

GOBLIN

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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

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Once again I would like to thank the following readers for their contributions at such short notice. Jenny Perry, Anne Borland, Jackie Holt, Mal Ellul, Sharon Harwood, Barbara Gibb, John Guthrie, John Barmsley, John Wilson, Tony Collins, Edward J Wyatt, Gareth Pitchford, Michael Clarke, Phil Glover, Ron Latham, Neil Currie, Bill Thorn, Walter Pooley, Jack Lockerby, Martin Freemantle, Jon Lemmon.

NEXT ISSUE 15th JUNE

EDITORIAL

PHEW!!!!!! made it. Well surprise surprise THE GOBLIN'S BACK. It's funny how things work out isn't it, one minute it seems that it's impossible to continue producing G.G. and the next someone comes up with an offer to produce it even cheaper than I thought possible.

For those of you who didn't receive THE letter and your subscription money back, and, for those who don't subscribe to Red Herring let me explain. Soon after producing Issue 7 I took a long serious look at the costs of producing G.G. and came to the conclusion that I could no longer continue to subsidise it out of my own pocket, and as such returned cheque's and letter's of explanation back to subscriber's.

As I had used up all the cheque's in my cheque book and whilst waiting for another cheque book to arrive I was informed by a friend that he knew of a company who would probably be able to produce the fanzine far cheaper than I was able too. So with fingers crossed I rang the company and you are now reading the result of the telephone call.

So another quick letter back to subscribers to say that G.G. will continue. However, in the meantime it was too late to stop the announcement being made in Red Herring. For those of you who aren't aware of the current number of subscriber's it's 41. I am hoping that the recent write up in Sinclair User, and advert in Adventure Probe might swell this number or at least get one or two more.

Quite a few of you wrote and said you wouldn't mind paying a little extra for each issue and although I appreciate your offer I won't be increasing the price YET! All I ask is that you spread the word whenever you can to fellow adventurers about the fanzine's existence.

IT'S GOOD TO BE BACK

THE GOBLIN.

REVIEWS * REVIEWS * REVIEWS

DRAGONSLAYER

written by Martin Freemantle

played on a Spectrum

In this game you play Doug Thornton, a young dragonslayer, whose mission is to kill the Silver Dragon, reclaim the Medallion of Immortality from him, and return it to the Circle of Nine in Hayworth.

You start underneath a ledge which you cannot reach at first but is worth returning to later. Soon you find a sword wielding black goblin blocking your way. Once you've sorted him out you arrive at a hut which Securicor would be proud of as there appears to be no way in. Abandoning any ideas of a career in burglary you continue along a mountain track, and after clearing some nearby rocks you can really get cracking.

Later in Part one you will encounter underground passages, snarling wolves, a seven headed serpent and a friendly elf amongst other pitfalls and perils. When, exhausted, you stagger into Part two you will meet an extremely stubborn mountain goat, a man eating spider and the dreaded Silver Dragon.

I enjoyed this adventure apart from getting stuck on one or two obscure commands. I made full use of the Ramsave facility as this game is the product of a devious mind and it is very easy to complete the puzzles in the wrong order, thus being unable to find objects vitally needed later on. There is a useful map of the first 7 locations to get you started and handy vocab and story sections. This is the first game in a trilogy. I'm looking forward to playing the next two if they are as enjoyable as this.

Reviewer

JENNY

THE DARKEST ROAD

written by Clive Wilson

played on the C64

As the great sadness spreads over the land and the darkness draws ever closer the whispers of the BLACK WANDERER. Far to the north over the Darkten Moor and beyond the Eagleshorn he dwells within 'The Pinnacle' dispensing his awesome magicks of which the spreading is but one.

As the sky grows greyer, a Mysterious Stranger enters your vilage and tells of the BLACK WANDERER and of the darkness. He tells how he may be defeated, of the SILENT SONG and the bearer of this power - YOU!

The SILENT SONG was a gift from your father, an elf from beyond the forest of forgiveness and your mother, Sharra, a princess of the winged elves from the South shores. For many hours the Stranger instructs you in it's use but warns you to use it with care. You must now take the DARKEST ROAD and seek out the BLACK WANDERER and then use the magic of the SILENT SONG to send him back to the festering pit that spewed him forth.

The above is the introduction to the latest Spectrum Adventure (reviewed Ish! 4) to be converted by Pegasus Software using GAC+ to the C64, and what a good job they have done. I,m not going to say too much about this one due to the Spectrum version being reviewed in an earlier issue. However, if you like devious puzzles which get harder and harder as the plot unfolds, then this one will fulfill your craving. All the atmosphere and tricky puzzles of the Speccie version are here and, if like me, your a member of the Clive Wilson appreciation club and spend your spare time crushing cockroaches and playing adventures then you won't go far wrong buying this.

Reviewer

LES.

THE LOST TOMB OF ANANKA

written by Jon Lemmon

played on a Spectrum

Jack Foswell, after months of deciphering the strange hieroglyphics on an ancient Egyptian stone tablet, is galvanised into action by the meaning of the ominous warning it contains. But before he can move, word is received that the colleague who sent him the tablet has been killed in a landslide whilst attempting to enter the until now undiscovered tomb of Ananka, in the Valley of the Kings.

On arriving in Egypt, and now knowing that the tomb can be approached from another direction, Jack begins the adventure on the ledge of a cliff, with his dead and broken bearers who have suffered a fatal fall, below him. Left with just a rope, he knows that he will die like his colleague. Rolf Sorinson if his attempt to penetrate the tomb fails.

Jon Lemmon has certainly done his homework on Egyptian mythology, archaeology and artefacts. Even the hieroglyphics (which must be deciphered for clues before progression can continue), seem authentic.

Each problems is logically solvable with the items available, with subtle clues in location descriptions and hieroglyphics, so that you are rarely left with handfuls of hair all over the keyboard after a playing session. Which is not to say that it's too obvious a game: text is terse with basic location descriptions, but there's lots of examining and some searching before complete information is obtained.

I became quite attached to my Mummy, Horus, who, following me through the adventure, protected me from dangers. He moaned a lot especially when told to do things which was physically impossible, but some mummies are like that aren't they?

THE LOST TOMB OF ANANKA

Accompanying the cassette is a little envelope with the instructions 'not to be opened until told to by the adventure'. A nice touch in memory saving, a nice touch anyway.

Whether it was the fact that I was successful in solving most puzzles (a real ego booster after a previously abysmal record), or because this adventure has a certain drawing power puzzle-wise which compelled me to keep returning, is difficult to say. Whatever I would recommend it wholeheartedly, especially to the not-too-sophisticated player. You'll be rewarded with a warm glow of achievement.

One word of warning: say MECTA, not ZONTI to make the Mummy follow you. Unless my review copy is the only one with the instructions the wrong way round!

REVIEWER

ANNE

MINES OF LITHIAD

written by Jack Lockerby

played on a C64

Long ago the powerful and evil Master ordered the destruction of all the much loved dragons. Cavilan, who was laying her egg in a quiet spot, was accidentally spared. When the Master discovered this, he sent a select band of orcs to find her but they only succeeded in finding her egg.

They hatched a plot to hide the egg in the mines of Lithiad in the hope that Cavilan would attempt to rescue her unborn child and they would have the chance to kill her. However, the bird brained orcs didn't think their plan through because Cavilan is far too large to enter the mines herself.

MINES OF LITHIAD

Knowing this Cavilan enlists your help to recover her egg. Cavilan takes you to Kalem Woods in the Valley of the Lost Souls. Exploring the woods you chance upon an old man dying of thirst and a well house where you find a bucket with a large hole in the bottom. Once you've sorted this problem out and found yourself a source of light you are ready to go down the mine.

