answer Telephone, NorthWest, South, West, South, Climb Toilet, Examine Cistern ( Envelope drops to the floor ), Down, Get Envelope, Open Envelope, Drop Envelope, Get Letter, Get Key, Read Letter, Voice Code ( OBELISK ), North, East, Examine Briefcase, Switch Switch Off, Open Case, Get Map, Examine Map, Read Note ( Freddy Laker use later as password for pilot ), South, East, Examine Lady, Buy Ticket, NorthEast, SouthEast, Get Hook, Get Screwdriver, South, Board Plane, Examine Pilot, Freddy Laker ( pilot bales out ), West, Examine Panel, Examine Joystick, Pull Stick Back

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Thanks!



**\* G I V E U S A C L U E \***

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**INTO THE MYSTIC**

played on the Spectrum

supplied by Norman D Haigh

CAN'T ESCAPE FROM THE ORC'S?:- Make use of your smock and the oil floating in the moat to prepare your escape route.

CAN'T FIND A TORCH?:- That's a searching problem.

CAN'T ENTER THE MONASTERY?:- Have you examined the cloak.

DARK WOODS A PROBLEM?:- Robbers don't like leper's.

CAN'T OPEN TRAPDOOR IN MAUSOLEUM?:- You'll have to go underground to find the answer.

**ECLIPSE**

played on the Spectrum

supplied by Les Mitchell

Examine everything, Wear the I.D. card to get past the checkpoint, Talk to the doctor and the gardener, Read the journal in the library, Take the feather duster from the patio and the walkie talkie from the greenhouse, You will need five items to map the maze beyond the garden.

**DANGER ADVENTURER AT WORK**

played on the Commodore 64

supplied by Les Mitchell

Throwing the stool has a smashing effect, A bull in a china shop produce's results, Use a rock to crack an egg, If you can't swim then wear a tube, Body building lesson's make the man. Can't cross the chasm then kick a fence.

**SOLARIS**

played on the Spectrum

supplied by Barry Scannell

Lift Seat, Get Extinguisher, Exam Extinguisher, Get Pin, Exam Pin, Pull Pin, Pick Lock, North, AIRLOCK.....

## MISSING PAGE – #40

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Thanks!





**\* F R O M   T H E   S T A R T \***

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**CURSE OF CALUTHA**

played on the Spectrum  
supplied by Barbara Gibb

From the start:- try East ( muddy bank ), South ( forest maze ), South ( forest maze ), Southeast ( village square ), Take Sandwich, North ( forest maze ), Northeast ( small copse - can see a ladder ), Climb Ladder then Grab Branch so that you don,t fall down when you unhook ladder, If you West from the copse you should encounter an interesting tramp. Talk to Tramp and Share Sandwich, now Eat your half of the Sandwich, Take Ring and Examine Ring, West, West, Southwest, and West takes you back to the clearing with the pit.....

**INTRUDER ALERT**

paleyed on the Spectrum  
supplied by Barry Scannell

From the start:-Examine Control Panel, Examine Button, Push Button, Get Screwdriver, Get All, North, Get Transmitter, Examine Transmitter, Press Transmitter, Examine Control Panel, Examine Robot, Insert Fuse Into Robot Head, Say To Twonk 'Beam Me Down', Examine Room, Examine Grille, Unscrew Grill, Examine Vent, (O4), Exit, Drop Diode, East, Examine Man, Get Helmet.....

**FEDERATION 2**

played on the Commodore 64  
supplied by Vince Barker

From the start:-Get Kalindra, Examine Kalindra, NorthEast, Examine Krystal, Give Kalindra to Krystal, NorthWest, East, West, Down, West, NorthWest, Get Coat, Examine Coat, North, East, South, North, Down, SouthWest, Examine Weeble, Give Coat to Weeble, SouthWest, Examine Official.....

\* NEWS \* NEWS \* NEWS \* NEWS \*

The Northern Underground

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\* NEWS \* NEWS \* NEWS \* NEWS \*

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The Adventure Guild

Tony tells me that the following games are to be converted in time for Christmas. For the Spectrum

SOLVALDOL+X (128k Sci-Fi)	by Louise Wenlock.
MERLIN	by Micheal Hunt.
ORB QUEST (128k)	by the Stitt Brothers
DANCES WITH BUNNY RABBITS	by Simon Avery
NIGHTMARE. NIGHTMARE 2.	by William Quinn
NIGHTLIFE. LIFEFORM. and UNDERCOVER	by William Quinn

Most of Dorothy Millards games and possibly ABSOLUTION: THE HERMITAGE 2.

The following titles for the Commodore.

SE-KAA OF ASSIAH, ZZZZ, VENOM, KOBAYASHI NARU, SHARDS OF INOVAR, DEMI-GOD, NIGHTWING all by C.Wilson and L.Hogarth.	
NIGHTLIFE AND L.A. ADVENTURE(up-dated version) by William Quinn.	
STAFF OF POWER	by Sue Medley
MERLIN	by Micheal Hunt
RUN BROWNWYN RUN	by Larry Horsfield
THE HERMITAGE & I DARE YOU(possibly)	by The Guild

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DREAM WORLD ADVENTURES

Lovers of the authors first game DRAGON SLAYER will be glad to know that the sequel DEATH OR GLORY is currently being programmed and in fact Part 1 was on show at the recent Adventurers Convention.

