

GOBLON GAZZETTE

ISSUE NO 10 AUGUST 93



ADVENTURE FANZINE

ALL ABOUT GOBLIN GAZZETTE

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SUBSCRIPTIONS Copies can be ordered in single issue's but it would be preferred that orders of a minimum of 3 issue's be ordered at any one time. Price's are:- £1.50 per copy in the U.K.. Europe please add £1.25. Rest of the World please add £1.75. No reduction is given for yearly subscription. All payments to be in pounds sterling. Cheques & Crossed P.O should be made out to pay L.Mitchell.

BACK ISSUES All back issue's are available at the above price's. Please note that books 1, 2 & 3 are solutions only fanzine's known as BARE - BONES.

DISTRIBUTION GOBLIN GAZZETTE will be available and distributed bi - monthly on or around the 15th of every other month.

CONTRIBUTIONS All contributions are gratefully accepted. I will be forever grateful if you can keep me well supplied with adventure related material for all popular computer formats. HELP KEEP THIS FANZINE ALIVE.

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James Judge

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TONY COLLINS. NEIL CURRIE.
JOHN GUTHRIE. JON LEMMON.
WALTER POOLEY. TERRY
TAYLOR. JOHN WILSON.

EDITORIAL

Welcome to issue 10. The more astute of you will notice a few changes to this issue, the main reason for this is - I had a few problems with my PCW and mid issue had to change over to the P.C. This change forced me into learning a new program and to be honest I think it's made the appearance of the mag a lot better. By next issue I will have mastered the new program and so with a little bit of luck that issue should be even better, it might even include page numbers. A few mistakes crept into the last issue and my thanks go to Terry Taylor (not Turner) for pointing out the 3 wrongly spelt adventures in the wordsearch, the wrongly spelt adventure in the anagrams and last but not least getting his surname wrong Oooops! SORRY!

Did anyone notice that I ran 3 competitions last issue, I mean other than the 4 people who entered them. Now c'mon you lot I put in a lot of effort begging people to donate prizes, the least you could do is enter them. No one will be surprised to learn that these 4 people were all winners and will be receiving their prize's soon

I suppose by now you will have heard or read somewhere that Tim Kemp has quit the fanzine scene. I would just like to wish Tim all the best for the future. I must also say a special thanks to Chris Hester editor of Adventure Coder for voting G.G. one of the best mags of 1992. Enjoy reading this ish! See you soon.....

THE MUMMY'S CRYPT

written by Laurence Creighton
played on a Spectrum

Reading has long been my favorite hobby and you can usually find me with my nose in some book or other. After all, you find so many interesting things in books. For instance, on a visit to a second-hand book shop, I happened upon a rare book wherein I found mention of a mummy's crypt in the vicinity. The path to take was given as was the suggestion that any would be searcher wear a strong pair of boots. Now I'm not a brave heart but how could I resist the lure of possible treasure. So, wearing a sturdy pair of hiking boots, I set out to find what could be my fortune.

Before reaching the crypt, however, I had many obstacles to overcome. The things I needed had to be gathered on the journey and they were spread all over the surrounding countryside. The terrain I covered included forest and hills and, to reach some very important aids, I had to find my way across a chasm and down a cliff. The characters I met all something to help me but I had to pester a couple before they would give up the objects or information I needed. Well, you can't always be Mr Nice Guy where fame and fortune are concerned. Before I could get any objects or help I generally needed to possess something acquired elsewhere so, all in all, I covered a lot of ground.

At last I came to a cave entrance leading to the crypt. My problems were, however, far from over. Gaining entry wasn't easy. I was chased through the caves by a huge boulder but, luckily, I remembered a muttered word and managed -----

THE MUMMY'S CRYPT

to overcome this obstacle. Across a lake I met yet another helpful character who, nonetheless was quite prepared to kill me when I upset her. I managed to find a way to enter the crypt proper and it was here I learned how to gain the treasure. I continued my journey through caves in search of the object required to complete the task given to me and managed to survive the dangers therein. Finally, success was mine and I left the crypt with something which made the whole episode worthwhile - although not quite as much as I had hoped.

This is the first adventure I've tried written by Laurence Creighton and I thought it was terrific. I was advised to look everywhere and examine everything. This was indeed sound advice. There were lots of objects to find but they were well hidden. By the end, if a blade of grass was mentioned I'd have examined it from tip to root - twice. This was the best part for me as I love to dig around searching for answers. Persistence is needed in this one. Just because some useful advice or object is found or given at a location does not necessarily mean that's all there is to find. And it's well worth trying the same actions more than once in some places. I was absolutely stuck in the middle of the adventure (with the boulder) because I hadn't persisted enough with one of the characters and could neither go forward nor back.

Taking an early inventory and some examination will provide half a dozen clues helpfully given by the author. But even these are cryptic and need some thought to interpret. As progress is made some clues are given to keep interest going. Problems are diverse and clearly presented; solutions are well thought out and not too easy. I used the Ramsave/Ramload.....

THE MUMMY'S CRYPT

this was usual for me. You can, of course, be killed if you're not careful. It's also worth saving the programme before reaching the crypt entrance. You can't go back and if you've missed anything - which is quite easy to do - you'll have to start at the beginning again. In my opinion this is a programme for advanced adventurers. However, learners could do no worse than try it. This has all the ingredients of a very good adventure and they can learn a lot from it.

REVIEWED BY WYNNE.

THE LOST WORLD

written by Walter Pooley & Eddy Park
played on a Commodore

Hi! the name is Edward Malone, well known reporter for the Daily Gazette (not to be confused with the Goblin Gazzette). For quite some time I had been receiving dispatches from my friend and co-reporter Maple White. These dispatches told of a strange world inhabited by dinosaurs and strange ape like creatures.

Fascinated but sceptical I filed these dispatches away in a cabinet. Suddenly they failed to arrive, I didn't worry too much about this at first, but gradually as time went on, I became more and more concerned for my friend's safety I made the decision to set out and find him. I hoped I wasn't too late. Struggling I managed to gather together the equipment and supplies I needed to venture forth in search of my friend. Some years later I find myself exhausted and ready to give up, camped below a great.....

THE LOST WORLD

plateau. Strange noises could be heard coming from the great forests that grew atop of the plateau. My problem was of course, how to get up to it. I had with me plenty of climbing equipment but some how I'd forgotten to pack a rope (ok! how was I to know I was going to need one). I did however remember to pack a torch and has luck would have it, it wasn't long before I needed to use it.