After crossing a crumbling bridge which collapses preventing any turning back. You travel along a giant wormhole, finding useful objects around the tunnels, you eventually make your way to the shore of an underground lake inhabited by a giant turtle.

The fun really starts here as there is a back entrance to the mine works near the lake and you have to work out how to get through it. When you do get in you must dodge the evil orcs and find Cavilans egg. Don't start this game if you've only got half an hour or so to spare. Once I loaded up I was completely hooked.....

Reviewer

JENNY

THE BIG SLEAZE

written by Fergus Mc'Neil

played on a Spectrum

I have to be honest and admit to not being a great lover of the older games. I've never quite been able to figure out whether this is a direct result of having been introduced to Adventuring by the more modern PAWed games or whether it has something to do with the fact that the older games don't seem to go anywhere near as user friendly as they tend to nowadays. Either way, I can't help but feel a slight dread when faced with reviewing a re-released 'Golden Oldie' and, despite the fact, that I do my best to keep an open mind

THE BIG SLEAZE

this was pretty much how I felt whilst loading this game...

I'd heard good things about this game and I'd heard bad. There are a lot of Adventurer's out there who are still attracted to the 'old' games and just as many who hold a strong dislike for 'spooof' games. Myself, I found the fact that it was a 'spooof' an advantage. I thoroughly enjoy a good, serious game but I find that humorous games serve as a fun distraction from the everyday slaughter and toil..This game fitted the bill exactly!

I was Sam Spillade, Private Dick. I ran my business from a first floor office in the heart of New York City and was a pretty dumb guy, actually I was a VERY dumb guy, but that doesn't quite sound the same does it?

I wasn't quite sure what I was supposed to be investigating so I decided to have a bit of a look around first...it wasn't long before I had a couple of visitors, both bearing cheques, and was able to start the game with vigour. As is quite normal when I first play a game, I didn't give it my full attention and was immediately blown up by the leader's of a 'school-dinner racket' I'd uncovered recently. I persevered and, despite getting a little aggravated by how little I was able to carry, actually managed to get quite along way quite quickly. In fact it wasn't long before I was saving my position and continuing my investigation in another part of the city.

Things started to take shape, Schplat at the Police Station wasn't very helpful or at least he didn't seem to be at the time, then the Dame nagaged to stick everything together and things took a surprise turn. The librarian threw me out for talking too loud and I foolishly ventured into Central Park during the night, but things were really hotting up and I

THE BIG SLEAZE

was nearing a dramatic conclusion atop of The Empire State Building.

The humour flowed thick and fast throughout the entire game and it was just as fun being killed as it was managing to complete the investigation. My only minor quibble would have to be the fact that I could only carry about 4 objects at a time. However, this was easily overcome by storing them in my car and, consequently, having everything everything I needed pretty close to hand.

If you haven't already played this game then I can thoroughly recommend it. Its full of laughs and isn't lacking in the puzzles stake. A really good game!

Reviewer

SHARON

BORED OF THE RINGS

written by Fergus McNeil

played on the C64

Yet another Speccie game to make it on to the C64 courtesy of Pegasus Software A.K.A. Tony Collin's, and once again none of the originals humour or atmosphere have been lost. The C64 version comes in 3 parts on disk or tape. I played the disk version and so loading caused no problems, however, I suspect that having to load 3 parts from tape will test the patience of a Saint. Included on the disk version is an introduction to the game that gives an insight (In Fergus's own words), as to how, and why, the game came about, this introduction was accompanied by a nice if monotonous little jingle.

The game has YOU playing the role of Frodo the ring bearer. Your first task is to learn of your mission which, incidently is to travel to the dark lands of Dormor and....

BORED OF THE RINGS

destroy the 'one-ring'. You won't have any problems in obtaining the ring as it seems that your uncle Bimbo and Grandalf are looking for some idiot, er, brave boggit to undertake this suicidal mission and, as you so obligingly catch the said ring when it's thrown in your direction, it seems your the chosen one.

However, you are not to undertake this mission on your own, for you have some very loyal if not daft friends who are willing to accompany you to the dark lands, namely, Spam, Pimply and Murky. You are advised to first visit the home of Smelrond the lunchmaker in Rivendull to meet up with some of the other characters who will make up the 'Company' Gibleet, Legoland, Borrower and Spill the pack-beast.

Your travels will lead you through a (simple!), maze of woods, where you'll meet up with Tim Bumbadil a bit of a junkie it seems who will invite you to meet the wife. Leaving Tim behind you and with some magic beans in your possession you must next make your way to the Puny Prancer Inn and await the arrival of another member of the company 'Aragont'. A trendy rapping barrow wight met on the way to the Puny Prancer will give you a clue as to how to progress past the great 'Marona Gate'. Overcoming this problem will complete part one. Take note of the PASSWORD given for you'll need it to start part two.

Part two finds our hero in the Marona Cave Complex, which once again includes a maze and, as in part one isn't too difficult to solve and in any case you are able to purchase a map of the complex to help you navigate your way through. Successfully negotiating the maze will see you in possession of an essential object that will help you to deal with a very 'queer!' monster. After crossing the river Anadin and dealing with a C5 you soon find yourself being given a password for part three.....

BORED OF THE RINGS

Part three sees the 'Company' part company, whilst Frodo and Spam Ganjees set out to Dormor, Aragont and the others head for Isithard to vanquish the evil Saruperson. The humour as throughout the first two parts continues to flow thick and fast, also in part three there are one or two more problems to solve, oh! and did I mention the maze. This maze is slightly harder but with careful mapping won't have you tearing your hair out.

There are problems within the game that need to be undertaken in order for you to complete the game, there are others that only need to be undertaken to improve your score within the game. If you like humourous games or even if you are interested in seeing the game that set the mould for other Hobbit type 'spoofs' then this is an essential buy. If your a beginner looking for a nice friendly introduction to adventuring then this game is for you also.

REVIEWER

LES

ORDERING DETAILS

DAYS OF SORCERY

Nigel Kettlewell

12 Limited Road

Morrdown

Bournemouth

Dorset BH9 1SS

cheques payable to Nigel Kettlewell

THE DARKEST ROAD C64 Tape/Disk £3.00
BORED OF THE RINGS C64 Tape/Disk £4.00

The Guild Software
760 Erdington Road
Birmingham B24 9NX

Cheques payable to Glenda Collins

ORDERING DETAILS

MINES OF LITHIAD

Jack Lockerby
44 Hyde Place, Aylesham,
Canterbury, Kent,
CT3 3AL
Commodore 64 Tape/Disk £3.00

DEEP PROBE
THE LOST TOMB OF ANANKA
Compass Software
111 Mill Road, Cobham Island
Gt Yarmouth, Norfolk
NR31 0BB
Spectrum Tape £1.99 +D/Sam Disk £1.99

THE BIG SLEAZE
THE ESCAPING HABIT
BORED OF THE RINGS
THE DARKEST ROAD
Zenobi Software
26 Spotland Tops, Cutgate
Rochdale, Lancashire
OL12 7NX
Spectrum 48k Tape £2.49 +3 Disk £3.49

DRAGON SLAYER
Dream World Adventures
10 Medhurst Crescent
Gravesend, Kent
DA12 4HL
Spectrum 48k Tape/+D Disk £1.99
128k/+D Disk £2.49. +3 Disk £3.49
cheques payable to Martin Freemantle

In all cases Overseas customers add £1.00

SAM PAGES * SAM PAGES

Back again with a couple of reviews and special spring treat, a full solution to an oldie, namely FAMOUS FIVE ON TREASURE ISLAND. Now to start off the reviews with DEEP PROBE by Jon Lemmon and released by Compass Software. The Sam disk version is priced at £1.99 the same as the Spectrum tape version.

Now the review. On receiving the disk, which comes in a plastic container, with a description of the game, I can understand why the game is priced at £1.99 to save on presentation.