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DELBERT THE HAMSTER SOFTWARE

Will sadly cease trading due to Scotts ever increasing workload on 30th November 1992. As yet no plans have been made as to what will happen to their catalogue of games. Games are still availble from DTHS before the closing date. So anyone who wants to purchase games should send their orders in as soon as possible. Scott still intends to be invovled in the Adventure Scene so we haven't heard the last from him. GOBLIN GAZZETTE SEND'S BEST WISHES

\* LETTERS \* LETTERS \* LETTERS \*

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Dear Les,

First of all I'd like to congratulate you on taking the basic Bare-Bones and making it into something vastly (and I do mean vastly) better. Print quality, front cover and all round quality have improved, so well done for spotting the places where improvements were needed and acting to improve them! I must say though that page 1 should be the front cover and not the inside cover as witnessed in GG Issue 5. Picky sod arn't I? (Yep! Les).

If I'm gong to complain about anything at all about anything in GG then the only thing I'd have a bit of a go at in the latest issue is...lack of actual solutions! To pluck a figure out of the air I think you'd need at least 10 to 15 solutions per issue to please most people. Yes, I realise that's quite a lot, but there are a lot of solutions out there waiting to be printed. Hopefully you'll have been in touch with the like's of people like John Wilson, Jon Lemmon, Jack Lockerby, Laurence Creighton, pestering them for solutions to their game's. I'm sure they'd be gladly supply OFFICIAL solutions which would help bolster those supplied by your readers.

Apart from that, and at the expense of sounding like I'm crawling. Goblin Gazette gets the thumbs up from yours truly. The John Wilson reply to Larry Horsfield's letter (printed a couple of issues ago concerning Adventure Probe) was typical of the man. He IS a straight talking chap and that usually leads to some people having a certain amount of ill-feeling towards him (sometimes justifiably I'm sure). However when you learn that he gave Mandy what appears, on the surface, to be a good deal of financial help when PROBE 'collapsed' then surely even the most vehement John Wilson haters out there (and there must be a few) can see that he's not all bad. Hell, he's given me literally hundreds of pounds worth of games and books to give away with From

**\* LETTERS \* LETTERS \* LETTERS \***

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Beyond over the last couple of years. That means that for the most part I for one can forgive him any OUTBURST- and yes, that includes any outburst towards me too. But don't get me wrong, It doesn't give him the right to upset people in any way though, and usually, by design or accident he does upset a few people - that's just the way he is and the people he upsets tend to dislike him. However, I'D certainly like him in MY corner should the going get tough. Anyway, I've wandered off the point of this letter a bit, so I'd better end here. Keep up the good work.

**Tim Kemp, Norwich, Norfolk.**

*In reply to Tim's letter I'd just like to say that, when I extended Bare-Bones from what was a solutions only fanzine to its present format, It was with the intention of replacing PROBE which was due to 'collapse'. Therefore the content of the fanzine was geared up to reproduce what the PROBE reader had paid subscriptions for 6 years to read, Reviews, Letters, News and everything else associated with PROBE. (that's why a new cover was made up in a hurry for Issue 4. The original cover had the name ADVENTURE PROBE emblazoned across it). However all that's history now and I now believe the fanzine is slowly developing it's own character. To include more solutions in the fanzine in preference to Reviews, Articles, Letters or whatever else readers take the time to send in (which is after all the stuff that fanzine editors plead for in every issue produced be it Red Herring, From Beyond, Adventure Probe or whatever, Goblin Gazette is no exception to the rule), would I believe go against my original intentions. I have always said that GG IS reader governed, in that, if readers submit or ask for specific items to be included in GG then I will endeavour to include it in a future issue, and if the item happens to be something that the reader has taken time out to produce either a review or an article, then I will always sacrifice a solution to include that item. That way ensures that each issue is different from the last. If my readers say that is wrong, then I'll include more solutions. Thanks for the praise though, I'm glad that you like the improvements. You will also note that this Issue does contain more solutions than the previous two editions. Les\**

\* LETTERS \* LETTERS \* LETTERS \*

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Dear Les,

In reply to Wynne Snowdon's letter asking if anyone had thought of producing a dictionary of adventuring terms, may I suggest that Wynne could? It has already been started with the synonyms for ENTER. Although it would be easier to write them like this..... ENTER - IN. GO IN. GO INSIDE etc. Instead of using quotation marks round each phrase. I'm sure you would print it, and Wynne would be doing ALL adventurers a favour.

Here are a few synonyms for HIT - STRIKE. THUMP. BASH. WALLOP. PUNCH. Wynne is welcomed to use these in the 'dictionary'

June Rowe, Launceston, Cornwall

Well would a 'dictionary' prove useful to adventurers. If you think it will and you would like to see one compiled then start sending in those synonyms of other adventuring terms and every so often I or Wynne, if she wants to take on the task, will update the dictionary and print it on the inside back cover of GG

LES

MORE LETTERS PLEASE

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