During a search of the surrounding area I came upon a darkened cave in one direction and a patch of bamboo with shoots approximately 20' tall in the other. I was hoping to find an easier route up to the plateau, it became obvious that I wasn't going to get past the bamboo. I did however, manage to glimpse something which looked like a skeleton, what of, I needed to know, but how to get in there was another problem.

I decided to check out the cave. My luck was in I found some rope and eventually a means to cut my way through the bamboo. Back at the bamboo patch I'd managed to hack my way through to the skeleton. Bamboo shoots were growing through the rib-cage which meant that it had either grown that way or the body was thrown from the plateau that towered above me. I shivered as I found an old piece of clothing which bore a label with the initials M.W. The body was that of my friend Maple. I know I should have turned back then but, I needed to know how he had met his death and possibly to avenge that death. And, if I was honest perhaps find something that would reimburse me for the cost of this venture. Besides which I had to see this strange world.....

THE LOST WORLD

Having eventually found a relatively easy point to climb up to the plateau I found myself on a grassy ledge, with the main plateau across a twenty foot gap. A lone tree grew very close to the edge on this side, which proved to be very helpful. Having crossed to the main plateau I found myself in a clearing at the edge of which grew, amongst other varieties, a Ginko tree with it's wedge shaped leaves and yellow flowers. Maple's references to the Mesozoic era came flooding back.

Wanting to scout the way ahead I quickly climbed the tree to view the land. I saw a brook leading off into the forest and jumping down decided that this was the route to follow. My heart missed a beat as through the bushes I saw some strange ape like creatures heading my way they had obviously seen me, as they started to run towards me. Instinctively I ran, searching as I went for a place to hide. Luckily I was able to find such a place and the ape-men passed me by.

Confident that the way ahead was clear I continued on my way but, not without first picking up something that might provide me with a meal. Further along the trail I chanced upon a clearing and again I had cause to pause, because there right in the middle of feeding were the strangest creatures I had ever seen. Silently I crept past them, they seemed ready to bolt at any moment. I suppose I could have easily have frightened them but I wanted to press on. Beyond this clearing I found myself close to a bowl shaped stagnant pool. Perched around the pool were bird

THE LOST WORLD

like creatures which I recognised as pterodactyls. They seemed to be looking for something within the shallows of the pool. These creatures were obviously the young of the much larger adults perched in the tree's above. I needed to frighten them off before progressing, of this I was sure. So without a second thought I threw what was my only possible source of food into the pool with a splash - it worked one of the older bigger birds swooped down from it's perch and picked the object up in it's long beak before returning to it's roost in the tree. The younger birds gave chase screeching excitedly in the hope of a share in the meal.

Seeing my chance I quickly made my way past the pool. I was soon lost in the woods. In my haste I forgot to take my bearings. I wandered about for an age until a flash of inspiration came to me. Back on the right track I found a thorn bush covered with berries, hoping for a meal I picked a berry, pricking myself on one of the very sharp thorns as I did so, putting the berry to my lips I bit into it, it tasted acrid and I quickly spat it out when I realised that my lips were becoming numb. The berry was poisonous. Once again inspiration hit me as I realised that I could probably use this as a weapon if I could figure out how to utilise it. Searching for a means of injecting the poison I found something that would help me if I needed to do any close-up combat, I hoped not.

Now with means of protection I carried on along my way. Passing the point where my friend had been thrown to his death, to arrive at a seemingly deserted village.....

THE LOST WORLD

The village was a series of tree huts built on three levels. Their construction was of thick stout branches lashed together with vines that grew in abundance in this area.

I cautiously climbed to the first level, my heart was thumping loudly, I foolishly thought, I hope the noise doesn't alert anyone or anything of my presence. Quickly and quietly I ducked into the nearest hut to regain my breath. When I was sure that my presence had not been noticed I started to search the hut for any clues that would tell me who or what the absent occupiers were.

I can't say whether I conducted my search noisily or whether I had been seen entering the village, but it was whilst I was searching through the leaves scattered around the hut, I became aware of another presence in the room. I looked up and came face to face with one of the ape-men, we both stood transfixed, as we took in each others appearance for what seemed like an age, but in reality was probably only seconds. I was broken out of the trance by the entrance of another of these ape-like creatures who began grunting and wailing. Soon the hut was full of these creatures.....

Oh! look at the time, I must be off, I can't stand talking all day. What? How did I escape? I haven't got time, perhaps tomorrow. If you can't wait for the conclusion of my tale, then I advise you to send for the disk or tape and enter that strange land yourself. For after all, an experience is nothing unless you live it yourself. REVIEWED BY LES.

JEKYLL AND HYDE

written by Essential Myth
played on a Spectrum

You are Dr Jekyll, and you start this game in your London abode in the early evening of August 22nd 1868. You have become increasingly convinced that man has two separate personalities and you've been experimenting in your laboratory to split the two, the subject of your experiments being yourself.

You need the last ingredient for your potion, a special rare salt which is to be brought to a dinner party you are hosting. Later you drink the potion and become the evil Mr Hyde. You arrive at a seedy gambling club (I enjoyed this bit) and must win at cards. You will need to win a certain amount of money as you need it to pay off the parents of a girl you assault later on.

Dr Jekyll is now very concerned that Hyde is out of control, especially after he murders a harmless old man...play on if you dare to see what happens. This game sticks closely to the book. The locations and dialogue give a very good feel for the period but there aren't many objects to find; instead everything depends on you making your moves in exactly the correct sequence and there aren't many clues as to what that sequence is. This is not a game for the beginner or the faint hearted.

My big gripe is that there are no clues whatsoever to the passwords you need to enter part 2 and 3 in fact, they are the last word of the previous parts. I found it literally a Jekyll and Hyde game with the accurate period locations and dialogue and the weird dreams let down by the lack of interesting puzzles and lack of useful clues.

Reviewed by Jenny.

WHAT NOW

written by Alec Carswell
for the Spectrum

There is a new tapezine for the Spectrum computer adventurer. The first issue contains the initial version of it that was submitted to various adventurers for their contributions.

Although I was not sent the original, I found it interesting comparing the two versions.