Two weeks ago a huge underwater volcanic eruption ripped open the seabed in the North Atlantic. Since then, several ships and three Royal Navy submarines have disappeared without trace! The cause of these disappearances is not known at this time and all vessels sent out to investigate have also disappeared.

A five mile exclusion zone has been placed around that part of the ocean and all merchant shipping has been ordered to stay clear of the area. A robotic pod, armed with a high filter camera was sent down to investigate. Deep sonar probes from the pod revealed a massive fissure had opened up and multiple echoes within the fissure were reported. Possible reasons could be due to large underwater tunnels or caverns, although all contact with the pod was lost before this could be confirmed.

The only information received was one picture transmitted by the pod before it was destroyed. Cause of pod destruction, unknown....

YOUR MISSION IF YOU CHOOSE TO ACCEPT IT.....

You again play the part of Captain Henson, pilot and.....

SAM PAGES * SAM PAGES

designer of the deep salvage rescue sub 'Antillis', which has been slightly redesigned and re-equipped for this mission....You have been asked by the Government to make a one manned deep probe expedition of the fissure and find out what is going on down there.....To get started, do as follows:- You are already sitting at the control of your sub, which is lowered into the sea. X WINDOW, W, X PANEL PRESS 1 (hatch door to the west opens). Your on your own from here on.....

The 2nd review 'THE LOST TOMB OF ANANKA' arrived in the same packaging as DEEP PROBE. You play the part of Dr Jack Foswell, expert in Egyptology at the British Museum. You decipher finish deciphering the hieroglyphics on tablet sent to you by Professor Rolf Sorinson, head of antiquities at Cairo Museum who had previously deciphered part of the tablet before sending it to you.

This is what you found...According to the hieroglyphics on the tablet, the great god Ra had placed the scroll of life within the tomb along with huge statues of the gods to keep Ananka's powers alive. The tablet also spoke of Ananka's heart being weighed in the judgement hall of Osiris and the devourer being unleashed to walk within the tomb as guardian for all eternity, destroying all who entered.

Your Quest.....Before you had chance to tell Professor Rolf Sorinson of what you have found you receive word that he has been killed while entering the tomb from the base of the valley. It was also reported that a strange sound was heard before the landslide happened. You immediately head for the Valley of the Kings and using your knowledge, find the secret entrance to the lost tomb of Ananka.

As you are lowered down onto a ledge outside a cave, the rope above you is cut! Suddenly you hear a scream and the

SAM PAGES * SAM PAGES

bodies of the native bearers fall past you and smash on the rocks below. You now find yourself alone, with nowhere to go but inside!!!! And now for the that solution I promised you

FAMOUS FIVE

supplied by J.F.Guthrie
played on a Sam Coupe

Become George, s, sw, e, become Julian, wait until the train arrives. Leave train, e, e, e, buy ices, give ices to george, buy ginger beer, w, ne, w, open door, w, say George, n, s, turn on wireless, become George, w, open door, w, get all, e, wait until you are thrown out, s, become Julian, n, u, s, get batteries from clock, give batteries to Dick, n, w, s, examine bed, get matches, give matches to Dick, n, e, d, w, n, get torch, s, open windows, w, n, get rope, say Dick put batteries in torch, say George give me spade, s, e, n, e, s, turn on wireless, say Joanna give gloves to Dick, n, open door, e, e, ne, e, become George, talk to Alf (he will give you Timmy), in boat, get oars, row boat six times, drop oars, leave boat, se, ne, become Julian, examine heather, tie rope to stump, drop rope, d, break crate, get axe, u, sw, nw, pull boat, se, n, ne, dring ginger beer, become George, eat cake, become Dick, unwrap sandwiches, get paper, give gloves to Julian, get sticks, sw, e, e, drop sticks, w, w, s, nw, wait until you see storm brewing, se, n, e, wait until you start to sneeze, e, strike match, light sticks with paper, drop paper.

I tell a lie you will get the rest of this solution next month. My address is as always:-

JOHN F GUTHRIE, 203 LONG LANE, BOLTON, LANCASHIRE, BL2 6EX

Remember to send in any tips, solutions, news or reviews.
Let's keep this fanzine alive. **JOHN**

SAM PAGES * SAM PAGES

DAYS OF SORCERY

written by Nigel Kettlewell
featuring graphics by Phil Glover
played on the Sam Coupe

A thick choking fog has descended upon the kingdom of North Pelesia claiming the lives of hundreds of people and laying waste to the land. The King and his Wizard seem unable or unwilling, to do anything to prevent the destruction and so it is up to the people of the villages, such as the one you now find yourself in, to take the matter into your own hands.

You encounter the mists on a journey to your homeland and collapsed, nearly becoming another victim. Luckily a farmer dragged you from the grip of the fog and took you back to his home village to recover.

Fate or sheer bad-luck, lumps you with the task of finding out just what is causing the mists and how to put a stop to it. Clad in simple cloak, you stride off into the sunset to begin your quest.

The whole expanse of North Pelesia lies before you, with its lush forests and barren plains providing a sharp contrast to each other. Mapping is recommended as there is a vast area to explore. Watch out for the maze that appears later on. There's plenty of people to encounter on your journey and conversation is achieved easily. Some characters will help you out right others require convincing of your intentions and a few are just after your blood. Always make a note of comments directed at you, whether fair or foul, as clues lurk in the worst of curses. ASK CHARACTER ABOUT OBJECT works wonders and should be used as often as possible as progress will be hard if not impossible without help from others. A walled city proves an interesting challenge to...

DAYS OF SORCERY

enter. Bribery and corruption plays a part, while violence is thankfully, kept to a minimum. Although it pays to keep your concentration on the main task in hand, diverting your attentions sometimes pays off.

Things heat up towards the end of the game until it reaches a hack and slash finish. But will you even get that far. The author has made sure plenty stands in your way.

'Days of Sorcery' is a text adventure/graphic adventure programmed in machine code with graphics that combine well with the text to produce an adventure thats a joy to read and to look at. Screen colours, fonts, screen width and borders can be customised to a combination that suits you and the game also features complex command line editing.

Though it probably has too high a location to problem ratio there is still plenty to do in the game. I would have preferred a bit more magic, especially as the games title seems to hint at this, but thats just a personal opinion.

The game retails at £9.99 and for that you get your adventure disk and a 7 page illustrated A5 booklet. This price might seem a bit steep but it reflects the 12 months of hard work that has gone into constructing the game from scratch and, as such, is fully justified.

Sam owners should send off for this game immediatly if only to see that their machine is capable of doing more than just emulating a Spectrum.

I look forward to Nigel's next project which promises to break more new ground on the Sam.

Reviewer Garreth Pitchford.

LETTER'S LETTER'S LETTER'S

DEAR LES,

Despite having concluded my review of 'Murder He Said' in the last issue, by saying that I had given up on it and that I had no interest in completing it. I must admit to hating loose ends and disliking the fact that this was the first review I had written without actually having finishing the game.

I did, therefore, return to my investigation and, with the information I required, managed to arrest my suspect and complete the game...

It would seem that having finally managed to obtain the elusive wig and in my rush to complete the game I was looking in entirely the wrong palce for that vital last piece of evidence. What does this mean? Well, putting it quite simply, I could have completed the game! Having taken so much time to find the correct sequence of events and writing everthing down exactly has it happened it would seem that I ran out of patience in those vital last inputs...I had assumed the item I was after was in one or two places and, when it wasn't present, I had given up. This I can assure you, is not in my nature and I can only put it down to the despair and aggravation I had suffered throughtout.

So, does completing the game change my opinion? Putting it simply NO! I'm sorry but I have to stick to my original assessment. This truly could have been one of THE great games. The atmosphere was great, the puzzles well thought out and the characters very life-like, but there is no getting away from the fact that too many of the events were governed by flags, that too many things wouldn't happen or didn't appear unless you did everything just right.

Sharon Harwood.

LETTER ' S LETTER ' S LETTER ' S

Dear Sharon,

Thank you for taking the time out to complete Murder He Said and for tidying up the loose ends. I know how hard you work to complete games and I also know of the frustration you suffered at the hands of this adventure. I am also aware that you play these adventure's with an open mind and give an honest review of each game. However, reviews are still only one individuals opinion of a game and should be taken as such, as the saying goes, One persons poison is anothers...etc,etc Keep up the good work it's greatly appreciated.

LES

Dear Les,

I know your mag is for Adventure's really, and we wouldn't want to see it turned into anything else, but I just wonder if any of your readers out there have a copy of the ORIGINAL PAC - MAN for the Speccy that they no longer want. It's a game that I have always wanted but have never been able to get hold of, assuming that it was ever on the good old Spectrum in the first place. If you decide not to put this request in the mag, then I will understand, but if you do I hope it doesn't open the floodgates for similar requests for arcade games.

Michael E Clarke

Dear Mick,

Your request just crept in before the floodgates slammed shut. LES

DEAR LES,

Many thanks for GOBLIN GAZZETTE issue 7, and I'm sorry I've taken so long in catching up with how it's been progressing. The magazine seems to have improved greatly, and is developing it's own style. The idea of catering for 8 bits seems to be a good one, as 8 bit adventures are numerous and of good quality and value. Besides that many of us are content with the 8 bit machines and may not be tempted by the 16 bits. My Spectrum 128k and Sam 512k seem to satisfy most of my needs. I only wish my Sam could run other 8 bit software besides 48k Spectrum, Sam specific and CP/M 2.2

LETTER ' S LETTER ' S LETTER ' S

games. I often wonder what some of the Commodore 64 adventures are like, and I must thank people like Tony Collins and Larry Horsfield who sometimes convert adventures from one machine to another, so more of us can enjoy them on our own particular machines.

GAZZETTE seems to have a quite friendly style, and I recognise several names of contributors. It's a shame that adventures are often overlooked by the larger magazines, simply because adventure publishers aren't able to afford glossy adverts and promotions as can arcade publishers. As a result few people try adventuring, and fewer people make an effort to try the adventure magazines. If they did make the effort, perhaps they'd soon discover the friendliness and enthusiasm associated with adventuring. Arcade game players seem far more competitive aiming for higher scores, but adventure players seem to enjoy the entire game, not just solving the puzzles to finish the game. I'm sure many of us relish good text descriptions and exploring the game locations almost as much as getting points.

One last point, with reference to Sharon Harwood's fascinating SYNONYM DICTIONARY I had trouble finding the exact wording in MATT LUCAS where you find a vase with something inside it. Obviously you needed to get it, so I tried TURN VASE, SHAKE VASE, INVERT VASE, SMASH VASE, THROW VASE, and such like but the correct input was UPEND VASE. Sharon's dictionary could grow and grow with such odd synonyms. One of my favourite moans is the number of ways of of RAMSAVING/LOADING. RAMSAVE/RAMLOAD or RS/RL suit me fine, but sometimes the words are split RAM SAVE / RAM LOAD. Other terms are STORE/RECALL, MEMSAVE/MEMLOAD, or you may type SAVE and are then asked (T) TAPE or (M) MEMORY.

LETTER'S LETTER'S LETTER'S

I'll be interested to see if other people have a favourite synonyms. I'll finish now, before I start going on about all the differnt ways to SPEAK in some games.

Phil Glover, Birmingham

Dear Phil,

Glad to hear that you like the way the THE GOBLIN is developing, I'm quite pleased with it myself. Sharon's dictionary has created a lot of interest, as a lot of other synonyms are being sent in by the readers. An updated copy of the dictionary will be a future issue. The main reason for the dictionary is to help novice adventure players and adventure authors. There is nothing worse than knowing what to do in an adventure, but not being able to think of the right words to do it. As for arcade games, I always end up breaking the joystick out of frustration. **LES**

Dear Les,

Help the solution to 'Mindshadow' Issue 7 to end game the last input claims to be 'Think William' but I've come to a dead end?

Bill Thorn

Can anyone throw any light on the matter?

LES.

DEAR LES,

I really can't understand why your fanzine suffers from lack of subscribers particularly when you think of the number of people who in my opinion waste their money on far inferior fanzines that are currently available. Your fanzine offers the reader a far broader content to adventuring than say From Beyond or even Adventure Probe, and with the recent price increases of these fanzines, much better value.

Emma Chambers.

EDWARD J WYATT PAGES.

ADVENTURELAND THE PERFECT SOLUTION

In this adventure you have to find and store thirteen treasures. On some occasions you may get bitten by Chiggers, a six legged larval mite which sucks blood! Whenever this happens always TAKE MUD, DROP MUD, otherwise your bite soon becomes infected!!

You start in a forest, nearby is a dismal swamp which contains a Cypress tree, This is the key to the adventure. Other dangers lurk not too far away, a sleeping dragon, a quicksand, a bottomless hole with a surprise at it's end and an underground passage full of twists and turns.

E, e, take axe, n, take ox, say Bunyon, swim, s, enter hole, take flint, u, w, w, take axe, take ox, take flint, e, climb tree, take keys, read writing, d, chop tree, climb tree, d, take rubies, u, drop axe, drop *rubies*, drop *fruit*, drop *ox*, rub lamp (*ring* dropped), rub lamp (*bracelet* dropped), (if you rub lamp again then you are in trouble!).
SCORE:- 5 treasures = 38 points.

Take lamp, take bottle (with water), d, enter hole, unlock door, drop keys, enter hall, light lamp, d (into a large cavern), s, take bladder, u (into royal chamber), Help (a voice booms out...blow it up! Try the swamp), d, n, u, u, unlight lamp, u, u, u, take gas, climb tree, d, enter hole, enter hall, light lamp, d, s, u (into royal chamber), drop bladder, ignite gas, enter hole, jump, scream (or yell it frightens away the bear), take mirror, enter throneroom, take crown, w, jump, w, take bricks, d, n.

D (into maze with clue ref. saving your light), d, w, d, drop crown, drop mirror (clue: 'dragon sting' If you takemirror, drop mirror, clue:'don't waste honey get mad

A PERFECT SOLUTION

instead dam the lava'), d (clue: 'magic word's AWAY! look la..'), drop bricks, dam lava, drop water (to cool firestone), take net, take firestone, u, take rug, drop flint, unlight lamp, say AWAY (magic rug), e, take water (else fish die), take fish, w, s, climb tree, drop *fish* (before net), drop *net*, drop *firestone*.

SCORE:- 8 treasures = 61 points.

Say AWAY, take flint, light lamp, take crown, take mirror, say AWAY, drop crown, s, take mud, climb tree, drop rug (before mirror), drop *mirror*, take rug.

SCORE:- 9 treasures = 69 points.

D, enter hole, enter hall, d, n, n, drop water (gives empty bottle), take honey, take bees (if bees suffocate Take Mud, Take Bees, Drop Mud), drop mud (if still carried), say AWAY, say AWAY (i.e. twice), drop bees, drop bottle (which contains bees who sting the dragon and it flies off), take eggs, take crown, s, climb tree, unlight lamp, drop lamp, drop flint (to be tidy!), drop *rug*, drop *crown*, drop *honey*, drop *eggs*.

SCORE:- all 13 treasures stored!

Fantastic score 100. You've solved it all.

Edward.

DREAM WORLD ADVENTURES

Presents

DEATH OR GLORY

A two part fantasy text adventure for the Spectrum.

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+D disk	48k/128k	£2.50
+3 disk	(please send own blank disk)	£2.00

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NEWS.. NEWS.. NEWS.. NEWS..