The main menu is divided into 14 sections, covering the following categories - Readers hints and tips for Lost Adventurers - Letters - Tips on Blood of Bogmole - Plans for the next issue - Arrangements for getting back issues (when this occurs) - Subscriptions - Acknowledgements to those who sent things in - A section mentioning the main software houses and fanzines - A part that will include any means of cheating or means to play a game without sudden deaths - An odds and sods section - and finally some more hints and tips. Also on the tape is a Quilled game called Escape from Malchor. This is a fairly easy science fiction game and has about 35 locations.

This could become a useful addition to the Spectrum market but only time will tell. At present, there appears to be only a small number of contributors, who have sent in some old or at least very familiar hints and tips. The most up-to-date is Blood of Bogmole and there lies the main problem. For it to become established, it needs more contributors sending in lots of new material. At £1.50 it is not expensive if you want older hints but perhaps it might appeal to more adventurers if the hints and tips were really current. If nothing else, the adventure should keep you occupied for an evening or two (depending on your experience).

Reviewed by Storm.

PROJECT NOVA

written by Mark Cantrell
played on a Spectrum 128k

The aliens have a new invention, codenamed Nova. You, Smith, are to infiltrate the alien station, get the gen on Nova, destroy the prototype and return safely home. You've managed to reach the station and you stand in the wreckage of your space craft. After taking some items from the space craft you set out to enter the station proper. Once there, you must find a way to neutralise the aliens before they manage to kill you. This must be done as quickly as possible and, certainly, before you meet any alien patrols. You should find a way to clear all the aliens at once leaving you free to investigate the complex without hinderance. However, you must get the sequence right or back to the start you'll go.

You have free access to most of the passageways and rooms but will encounter some locked doors which will cause you more than a little trouble. You use almost every item you find and, to open one door, you even do a little surgery. Don't forget the station's automatic defences which will terminate you even though unmanned - or should I say unaliened - just when success is in sight. When you have found Nova and set in motion the means to destroy it you must escape from the station quickly or you too will be scattered all over space. This then ends part one of your adventure.

Part two finds you over an alien planet in a crippled space craft. You sight a captured earth spaceship which, you realise, could take you safely home. You also need to free the captive crew to ensure your escape. So, down you go, and start once again in the wreckage of your space craft - what kind of pilot are you anyway? As at the beginning of part one, you need to move fast to stay alive. With no inbuilt immunity, you become the victim of an alien disease causing a horrible and messy death unless you find a cure - so, go

PROJECT NOVA

fruit picking before you enter the alien city then look for a way to survive the illness. You also need some sort of disguise before you try to pass through the city gates.

In the city, and cured of the illness, you set out to find the crew of the spaceship. On this planet the aliens and other creatures are very much alive and will kill you if you can't find ways to avoid them. You must eventually find a way to clear most of the inhabitants from the city to protect a crew member. You find among other locations a market, abatoir and a temple - a visit to the local nick will be helpful too. You also go to the smelly sewers (Ugh!) where a giant rodent causes some problems. When the crew is rescued and you find the earth space ship you should be able to return home. Will you, however be given the heroes welcome you think you deserve?

When I set out to do this review it was with more than a little trepidation. I've never really been 'into' science fiction and thought I wouldn't cope with the unfamiliar. My worries were ill founded. The program is easy to follow. The well written text gave enough information and clues to help me on my way through the strange surroundings of a space station in part one. Much of part two could have been set in any time and place and, although this was so, posed more of a problem than part one.

The compact layout of the locations is easy to follow and there is something to do or find in most of them. However, many of the required items are easily found. This spoiled it a little for me as I enjoy a good 'dig around'. You will have to search for at least one crucial item in each part though. The problems are well thought out, the solutions logical and many are really quite clever. Generally the program is user friendly. A couple of times I had trouble

PROJECT NOVA

finding the right words to communicate my commands. On looking back though I realised the clues to the correct input were in the text. I used the ramsave/load facility often particularly in part two where there are so many ways to be sent back to the beginning.

While seasoned sci - fi adventurers may find fewer problems than myself, they should find enough posers to get them thinking hard and, perhaps even beat them. This is also a good program for beginners in this type of adventure: I liked the experience of something new to me. So, there is something here for almost everyone. I enjoyed the program and look forward to the next time I dabble in the field of science fiction.

Receiwed by Wynne

THE TAXMAN RETURNS

written by Steve Clay

played on a Spectrum

This game is the sequel to the Taxman Cometh. The basic plot is that you play the Tax Collector and it is your task to collect the outstanding taxes from Snow White and the 7 Short Guys. First though you need to overcome the lighting problem and then it is off into the mine, travelling in a cart to one of the various stops.

Getting the tax from the incbriated Blotto or Potboy, the Nightclub owner are possibly the easiest. Both Trapper and Parser proved somewhat tricky. Snow White though needed to be woken and this involved getting the alarm clocks to ring at the same time. Then there was Gadget, Banker and Nomarks all requiring different approaches to get them to cough up. There are about 70 locations in this PAWEd adventure with

THE TAXMAN RETURNS

lots of new and interesting problems to overcome. This game is possibly easier than Taxman Cometh although, I think that it is even better, with a great sense of humour (Well I liked it) and should keep you coming back for more.

Of all the games I've played this year, this is my favourite. Oh, by the way you can get four of the taxes without getting things elsewhere from somebody but the remaining four require you to overcome A to get B so you can get C etc.

Reviewed by Storm.

KNIGHTMARE

written by Tony Crowther
played on an STc

This Knightmare isn't the old 8 bit one where you start off in a cell with an old man who gives you a spade, It's one of those thousand and one Dungeon Master clones.

You and three of your friends (Dickon, James and Sean) have travelled to Fortress England where you meet Treguard and his 'helper' Pickle the elf. You are now preparing to go on the the greatest quest of your life - into the Dunshelm Dungeons to retrieve four sacred objects - the Shield, Sword, Cup and Crown.

You start off by creating your party. For beginners it's best to play with all four characters and, when you are really good you should be able to do it with just one. With each character you can choose a name, sex, race, profession and whether they are left or right handed. Each race is good at a certain skill i.e. an elven priest would be a good choice.

KNIGHTMARE

You start the game outside the four dungeons that will, on completion, reward you with a sacred object. You control your characters with the normal directional arrows and view the world through the leaders eyes. Each character has his own inventory and weight limit so don't over burden your characters.

The game starts off quite easy with simplistic puzzles and weak monsters but by the end of the first dungeon you will begin to feel a bit frustrated. The second level puts you right in it with harder puzzles and monsters and from there on in it gets harder. Knightmare isnt the type of game you can sit down for an hour do a bit then save because it totally enthalls you and makes you want to come back for more.

The first time I played this game was on a 512 STIM and it didn't work but when I got my 1040 STe it worked fine so, although the box says it works on a 512. I think you need a megabyte to run it.

The graphics are excellent (enhanced on an Stc) being some of the most detailed I've seen on an ST and with quite good sound (again enhanced on a STe) everything comes together to form a brilliant game. I'm on the third quest (quest one took me a day and quest two a weck) and still haven't lost my interest in it. I thouroughly reccomend this game to anyone who has a fetish for RPG's but be warned - it is quite difficult and you might even get stuck (gasp!)

Reviewed by James.

WANTED FOR THIS SECTION

An Aniga games reviewer. Fancy a couple of pages to show off what your computer can offer to adventurers. Here's the chance start sending in your reviews for next ish!

SAM PAGE

H! folks, here again with the Sam Page, sorry I missed the last months edition, as I was in hospital, having a double heroic operation, when the article should have been with Les. Only one item as come in, since last time, namely an adventure game which is new to the Sam, and is called THE OCCULT CONNECTION, written by David Munden, using version 1.0 of the SAM ADVENTURE SYSTEM by AXENT SOFTWARE.

If you type VOCAB during the game you will get a list of all the verbs the game is currently using, which also includes the following, NORTH (N), SOUTH (S), EAST (E), WEST (W), INVENTORY (I), EXAMINE (X), GET ALL to pick up all the items you see (providing you are able to carry them all) plus you can also GET ALL EXCEPT which enables you to pick up all objects except the one specified. The same applies to the DROP ALL and DROP ALL EXCEPT routines.

Now for a brief plot of the game. You have recently moved to a new house in a small village. You have done this, so you can have a break from your work as a psychic writer. You were also recently visited by a high priest and priestess of a local coven of white witches, who had been impressed by your writings and the fact that you had not maligned the art, has other writers had. After several more visits they invited you join their coven, which you did.

There had been several murders in and around your village recently. The police believe it to be the work of some kind of maniac, that derives pleasure from burning people to death. However, they cannot explain, why the victims are reduced to ashes, and their clothes remain uncharred.

A week ago, two of your friends, approached you with a mystery. One of them had been attacked by some type of

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entity, leaving him with a burn down one side, in the shape of an handprint, where he had been grabbed by the entity.

Your coven was also attacked the day before your friend was injured. This attack on the coven occurred on a sabbat, a night when psychic power is doubled. You know this to be a fact, as your coven is situated on a lay line and this is what probably saved them from attack. You believe, somehow that the two incidents are connected.

In the last two days your friend has gone missing and nobody can find him anywhere. He contacted you, before he disappeared, that he thought he had a lead, that could solve this mystery, but he would not give any detail until he was sure of his facts. The only thing he would say was, he thought it involved a coven satanists.

Now you must find him and destroy this entity before it kills anymore people....Oh! by the way one more thing I liked about this game, was it's PREFS ROUTINE, of which I will give a resume of, as follows. During the game, if you type PREFS you will get a sub-menu, where you can alter the games settings and font currently being used.

To change the colour you have to use two keys for each one, if you look at the screen you will see a heading INC/DEC the keys that are under this are those used to increase and decrease the pen number for each palette. If you press F on this menu you will see a list of twenty different fonts, including the one that the game is currently using. To use, just type in the number that corresponds to the font type you fancy.

When you are satisfied with all the changes you have made, you can save them by pressing S. If you do not save them you

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will have to keep altering the game each time you start anew, if you do not like the colours Dave has chosen. There is also a list in the bottom corner telling you what the settings are, should you like to write them down. If you press D, it will restore the original font and colours, if you go completely wrong. Also if you press G, this will return you to the game.

If during the game you wish to save your position, then just type the command SAVE, you will be asked for a file name. If you press RETURN at this point, you will get a directory listing of the disk. If you type QUIT it will return you to the game without saving. To load a saved game, all you have to do is type the command LOAD, then follow the same procedure as for the save routine. For the purpose of this game you will not be able to speak to any person you meet. They are there to make the game harder. On the whole I like this game. I give it (9).

Now I did promise you last time, that I would give you PART TWO of the solution to FAMOUS FIVE ON TREASURE ISLAND, well here it is.....

W, w, s, nw, n, ne, in ship, d, w, become Julian, x seaweed, break cupboard with axe, open cupboard, say Dick get box, c, up, leave ship, sw, s, push boat, become George, in boat, get oars, row boat (six times). drop oars, leave boat, w, sw, w, open door, w, up, up, become Dick, open window, throw box through window, d, d, w, s, open windows, w, say Julian w, say George w, say Anne w, wait (until uncle Quentin starts to snore), open windows, quietly c, open drawer, get map, read map, drop map, drop box quickly, w, w, c, se, ne, c, ne, c, become George, in boat, get oars, row boat (six times), drop oars, leave boat, se, ne, get rope, untie rope, sw, n, say Julian give me gloves, wear gloves, tie rope to

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bush, pull rope, drop rope, d, up, drop gloves, say Dick get rope, say Dick untie rope, e, say Julian dig, say Timmy dig, say Dick tie rope to ring, say Dick give me rope, pull rope, untie rope, give rope to Dick, become Julian, say to Dick turn on torch, d, d, w, nw, nw, s, x column, push grille, n, sw, sw, break door, n, get lantern, become Dick, s, se, n, d, d, tie rope to ladder, drop rope, open door, n, say to George eat scones, say George get gold, s (at this point you need to wait until Julian tells you his idea. When Timmy growls, see where he's pointing at, then go around the corner, so if he points SE then hide at the location which is NE of the dank chamber, and vice versa. Wait three times, go back to dank chamber), close door, lock door, ne, ne, se, se, e, up, up, sw, become George, in boat, get oars, row boat (six times), drop oars, leave boat, w, sw, w, become Julian, say George give me gold (Now wander around until you meet Uncle Quentin. When you meet him, George should tell him about the gold and the two men. After he has said that this is rubbish), give gold to uncle, wait (until the policeman arrives), become George, go to beach, in boat, get oars, row boat (six times), drop oars, leave boat, become Julian, se, n, e, d, d, w, nw, nw, sw, sw, become Dick, unlock door.