Compass Software:-

following hot on the heels of Tomb of Ananka Jon Lemmons next adventure will be Night of the Demons. Hopefully in time for reviewing next ish!

Zenobi Software:-

Latest titles to hit the street are Tax Returns by Steve Clay. Murder Hunt 92, Murder Hunt II 92 and Quest for the Holy Something all titles by Craig Davies. The Escaping Habit by Jack Lockerby. Out of the Limelight by J.Scott & S. Boyd. Stranded 48k & 128k by David Hawkins all are available on Tape £2.49 and +3 disk £3.49. Microfair Madness, Hamster Droppings both by Gareth Pitchford on +3 disk only £3.49. News also of a free prize draw which offers two free 12 month subscriptions to the one of the best little fanzine's around....Goblin Gazette. Get those enteries in.

Dream World Adventures:-

Death or Glory a two part fantasy text adventure is now available. By all accounts it's a little cracker and a worthy follow up to the authors previous title Dragon Slayer. Watch this fanzine for a review.

The Guild:-

Latest in the line up for conversion to the Commodore are Buggy, Bored of the Rings, Jeykl & Hyde, Arnold the Adventurer and Very Big Cave Adventure and anything else Tony Collins can get his hands on.

Walter Pooley:-

The Lost World is the title that Walter has chosen for his long awaited come back adventure which will be reviewed next ish! Castle Adventure, Pyramid, Mansion Quest, Desert Island and Mission X have all been converted to the Commodore and are all available on a compilation disk. See Ad this issue.

NEWS . . NEWS . . NEWS . . NEWS . .

SHOCK! HORROR!

GOBLIN GAZZETTE to begin reviewing Amiga, Atari and P.C. games. Although I have said in the past that G.G. will remain 8 bit dedicated, I have, due to recent events, had to reconsider the content of the fanzine, in the hope of increasing numbers of subscribers.

I have given this much thought and feel that this is the obvious step forward. I know that a lot of current subscribers are owners of either ST's, Amiga's or P.C.s and may welcome this change in content. For those of you who may be concerned at this announcement, then please feel free to let me know. Anyone wishing to submit contributions specific to these machines then send them in without delay.

SCOOP . . SCOOP . . SCOOP

Hands up everyone who remembers Mike Brailsford and the fanzine that he produced **SPELLBREAKER**. In a recent conversation with Mike he has kindly offered exclusive to GOBLIN GAZZETTE the complete set of SPELLBREAKER fanzines No's 1 to 29. This excellent prize will be awarded to the winner of the competition to be announced in Issue 9.

Mike has also kindly offered exclusive to GOBLIN GAZZETTE a copy of the never released ISSUE 29 SPELLBREAKER to all new 1 years subscriptions to G.G. between now and the next issue being released on JUNE 15th.

I am also going to try and tap the likes of Compass Software, Dream World Adventures, The Guild, Jack Lockerby and Zenobi for one or two prizes (HOW ABOUT IT GENTS?), for winners of competitions to be announced in future issues.

LES

* SOLUTIONS * SOLUTIONS *

TIZPAN

a Spectrum Solution
supplied by Neil Currie

E, swim, s, s, s, go waterfall, get gloves, wear gloves, go waterfall, n, n, n, e, n, remove cloth, get axe, w, s, w, swim, n, get rabbit, s, w, s, chop tree, examine tree, get nest, n, e, swim, s, e, s, s, get torch, n, n, e, e, s, di torch, n, n, e, e, n, give nest, n, get key, s, s, w, w, s, w, w, w, n, swim, w, n, n, up, get cheetah, light torch, climb down, s, s, w, n, n, n, n, w, n, w, w, s, w, unlock door, s, s, drop cheetah, w, s, get Jayne, n, e, n, n, e, n, e, e, s, e, s, s, s, s, e, n, n, up.....

SOULS OF DARKON

a Spectrum Solution
supplied by Grasshopper

Examine sculpture, pull piece, get fork, get hook, w, examine warrior, get helmet, wear helmet, e, e, up, get coin, get ring, d, s, get bottle, w, zap robot, examine arm, press button, get visor, drop visor, get crystal, w, look, examine stone, push carving, turn plaque, get axe, get sword, s, open door, in, give coin to blacksmith, out, examine barrel, get sword, n, n, e, e, n, give axe to woodsman, get rope, s, s, w, w, s, w, put crystal in fountain, fill bottle with gold, give gold to guide, follow guide, follow guide, wear belt, push buckle, e, e, tie hook to rope, throw rope, up, wear ring, in, examine infrared, open door, e, examine skull, push mouth, push mouth, enter mouth, examine infrared, look, get jar, get key, out, s, get can, s, water star, get star, e, strike fork on plate, say silicon, follow Komputer, attack Kraytor with star, strike fork on Kaytor, e, s, examine infrared, turn wheel, pull wheel, n, up, s, empty jar, open door, s, say silicon, cut rope, attack Darkon with star, plunge sword into flask, plunge sword into Darkon.....

THE HERMITAGE

a Spectrum 128 Solution

supplied by Les Mitchell

N, u, n, w, w, examine bed, get blanket, examine table, get
bottle, e, e, e, e, examine furniture, examine body, get
dagger, w, w, n, e, fill bottle, n, examine pulpit, get
bible, w, w, s, examine pews, e, s, s, d, s, s, w, soak
blanket, e, s, e, e, free woman, n, n, e, wear blanket,
enter hut, get body, examine body, w, s, s, say to woman
'hello', follow woman, examine leaves, get staff, sw, se,
get candle, sw, get tinderbox, e, e, e, throw bag to man, e,
n, n, e, s, e, e, n, n, throw crucifix at woman, examine
bed, s, s, s, e, use map, lever boulder with staff, light
candle, in, e, read bible, e, examine man, wake man, kill
man with dagger, examine stone, pull stone, examine hole, e,
d, e, e, n, n, in, examine door, close door, sleep, n, w, n,
help man, w, s, w, examine bracken, e, n, e, s, give book to
Thomas, s, e, e, e, s, w, s, e, s, e, n, e, d, e, say to
Geoffrey 'tell me about island', out, n, n, e, buy beer, w,
s, s, s, w, s, say to man 'John Gammon' QS, bet on red (if
you lose QL and repeat until you win!), e, n, n, w, w, n, e,
look under counter, w, s, e, e, s, s, w, w, s, s, s, w, w,
buy salt, e, e, e, buy pig, w, w, n, n, w, give box to
blacksmith, e, e, n, n, w, w, n, n, w, say to man 'hello',
say to man 'yes', e, n, board boat, drop pig, row boat, kill
pig with dagger, out, e, examine boat, lift cover, w, w, n,
w, n, throw water at hands, n, examine door, hang crucifix
on nail, unlock door, examine soil, e, e, s, unplug
gunpowder, light gunpowder, n, e, e, e, e, make circle of
bones, make circle of salt, place candle in circle, say
'come demon of the night'.....

THE ROYAL ADVENTURES OF A COMMON FROG

a Spectrum Solution

W, n, take mirror, s, e, take lantern, take dagger, d, s,

THE ROYAL ADVENTURES OF A COMMON FROG

take trousers, wear trousers, w, take shoes, wear shoes,
take match, strike match, light lantern, n, kill piranhas,
drop dagger, s, in, e, e, n, n, e, n, n, open door, through
door, w, take shirt, wear shirt, e, e, s, tread spider, take
key, d, d, take rope, e, tie rope to hook, down rope, take
scroll, read scroll, drop scroll, e, push door, pull ring,
n, take band, s, pull door, w, up, w, up, e, up, e, open
cupboard, take brush, drop key, up, e, s, sweep dust, take
medallion, n, w, d, d, time, e, e, read inscription, touch
door, medallion, e, d, drop medallion, take gloves, wear
gloves, up, w, s, s, take tin, n, n, n, e, n, read tablet,
e, e, d, d, d, w, drop brush, take can, open tin, eat food,
e, life, d, kiss princess, w, s, w, w, s, s, u, stand rock,
take tiara, d, n, e, s, s, drop can, take crook, n, n, e, e,
s, u, use crook, take crown, drop crook, d, n, w, s, s, drop
band, take calender, read calender, drop calender, take
band, yes, give band, s, take balloon, burst balloon with
lantern, meet balloon, read paper, w, w, wear tiara, wear
crown, sit throne, peer mirror.....