Now for those addresses, where to send your tips, help or anything Sam related:- John Guthrie
203 Long Lane,
Bolton,
Lancashire BL2 6EX.

To order THE OCCULT CONNECTION:- Send cheque/postal order to the value of £5.99 to:- David Munden
103 Tunnel Hill
Worcester
WR4 9SD

INSOMNIACS ALL

A Poem by Wynne Snowdon

It really is crazy, I think you'll agree
Still up in the morning and it's quarterpast three
It's almost finished. The adventure I mean
Not very much longer and the end will be seen

I can't leave it here, I'm absolutely sure
If I just find the key I can pass through that door
I've hunted and searched o'er valley and hill
Ah! there it is, hidden away, behind that grille

I know I can do it but the grille can't be breached
The key's in sight - but just out of reach
With eyes blurred and weary sleep seems to be
Improbable, impossible and it's now half past three

What can I find that could help in my plight
Perhaps I'd succeed with the help of a light
A lamp up above gives a glimmer of hope
But in order to reach I need a piece of rope

This rope hanging here could save my life
I'd cut a piece off if I just had a knife
There a knife in that belt, I'll make it my goal
But the belt's firmly buckled round the waist of a troll

INSOMNIACS ALL

I must find a way, I can't give up now
Must finish my task but I don't know yet how
My head starts to droop, my eyes red and sore
A little while longer, it's not long gone four

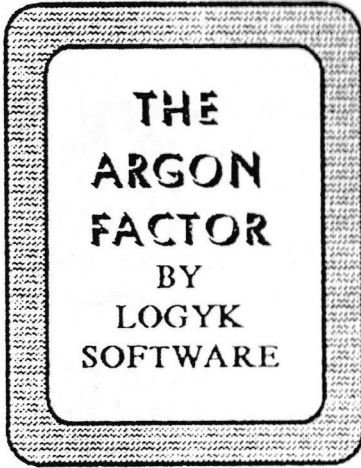
I could get at the knife with the help of a stone
To knock out the troll if accurately thrown
There's a stone in the water where the big fish feeds
So, is there a way to get through the weeds

I tickle the fish, the trick doesn't fail
Out comes the stone with a flick of his tail
Now, on to the troll who runs for his life
Dropping his belt: I now have the knife

Then back for the rope and on to the light
Throw rope, climb up, success is in sight
The light shows the way and at twenty past four
The key's in my hand. I'll return to the door

At last I've succeeded, I've opened the door
Should I give up now. No. It's just half past four
If you're an adventurer you'll be like the rest
Dog tired and weary 'till the end of your quest

COMMODORE 64 PRIZE ADVENTURE



to it's doom. You were held responsible and left to roam the Galaxy alone. Only Lap, a battered Venusian robot, was with you in your search for the one piece of evidence that prove your innocence, a video tape of the real events. Three years had passed and the year was now 2155. A faint coded message had reached your ship from a small planet situated in Argonia, at the eastern sector of the Velustian Belt. The code you instantly recognised.....ANRIKA. With fresh hope you head toward Argonia.....

The Story So Far. . . .

The year was 2152 and comparative peace had reigned throughout the universe. There were still the obligatory space bandits who travelled from planet to planet in an effort to increase their ill-gotten wealth but on the whole nothing disturbed the tranquillity. Even you the respected Captain Cord holder of Earth's coveted Space Medal of Honour, sat wistfully on the bridge of your Starship secretly hoping for some action to break the monotony. You could not have envisaged how soon your wish would be granted in the shape of Valdira a renegade from the third quadrant who had quietly amassed a small army bent on destruction. You reflected how the ensuing course of events had take their toll. The Zorvian war, a massive inter-galactic battle instigated by Valdira had wiped out your loyal fleet of starships. To add to the misery, was the loss of your long standing companion Lieutenant Anikra, a woman of extraordinary talent who had assisted your escape only to be captured herself. Worst of all, was the quirk quirk of fate that now exiled you from Earth. An incriminating piece of film had reached Earth Space Council with damaging effect. Valdira had cleverly impersonated you with a Halvanian Simulator and had sent your fleet

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Letters to the Editor

Dear Les,

Many thanks for issue 9 of Goblin Gazette, which arrived a few days ago. I was delighted to see the letter from Mike Brailsford, and to know that he is back in the land of the living. I have all the issues of Spellbreaker! up to issue 26, so I shall be writing to Mike soon for issue 27 and 28, and when it is available after he has honoured his subscriptions for the last issue, No 29.

Please find enclosed a solution to Moron, which is one of the solutions you asked for. Don't ask me why I only got 76 percent at the end - I expect I missed something. If anyone happens to write in about this, I'd like to know where the other 24 percent is.

June Rowe Launceston

I feel quite sure that one of our readers will write in and let us know where that elusive 24 percent is. Mike will also be pleased he is remembered and, of course, happy to oblige you with the back issue's you require.

Dear Les,

I read with interest that you had received the rights to Spellbreaker from Mike Brailsford. I used to subscribe to it and a while ago my copy of issue 13 was destroyed. Please could you tell me if it is possible to buy from you copies of number 13 and the unreleased number 29 to complete my collection, and how much it would cost.

Neil Currie Stratyhcyde

Actually Neil I haven't taken over the rights to SPELLBREAKER. But I am able to tell you that it is possible to get back copies of SPELLBREAKER 1 - 28 from Mike direct. Issue 29

will be available just as soon as Mike has honoured his subscriptions. The cost of each back issue is 2 pounds and the address to write to is: -19 Napier Place, South Parks, Glenrothes, Fife, KY6 1DX. Make cheque's/postal orders payable to Mike Brailsford.

Dear Les,

Thanks for passing on the Pac-Man tape kindly sent by Bob Findlay. I have wrote to him but could you through the pages of G.G. pass on my sincere thanks for his kindness.

Mick Clarke Letchworth

No sooner said than done. And finally a letter from Ian Brown to all G.G. readers.

Dear Readers,

Following Tim Kemp's decision to stop producing From Beyond, I contacted Les and offered my services as a contributor, and this he has accepted. If there are any readers who I can help, please don't hesitate to contact Les. The Spectrum market is not as large as it used to be, but I want to see the adventuring side continue as long as possible. All the best.