TWAS A TIME OF DREAD

a Spectrum Solution
supplied by Les Mitchell

E, n, n, move boulder, get horn, s, e, n, examine cupboard,
get potion, s, e, open fridge, examine fridge, get carcass,
l, cut carcass, get meat, w, s, examine floor, lift
floorboard, get receiver, wear receiver (this gives clue to
saying begone to Legion at the end of the game), n, w, s,
e, climb tree, get branch, lift log, drop branch, lift log,
drop branch, get coin, s, s, climb, climb, s, examine fire,

TWAS A TIME OF DREAD

examine ashes, drop dagger, get medallion, examine medallion, examine markings, examine crucifix, press crucifix, n, n, w, w, w, s, examine well, climb well, throw coin in well (clue to correct object is the word 'soundly' - muffle), get mufflers, n, e, e, s, swim, examine lake, look, look, look, look (resurrected), n, w, s, s, wear mufflers, s, s, s (if you tarry to long the Shadows get you), s (if not wearing mufflers a stag gets you), blow horn, poison meat, throw meat, look, look, look, mount Sebac, w, examine shrubbery, get snorkel, e, mount Sebac, n, n, n, n, wear snorkel, e, e, s, s, s, s, examine medallion, hold medallion, hold medallion high, examine earth, dig earth, climb down, dig earth, remove mufflers, drop mufflers, get die, examine die, look, climb, s, w, examine wall, roll die (until you roll a six), examine electricity, n, examine bars, remove snorkel, drop snorkel, get birdseed, s, e, e, e, s, get key, n, n, feed bird, s, s, get key, n, n, unlock door, n, examine door, unbolt door, n, open door, n, move curtain, climb steps, examine tower, cross walkway (if you go north you die after a few moves), examine slime, drop potion, get flute, e, w, play flute, examine chest, pull handle, e, e, examine shaft, make a wish, fix bug, n, s, examine water, drink water, s, s, n, say 'begone'

DEEKS DEEDS

a Spectrum Solution

At the start of the game select the following items....Bowler hat, gas gun, phone, drum machine and teleport.

Nice Green Meadow:-examine phone, examine teleport, say teleport, say teleport, drop teleport, se, e, throw bowler hat, w, nw, s.

The Circle:-examine space blanket, d, get the zx prism, u, get space blanket, ne, d, n, d, examine bridge, examine....

DEEKS DEEDS

keystone, get key, swim canal (when fudgebow is with you).
Outside Mill:-u, e, wait, wait, w, d, e, s, w, s (with drum machine), s, give drum machine, n, se, e, sw, dial 174, ne, ne, n, give photo (when at Marios), n, e, examine yard, d, n, ne, get stethoscope, sw, d, u, w, s, s, sw, sw, d, s, w, examine sign, Nobby Clarke, get tape, n, n, w, drop zx prism, w, wear stethoscope, examine safe, insert key, turn key, turn combination, open safe, push button, e, e, u, ne, e, e, n, n, nw, examine Dandy, fire gas gun, n, insert tape, get camcorder, s, se, s, sw, sw, sw, examine loo, use loo, kiss girl, se, ne, u, u, wear space blanket, e, e, examine hole, w, w, d, d, sw, nw, use loo, kiss girl, e, ne, se, e, s, w, w, sw, d, s.....

THE BERMUDA TRIANGLE

a Spectrum Solution

Examine pocket, get notes, zxl3, e, n, n, get spade, dig, dig, get ladder, s, w, examine blanket, get poncho, e, e, examine sink, get mortar, w, s, e, e, e, get floorboard, w, place floorboard, e, get poncho, get ladder, wear poncho, climb ladder, search ledge, get recorder, descend ladder, w, walk around pit, remove poncho, n, smother flames, s, e, e, up ladder, get reed, descend ladder, w, insert reed, s, s, play recorder, drop recorder, get mattock, n, n, buy kerosene, e, s, w, buy bottle, e, n, e, n, drop pin, get lantern, fill lantern, drop tin, get pin, s, w, s, s, examine tree, w, w, ne, drop pin, get key, examine key, sw, e, e, insert key, n, n, e, s, w, s, s, w, w, ne, search nook, loosen soil, drop mattock, get coin, sw, e, e, e, cross palm, w, w, w, ne, get pin, sw, drink, drink, drink, n, w, n, give wine, s, examine monolith, read runes, kiss monolith, s, light lantern, s, s, read graffito, e, e, s, w, sw, get vial, examine vial, grind vial (in the mortar), nw, w, e, get bar, w, n, extinguish lantern, w, d, light lantern, w, drink potion, w, u, insert bar, u, extinguish..

THE BERMUDA TRIANGLE

lantern, e, get barrel, w, n, e, read paper, w, w, red herring, examine safe, press switch, e, n, examine console, insert pin, search scientist, get whistle, s, e, n, u, e, enter barrel, roll barrel, light lantern, examine barrel, pull ring, e, s, blow whistle, e, enter.....

LOADS OF MIDNIGHT

a Spectrum Solution

supplied by Neil Currie

PART ONE

N, se, e, e, e, se, get coat, examine coat, examine pockets, examine bottle, nw, w, w, n, ne, ne, e, e, e, e, examine lake, get staff, get photo, examine photo, ne, ne, e, in, give photo, get key, examine key, out, w, sw, sw, w, w, w, w, sw, sw, s, w, w, in, unlock door, get card, examine card, examine machine, press red button, d, out, n, nw, ne, n, ne, n, n, w, in, give bottle, get clock, out, e, s, s, sw, s, sw, se, se, e, e, ne, ne, e, e, examine door, insert card, look, get pills, out, w, w, n, w, nw, n, eat pill, in push button, passwaor is LAST TIME.

PART TWO

S, sw, in, up, get heater, examine heater, d, out, s, w, se, s, insert card, examine bed, out, se, se, se, e, n, nw, e, get gold, w, n, n, ne, throw gold, get batteries, insert batteries, sw, s, e, s, press blue button, in, get spring, out, n, e, n, get rope, s, e, s, jump, out, n, se, ne, n throw rope, wear crown, wait, password id DEEP GULLY

PART THREE

I, wear crown, n, w, n, nw, sw, w, w, s, get sword, n, e, e, ne, e, e, se, e, n, n, ne, kill Sulkrin, examine Sulkrin, get envelope, examine envelope, se, e, in, get knife, open envelope, look, get licence, out, w, nw, sw, s, s, w, nw, w, w, give licence, look, get certificate, examine certificate, nw, nw, nw, w, give certificate, get armour, wear armour, in, look, get token, out, e, se, se, se, e, e, se, e, insert

LOADS OF MIDNIGHT

token, get newspaper, examine newspaper, n, n, ne, nw, w, w, w, w, w, kill men, in, get key, out, n, w, in, throw crown....

MOON MAGIC

a Spectrum Solution

Take card, n, transport, e, n, e, take laser, e, e, e, e, e, e, e, s, s, s, w, w, w, w, w, w, recharge laser, e, e, e, e, e, e, n, n, n, w, w, fire laser, take strip, n, w, w, n, insert strip, w, take dynamite, n, n, e, n, take fuse, s, take pin, n, w, take match, s, s, light fuse, w, s, s, take tin, n, n, take chain, pull chain, e, e, e, s, give can, e, e, take doll, n, e, n, e, stick pin in doll, take key, s, s, take goggles, n, n, w, n, n, n, w, insert key, w, w, w, s, drop gun, take fuel, n, e, e, e, e, s, s, s, e, s, s, e, e, e, e, s, s, s, w, w, w, w, w, w, w, w, s, refuel ship.....