Ian Brown formerly STORM

Welcome aboard Ian, I'm sure your contribution's will be a great asset to the fanzine. I'm sure that everyone agree's with your sentiments. You will be glad to hear that THE JESTER (alias Terry Taylor) will also be writing reviews for G.G. All I want now is for more people to send in letters. C'mon why not make your editor happy and really show how much you appreciate all his hard work and write a letter letting me know what you like and don't like about the fanzine. How would you make it better? Would you include more reviews or would you like more solutions? Should I include more 16bit coverage? Pleeaaaasse let me know.

Dear Les,

I recently sent for an 'hint sheet' for 'Lost Tomb of Ananka'. The 'hint sheet' was the full solution; so rather than sending you my solution, I thought I'd send you their hint sheet. The game is played on a 48k Spectrum. Any place you come across **H** you must type this for the hieroglyphic decoder.

Rob Riley Leeds

Thanks for the solution Rob another useful addition to my collection. Rather than print the full solution this issue (which would spoil the enjoyment of those people still playing the game, as it's a relatively new adventure) I thought I would just use your **GETTING YOU STARTED** hints. Anybody else got any solutions.

Dear Sir,

Greetings from Romania. You will be surprised to get a letter from a perfect stranger. My name is **Stanculescu Marin** and I have on '**ZX SPECTRUM PLUS COMPUTER**' but I didn't find software or peripherals for **ZX Spectrum** in Romania. I should particularly like to know if you can help me with my **Spectrum**.

Please publish my name and address in your newsletter and tell that I need software application for **Spectrum Plus Computer, Microdrive Cartridge, Rom Cartridge, Tapes, Books and Magazines**. Also I would like to subscribe to your newsletter, but I don't know how to do it.

Stanculescu Marin B2

**Str. Ciuruleasa, Nr 3 Cod 75445, Sector 4 O.P.7
Bucuresti Romania.**

Can someone tell me how Stan(culescu) heard of this fanzine? and can anyone help him with his plea for software etc?

The State of the Game

A letter from John Wilson

Over the past twelve months two questions have regularly raised their heads....neither of which i have an answer for..they being, 'How long will the Spectrum market remain?' and 'When are you going to start producing adventures for other formats such as the AMSTRAD and the COMMODORE?'. So for the past couple of months I have been making one or two little enquires of my own in an attempt to cast some light on both matters and when the letter came from the 'ADVENTURE AND STRATEGY CLUB' telling me that 'TAXMAN COMETH' had been voted '8 BIT ADVENTURE OF 1993' and that credit for publishing the game had been shared equally between ZENOBI and WOW, I thought it was the ideal situation to clarify a few facts. So I wrote to Hazel Miller and asked if she would be willing to supply me with the actual numbers of votes cast on behalf of the game and, if at all possible the 'split' of the votes in regards to the two formats. Unfortunately Hazel was unable to supply this information.. in either case. However, I then contacted the author of the game (Steve Clay) and asked him if he would be kind enough to let me know just how many copies of the AMSTRAD version had been sold... after all, I already knew how many copies had been sold on behalf of ZENOBI and it would be a simple matter to compare numbers and judge the state of the two markets.

Much to my surprise Steve informed me that up until the end of MARCH 1993 there had been less than two dozen copies of the AMSTRAD version sold!!!! A number that I knew full well was more than matched by the copies of the game sent out by ZENOBI...In fact I personally knew of at least SEVEN times that amount, having been the proud recipient of the cash for each and everyone of them!!! So whilst total sales for the AMSTRAD versions were around the '20' mark the numbers of the SPECTRUM sales was fast approaching the 150s. All this then caused me to recall last year's 'ADVENTURE's CONVENTION' when the self-same game was fortunate enough to be voted '8-BIT ADVENTURE OF 1992' and yet again the publishing credits had been jointly shared by ZENOBI and WOW...or at least that was what I had been told when I questioned the manner in which the organisers of the awards had conducted both themselves and the presentation of the awards. Then I had been informed that the reason the organisers had not sent the award direct to ZENOBI for them to pass on to the author (along with a few words of congratulations) was that approximately 70 - 80% of the total votes cast for the

The State of the Game

game were cast for the AMSTRAD version. If this is correct, then bearing in mind that there had still only been less than two dozen copies of that version sold SIX months AFTER the 'ADVENTURERS CONVENTION', this would mean that somewhere in the region of 14 - 16 votes SHOULD have been cast in favour of the AMSTRAD version and yet when questioned, the people responsible for the collation of the votes proudly stated that there had been at least FIVE times that number. Either there are an awful lot of 'pirated' copies of the game doing the rounds of the AMSTRAD adventure scene or else the organisers of the awards need some new batteries for their calculator!

However I am willing to accept that a slight mistake was made and that there were indeed only around 14 - 16 votes cast legitimately.. if this is so, then what happened to all those people who bought the SPECTRUM version?.. either they did not rate the game or else they were too lazy to bother casting their votes and perhaps this apathy is what is killing the market.

I know for a fact that there are MORE authors out there these days than ever have been.. the copies of the games drop on to my doormat with monotonous regularity.. and that there is no sign of them slacking off the production of such things. Jack Lockerby is one case in particular, as he is currently banging them off faster than I can get them play-tested. So it is not the 'product' that is decreasing merely the 'demand' for it. Something that was highlighted quite recently when I noticed an impassioned plea from the mighty Larry H. in the pages of 'PROBE'. In it he was demanding that people buy more adventure games and bemoaning the fact that he could not understand their reluctance to do so.. and that coming from the self-same man who once severely chastised Ian Brown for publicly stating that it was lack of support from the 'buying' public that was forcing him to consider giving up writing games. Things must be bad when somebody like Larry starts pleading with people to buy his wares.

It is ok sitting back there, surrounded by your bits of paper, cups of coffee and slowly decreasing piles of 'uncompleted' adventures, but without your input.. the good hard cash that keeps the wheels in motion.. there will be no market for the authors to write for in the first place. The vast majority of them write the games because they WANT to write them, but they also like to receive a little 'something'

The State of the Game

in return, albeit a nicely worded review in a national magazine or a bob or two in royalty payments. Considering that there is now virtually no chance of them achieving the former (especially on the SPECTRUM side of things) then it is only natural that a quid in the pocket is more acceptable than a pat on the back and, in this day and age, a damn sight more useful! I for one appreciate how nice it is to move on to 'better' things and, having been the owner of a shiny 16-Bit beast for a number of years now, fully understand why people desert the old 8-Bit machines in favour of the bigger and better models. And maybe one day all those authors will be writing 'epics' in the bigger format. But until then the adventurer will have to choose between 'cheap and cheerful' and 'flash and expensive', and understand that the authors of this world are quite content to stick with their 8-Bit machines whilst it is the 'player' that are the ones who are changing their allegiances.