RESCUE FROM DOOM

a Spectrum Solution

S, e, n, n, take fork, take stone, s, s, deflate dinghy, take dinghy, inflate dinghy, sail dinghy, take key, d, take ball, bounce ball, sharpen knife, drop stone, u, w, cut rope, drop knife, take rope, e, s, use rope, s, use rope, examine statue, take ring, wear ring, turn dial, use rope, n, e, e, e, s, unlock door, drop key, s, w, w, s, take tefal, w, sail dinghy, take control, sail dinghy, w, s, use rope, e, e, e, use control, go through, hit fork, go through

MOUSE MAN

a Spectrum Solution

supplied by Neil Currie

Examine sofa, get springs, push bed, d, get all, u, e, wear all, jump, remove springs, e, hit dispenser, get cheque, w, w, s, w, give cheque, hit robbers.....

RED ALERT
a Spectrum Solution

PART ONE

E, hide, u, feel floor, feel walls, prop ladder against wall, u, w, w, s, examine doorsteps, e, e, search grass, s, e, examine ropes, w, n, w, w, w, read sign, shout, e, n, w, examine skip, e, n, n, examine book, read book, s, nw, s, fill bottle, n, examine bench, take opener, sit, give chips to tramp, say to tramp 'follow me', stand, se, e, say to tramp 'open bin', examine bin, n, plant seeds, water seeds, s, w, nw, s, fill bottle, fizz bottle, n, se, e, n, say to environmentalist 'move planks', e, s, search debris, examine till, press grey button, n, n, w, give chocolates to secretary, connect wire to brackets, s, n, open drawer, examine drawer, examine doctor, s, open cabinet, examine cabinet, open door, inject lunatic with syringe, w, examine couch, e, n, e, s, w, s, e, press button, e, press red button, w, open flat with card, s, e, look under bed, w, s, drop bottle, n, n, press button, e, press blue button, w, w, w, s, s, e, s, ask policeman about money, n, e, s, e, open door, n, get salt, s, w, n, w, w, n, w, wear hardhat, d....

PART TWO

S, examine wall, examine bricks, push brick, reach into hole, examine tin, read label, se, e, examine floor, read inscription, tap pipes, say to hermit 'ECNALG', e, examine throne, turn ruby, give salt to rat, w, w, rub slime, examine panel, flip switch, s, give leaflet to boatman, in, z, out, move tapestry, n, flip panel, detach key, e, e, pay Perkins, s, e, open door, n, take ring, attack mechanic, s, give medicine to Joe, wear ring, follow Joe, take ticket, follow Joe, se, cut hedge, s, in, s, swim, e, pull branch, open tin, eat beans, e, s, pull lever, n, u, cut glass, n, throw powder, e, open panel, cut red wire.....

DANGER ADVENTURER AT WORK

A Commodore Solution
supplied by Les Mitchell

Get stool, throw stool, climb window, get head, e, in, get rope, out, n, e, get torso, get bull, w, s, e, in, get boltcutters, n, w, in cut wire, get receiver, out, e, e, s, give receiver, get broom, n, w, w, w, w, w, give broom, get needle, e, e, e, n, give needle, examine dung, get coin, n, get leaflet, s, s, e, e, get leftleg, kick fence, get seed, e, d, get tube, wear tube, up, w, w, w, w, w, w, n, get rightleg, s, w, get bucket, e, e, e, e, e, e, e, d, fill bucket, u, w, w, w, w, w, s, give bucket, n, w, w, s, get rightarm, in, get rock, get gold, LOKk BEHind dragon, get game, out, s, in, give leaflet, get leftarm, out, n, n, e, e, e, e, n, n, e, drop rock, push Humpty, get eggshells, w, s, s, w, w, n, in, give gold, out, s, w, n, give eggshells, s, w, n, give coin, n, n, LOKk UNDER bench, get pills, make body, attach electrodes, press switch, n, pull brick, get matches, throw seed, give game, e, e, cut rope, n, pull nails, get flashlight, light flashlight, e, swim river, e, drop dynamite, light dynamite, w, wait, wait, e, s, turn bracket, e, eat pills, ride pony.....

TREASURE

supplied by Tony Collins

Go gate, take match, take door, e, take sword, n, swim, e, n, e, take torch, take yellow, light torch, drop match, w, w, s, d, d, e, e, ne, kill orc, search orc, take green, up, s, d, n, up, take red, n, se, e, climb into, n, n, take blue, e, s, swim, w, e, unlock door, go through, unlock chest, open chest, take treasure, e, nw, n, w, w, s, d, d, e, n, n, n, up.....

THE SORCERER

a Spectrum Solution
supplied by Ron Latham

N, w, get sword, u, n, n, w, u, n, u, get torch, d, e, e, s,
s, get flint, light torch, drop flint, w, w, get rope, n, d,
e, e, s, kill dog, s, w, get glass, drink water, drop glass,
e, n, n, n, turn spit, throw rope, w, get ladder, e, s, e,
get scroll, d, n, d, climb rope, s, s, look shadows, d, drop
ladder, s, read spell, n, climb ladder, n, w, w, get orb, e,
s, s.....

MURDER HUNT 2 86

A Spectrum Solution
supplied by Les Flyod

Remove cross, insert cross, in, n, n, examine panel, press
notch, go panel, d, examine suit of armour, examine bits of
armour, get master key, w, w, out, n, n, get spade, get
shears, get ladder, s, nw, dig, get helmet, wear helmet, se,
s, w, w, w, get hackshaw, climb tree, u, get car keys, d, d,
se, s, w, in, get scissors, out, e, s, s, s, e, se, cut
bush, drop shears, get hammer, nw, e, e, e, nw, n, n, get
mat, drop mat, n, n, w, open trap, go trap, cut toolbox,
drop hacksaw, get screwdriver, get tape, u, s, s, u, u, w,
w, drop ladder, climb ladder, get gasmask, wear gasmask,
examine ammunition, get cartridge, u, get rock, d, d, d, s,
unlock door, open door, in, drop master key, get book, go
door, n, e, e, d, d, w, tape wire, e, get extinguisher, w,
n, press nozzle, drop extinguisher, dial 999, n, examine
bin, cut envelope, drop scissors, get silver key, e, e, n,
unlock door, open door, in, drop silver key, get specs, wear
specs, read book, drop book, out, ne, dig, drop spade, open
casket, read letter, get parts, sw, s, s, s, ne, n, get
batteries, s, sw, n, n, w, w, w, in, open cupboard, get
matches, w, w, examine drawer, open cartridge, strike match,
go hole, get torch, insert batteries, get bolt, out, get
superglue, assemble gun, get gun, e, out, w, s, s, s, s, s,
e, e, e, get rope, w, w, s, tie rope, on torch, climb rope

MURDER HUNT 2 86

e, e, get gold, w, w, u, n, e, e, e, nw, n, e, e, e, go rolls, insert car keys, go gate, e, e, throw rock, cross river, get bullet, load gun, ne, n, n, in, fire gun, wait 6 times.

SOLUTION REQUESTS

The following solution have all been requested by readers to be included in a future issue of G.G. Although I do my best to include all requested solutions I do like to get readers to help by sending in their solutions. So if you have any of the following games completed/part completed or even if you only have a few clues. Why not send them in and help a fellow adventure player in their time of need. LES.

INTRUDER ALERT. (The PAWed version)
No 6 IN THE VILLAGE.
THE HOBBIT.
LORD OF THE RINGS.
SHADOWS OF MORDOR
NEVER ENDING STORY.
MORON.
CASTLE OF TERROR.
THE MAGICIANS BALL.
ZORK 1 - 2 - 3.

SOFTWARE REQUEST.

Wynne Snowdon would like to buy a cheap, original copy of the PAW for the Spectrum. Details of cost, Version number to:-

Allen House
79 Sherburn Terrace
Consett
Co Durham
DH8 6NE.

OOPS! PAGE

A number of printing errors crept in last issue. I am grateful to the following for pointing out the discrepancies. Michael Clarke who spotted that one or two of the inputs were missing from part 1 of his solution to MINDSHADOW the following is the corrected solution.

MINDSHADOW

A Spectrum Solution
Supplied by Grasshopper

PART ONE

Get Shell, North, East, East, Get Vine, West, Get Steel, West, Enter Hut, Get Straw, East, South, Drop Straw, Drop Steel, East, Tie Vine To Rock, Down, West, Dig Sand, Get Map, Get Rock, East, Drop Shell, Up, Drop All, Down, Get All, Up, Get All, West, Drop Rock, North, Read Map, North, East, North, North, East, East, South, South, East, Get Bottle, West, North, North, West, West, South, South, West, South, South, Drop Map, Get Steel, Get Rock, Bang Steel With Rock, Give Rum To Captain, North, West, South, Kill Man, South, Get Cleaver, North, North, East, North, West, West, South, South, Examine Boat, Get Canvas, South, South, East, Cut Chain With Cleaver, East, North, North, Walk Plank, Enter Ship.

John Wilson pointed out that James Taylor was the author of Corporal Stone and not Jason as wrongly printed last issue. John also says that the tape version of LONE ELECTRON/GET ME TO THE CHURCH ON TIME is NOT available from ZENOBI again as wrongly printed last issue and goes on to say that they only publish +3 compilations of Gareth's games and have no plans to publish any tape versions apart from his 'MICROFAIR MADNESS' and 'PCW' titles. They also have NO plans to do any tape versions of the older Scott Denyer titles either...they will only be released on a compilation +3 disk. MY APOLOGIES TO ANY INCONVENIENCE CAUSED.....THE GOBLIN

GETTING YOU STARTED

MURDER HE SAID

written by Jack Lockerby
supplied by Sharon Harwood

I, Examine Casebook, Examine Index, Examine Desk, Get All Except Telephone, Examine Keys, Examine Bleeper, Switch On Bleeper, Call PC, Out, South, East, South, Talk To Sergeant, South, Down, In, Start Car, Put Keys Into Pocket.

DRAGON SLAYER

written by Martin Freemantle
supplied by Les Mitchell

E, Search Grass, Get Spade, East, East, East, Examine Tree, Read Notice, Climb Oak, Examine Branch, Reach In Branch, Down, Climb Elm, Search Leaves, Examine Nest, Get Top, Examine Top, Down West, Rake Leaves, Get Rope.

AURASCOPE

written by Square Peg
supplied by Les Mitchell

To get out of the Hall of Nub.- Examine Paraphernalia to find a broken compass. Go to the Hall of Tapestries and Examine crumpled tapestry to find iron. Iron tapestry to find magnetic needle and put it in compass. Wear the repaired compass to leave the Hall of Nub.

DAVY JONES LOCKER

written by Jack Lockerby
supplied by Jack Lockerby

Examine Dog, Get Dog, Examine Jake, Talk To Woman, Up, Up, Examine Rope, Get Rope, Examine Hook, Get Hook, Throw Hook, Drop Dog, Throw Hook (until you have landed a diver's suit a baby electric eel and a bike frame). Get Suit, Examine Suit.

GETTING YOU STARTED

THE FOUR SYMBOLS

written by The Grue

supplied by Sharon Harwood

South, Take Peg, North, Northwest, Southwest, South, South, Open Casket, North, North, Northeast, Northeast, Take Cat, Take Rock, Southwest, Examine Pond, Throw Rock In Pond.

PUZZLED

written by Tony Marsh

supplied by John R Barnsley

Note:- In this solution you will have to drop things to pick others up.

Examine Chair, Remove Pyjamas, Wear Jeans, Look Under Bed, Take Letter, Read Letter, Examine Jeans, Open Wallet, East, North, North, In, Take Torch, Examine Torch, Take Bucket, Examine Bucket, Examine Cupboard, Examine Meter, Examine Dust.

THE SHARD OF INOVAR

written by Les Hogarth & Clive Wilson

supplied by Les Mitchell

Get Shard, Invoke Ritual Of Decairn, Go West, Examine Boulder, Use Vial, Examine Tree, Examine Hole, Give Shard To Hole, Go North, Get Shard, Get Statuette, Go North, Go North, Place Statuette In Aperture, Get Statuette, Go North, Go North.

This section in need of more contributions. You don't need to have completed the adventure in order to contribute to this section. Also wanted for a possible future edition of G.G. solutions part solutions for Amiga and Atari adventure games. Send them to the usual address. Les

GIVE US A CLUE

JHOTHAMIA 6

written by David Edgar
supplied by Jackie Holt

OE opens the safe - Make a brush with glue, stick and hair -
Remove a light bulb to charge the gun - Carry a dead man to
enter spaceship.

LASKAR'S CRYSTALS

written by Laurence Creighton
supplied by Barbara Gibb

At the start, SEARCH BOAT (you only have time to choose one
of two items), TAKE MATCHES then get OUT of the boat. Later
DIG MOUND more than once. You can only carry three items at
a time across the bridge, but it is considerate of Laurence
to include a DROP ALL command. Make sure you have the
antidote before tackling the Tarantula under the hat.

MINES OF LITHIAD

written by Jack Lockerby
suupplied by Mal Ellul

Can't read sign - READ BOOK, READ SIGN, TRANSLATE SIGN.
Can't find book - SEARCH ORC THAT TURTLE DEALT WITH.
Can't find orc uniform - GET THROWN INTO CELL
Can't reach hole - STAND ON TABLE

THE BOUNTY HUNTER

written by Jack Lockerby
supplied by Les Mitchell

THE VIROIDS - Can be killed in any order. COLD ROCK - Use
the ferry. ARRAT SANDS - A sprinkling of salt and worm to
catch a fish. THE GORSE PITS - A numbing walk will help.

GIVE US A CLUE

NYRAKS MINE - Harbour your possessions. Cart them to the Windy and sail away. ARRATHOLM - Well! Well! Well! Box clever by raising the level. It's not quite dead wood yet.

PRELUDE TO D DAY

supplied by Jackie Holt

Give tablet to secretary. Give egg to chef in exchange for sausages. Inject sausages and feed them to the dogs. Start sirens to clear the germans out. Wear coat in hospital. Jump on log.

IMPACT

written by Laurence Creighton
supplied by Mal Ellul

Man with canoe - WAVE. Canoe - UNTIE ROPE. Matches - EXAMINE FOUNTAIN. Farmer - SHOUT AND TALK LOUDLY. Farmer wants the key - GIVE HIM MAGAZINE (it's inside). Door in mine INSERT CROWBAR.

TREASURE ISLAND

written by Jack Lockerby
supplied by Les Mitchell

Wondering where the pirates are - LOOK OUT TO SEA. Keep getting killed by the pirates - HIDE IN THE BUSH. Can't find the key to the chest - UNDO BUTTONS ON BILLY BONES SHIRT. Can't get past the pirate guarding the store room - GIVE HIM THE TANKARD OF RUM.

This section of the fanzine is in desperate need of contributions. It does'nt matter how small that contribution is send it in. Someone somewhere will be grateful of the clue. Also wanted hints and tips for Amiga and Atari adventures which may be printed in a future issue of G.G.

ADVERTS..ADVERTS..ADVERTS

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