So to sum it all up I think the SPECTRUM market can only go downhill from here.. despite all the impassioned pleas and verbal coercion.. and that the likes of AMSTRAD and C64 markets will not be that long in following on. There will always be a small band of die-hards who will retain their old 'favourites' in some dark cupboard.. to be taken out on the odd occasion and tenderly coaxed into life.. but the way of progress lies with the new machines and what they have to offer, so lets just hope that the authors of this world don't take too long discovering that. Before anybody starts getting agitated concerning the first couple of paragraphs and my use of those events, let me just say that I used the figures etc simply to highlight the state of the market.. after all, it must be in hell of a state when the 'BEST 8-BIT ADVENTURE' cannot even register enough votes to allow them to be counted in 'hundreds'. That is no reflection on the game itself, merely a statement of fact and a sad one at that!

Just to add to what John has said regarding the state of the SPECTRUM adventure market I would like to say the following. I have to agree with John's point regarding Utopathy amongst players because the majority of these same players also read fanzine like PROBE, RED HERRING and GOBLIN GAZZETTE and never ever contribute anything. Once again it's a case of the majority relying on the few. But just bear this in mind the next time you pick up any one of the above fanzine's, What do you think will happen if the few got fed up of trying to keep the adventure scene alive. Regarding the Adventurers Convention I have had no notification from the organisers of this event. They in my opinion are letting adventuring down.

CRACK CITY

supplied by Rob Riley
played on a 48k Spectrum

In this solution you must adhere to the times shown. Then an action scores points, the percentage is indicated in brackets, as it is important to be in the right place at the right time.

7th August, 1600hrs.

Get ashtray, dust ashtray (2%), (note telephone number, it differs in each game), move table, put ashtray under leg, stand on table, remove mesh (5%), look in vent (2%), examine wardrobe, take shirt, wear shirt, take trousers, wear trousers, examine bed (2%), take jacket, put knife in jacket, put gun in jacket, wear jacket, (once Dwight is in the room), say Dwight "follow me", exit (to elevator), press 0, exit (to reception), exit (to Washington Avenue), n (to Golden Square), enter (Benson's Bar), buy fries, ask barman about nurse (2%), exit (golden Square), [RAMSAVE], c (Industrial wasteland).

7th August 1900 hrs.

Get gun from pocket, fire gun at man (4%), exam body (you get a pyramid), push body into canal, put gun in pocket, w (Golden Square), n (Litchfield Junction), get pass from wallet, show pass to guard, n (lab), say to technician "hello" (4%), take dart, wear dart, put pyramid on platform, press green, press red, press green, get pyramid from platform, w (to chiefs office), Chief tells you to bug warehouse at 1430 on the 9th, e (to corridor), place pass in wallet, put wallet in pocket, exit (to Litchfield Junction), Dwight tells you he needs the name, password and the figurine. s (Golden Square), s (Washington Avenue), enter (reception).

CRACK CITY

7th August 2100 hrs.

Wait for nurse to arrive, say to nurse "Are you sharp" (3%), the nurse tells you that she is, and tells you that she's just hidden it, exit (Washington Avenue), n (Golden Square), w (Storage room), look in crate (5%), you find cutter in crate, e (Golden Square), s (Washington Avenue), enter (Reception), enter (lift), press 32, exit (Apartment), sleep/wait until 0700 - August 8th.

August 8th 0700 hrs.

Exit (lift), press 0, exit (Reception), dial (number on ashtray), Mafia contact tells you to meet him at Bensons Bar at 1900 hrs on the 9th (4%), exit (Washington Avenue) n (Golden Square), e (wasteland), turn bars (4%), e (warehouse), get device from pyramid, put device under table (5%), exit (wasteland), w (Golden Square), enter (Benson's Bar), buy fries, cover hand with shirt, [RAMSAVE], sit at table (chair spins, taking you to Blood Chamber), shoot dart at crossbow (3%), open cabinet, exam cabinet, remove panel (you get a grappling hook) (3%), exam cage, pull wire (3%), pick lock, drop wire, open door, exit wasteland), w (Golden Square), s (Washington Avenue), get receiver from pyramid, throw hook at window (make sure policeman is not around also if you are not successful at first, then pick it up and try again), up (Exhibition Hall), attach cutter to bowl, turn cutter (4%), swap pyramid for figurine (6%), exit (Washington Avenue), w (Golden Square), enter (Benson's Bar), say to Dwight (when there) "Follow me", give figurine to Dwight (3%), buy burger, exit (Golden Square), w (Storage room), cut wall (5%), move fireplace, e (Golden Square), s (Washington Avenue), enter (Reception), enter (lift), press

CRACK CITY

32, exit (Apartment), sleep/wait until 1230 hrs 9th August.

9th August 1230 hrs.

Exit (lift), press 0, exit (Reception), exit (Washington Avenue), n (Golden Square), enter (Benson's Bar), buy fries, sit at table, wait until 1245 hrs. put receiver in car (carpiece crackles-tells you the password (6%)), say to Dwight "The password is (password)", exit (Golden Square), w (Storage room), enter lift, pull rope, exit (Disused office), open cabinet, look inside cabinet (5%), you get the name of the drugs dealer, exit (Shaft), pull rope, exit (Storage room), say to Dwight "(Dealers name)", say to Dwight "Follow me", exit (Golden Square), enter (Benson's Bar).

9th August 1800 hrs.

Dwight leaves for drug meeting, exit (Golden Square), w (Storage room), enter (shaft), pull rope, exit (Office), wait (until 1900 hrs (5%) scored for being in the right place at the right time), take picture (5%), take film, exit (Shaft), pull rope, exit (Storage room), e (Golden Square), enter (Benson's Bar), wait (for Dwight who gives you a case), say to Dwight "Follow me", buy burger, exit (Golden Square), n, (Litchfield Junction), get wallet from pocket, put receiver in pocket, get pass from wallet, show pass to guard, n (Lab), give film to technician (he develops it, returning with a photo of the exchange (4%)), give photo to chief, give case to chief (3%), chief gives you airport pass, e (Corridor), e (Litchfield Junction), n (Airport), you are congratulated on your success and given the password (SYMPHONY) for part two of the trilogy.

THE NEVERENDING STORY

supplied by Rob Riley
played on a 128k Spectrum

Ne, e, look, take Auryn, s, sw, take horn, n, take stone, s, w, n, take branch, s, e, ne, n, w, sw, light branch, ne, e, c, c, e, sw, take leather, ne, s, e, ne, light bush, d, smash box, drop stone, take fragment, take crystal, up, w, w, sw, drop horn, take food, eat food, take horn, ne, take Artax, w, w, w, s, sw, w, se, blow horn, take Falkor, fly south, e, s, e, drop crystal, s, s, wait (until sphinxs eyes blink), s, drop horn, e, n, e, take gloglobe, w, n, w, take rope, e, e, ne, take book, read book, drop book, w, remove planks, d, se, w, tie rope, d, d, take pouch, drop pouch, take coin, d, up, e, s, drop leather, take knife, n, nw, up, e, e (you are thrown into a grave), w, nw, n, take key, se, sw, d, cut web, drop knife, w, sw, w, drop coin, w, take key, e, e, unlock cell, e, d, up, e, s, drop key, drop key (yes twice!), take key, take leather, take fragment, n, nw, up, e, sw, w, s, s, e, take Auryn, drop gloglobe, w, w, take horn, blow horn, take Falkor, e, e, e, n, unlock door, open door, e, e, up, e, e, ne, up, e, se, up, e, e, e, up, say please, e, e.

MORON

supplied by June Rowe
played on a Spectrum

Get spacesuit, get torch, press button, on torch, d, press red, press yellow, d, e, n, open fridge, get meat, s, w, d, d, e, dro meat, ne, get ladder, get shovel, sw, w, drop shovel, up, up, n, nw, drop ladder, up, open cupboard, get sandwich, d, s, s, e, d, d, w, nw, get rifle, n, e, change battery, se, s, up, s, e, insert sandwich, get key, w, n, d, e, n, get cutter, s, w, up, up, w, nw, change oxygen, se, sw, open door, drop key, e, burn door, drop cutter, e, get

MORON

pillar, squirt oxygen, w, n, e, e, change battery, w, ne, e, d, d, s, e, change oxygen, d, search, w, open door, e, get book, read book, some spectrum, read message, obscure, nw, w, up, e, ne, exam seats, change oxygen, sw, se, open curtain, n, get pillar, squirt oxygen, s, nw, w, up, n, ne, fire rifle (every time security droid appears), change battery, sw, s, d, d, w, nw, change oxygen, se, e, get shovel, d, s, s, move manure, get pillar, squirt oxygen, n, n, up, up, up, up, up, fire rifle, press button.

I DARE YOU

supplied by Tony Collins
played on a C64

Get envelope, open envelope, x pink card, n, hail taxi, driver "22 Blue Dove Lane", unlock door, x ornaments, get boomerang, x hatstand, x jacket, x table, x phone, read paper, e, get all, x shelf, open box, read instructions, w, n, press switch, climb steps, e, x dart board, w, w, x sofa, x cushions, x chair, open sewing box, s, throw dart, n, e, n, x cooker, empty bag, plug in vacuum, press switch, vacuum under cooker, x fridge, get ornament, break ornament, open fridge, x table, x basket, open purse, w, x shelf, x boxes, open toolbox, e, s, w, s, x desk, unlock drawer, n, e, n, n, x shed, kick shed, x door, open pouch, x bench, look in bench, insert batteries, unscrew plug off kettle, x tv, cut aerial, s, w, insert plug, x safe, type llll, build model, glue magnet, e, e, n, x floor, lift floor, x floorboard, x yellow card, place car say "n", say "w", say "s", say "w", say "n", say "w", say "w", say "s", say "w", say "n", say "s", say "c", say "n", say "c", say "c", say "s", say "c", say "n", say "c", say "s", get car, s, w, s, unlock gate, m, n, x bed, x bedknob, unscrew bedknob, lift mattress.

I DARE YOU

open money box, c, c, x shelf, open jewellery box, b, x holders, s, w, n, x table, w, play piano, help, play chopsticks, x blue card, s, c, n, x table, x books, tommyknockers, x table, insert boomerang, insert cornet, insert protractor, insert button, insert brooch, insert roll, insert bedknob, insert piece, insert chocolate, insert star, insert brick, insert matchbox, c.

ZOGAN'S REVENGE

supplied by Jon Lemmon
played on a Spectrum

DEFEAT THE TROLL.

X Randor, CH, n, x bushes, x Bernard, get fly, CB (until he calls), up, c, CB (until he comes), x troll, point at leg, x troll, x owl, x bodics, search troll, get all, drop bone, x pouch, d, n, n.

THE TREE, SPIDER AND ROPE.

Up (clue), enter, x web, x spider, feed spider, x floor, x ruby, SA, get all, x pouch, x ruby, exit, d, s, c, nc.

FIND GREGOR AND THE ROPE.

E (with Randor), x door, get rope, CB (until he comes), point at door, get rope, enter, x Gregor, x table, exit, w, sw, w, s, up, w, d, s, c.

CROCK AND THE SANDMAN.

X figure, c, c, sc, x sand, x door, break door, CB (until he comes), point at door, x door, break door, CH (Randor guards), x door, enter, x door, CB (comes), point at door, x

ZOGAN'S REVENGE

door, d, get ring, x ring, x liquid, get liquid (bottle),
up, exit, CH, nw, w, w, give ring to Cronok, w.

TROLL AND THE LIFE ALTAR

S (clue to troll), s, w, x troll, give pouch to troll
(spider!!), x Randor, CB (comes), x Bernard, get Bernard,
drop all but bottle, get Bernard, se, e, x figure, x stream
(clue), se, x bushes, give bottle to owl, enter, s, s, s, x
shields, push shield, push shield, push shield, x altar
(clue), push altar, exit, w, n, n, exit, n, n, n, exit, nw,
w, nw, CH, get all, x troll, search troll, get scroll, x
statue (Cronoks riddle), push knee, CB (until comes), point
at statue, get key, e, n, n, nw, n, nw.

STRANDED

supplied by Neil Currie
played on a Spectrum

Exam panel, press black button, s, get explosive, n, w, w,
w, search vegetation, drop cage, e, s, w, get bird, e, se,
exam undergrowth, get berries, exam berries, eat berries, s,
s, drop bird, get can, n, e, drop explosive, detonate
explosive, get all, w (find the woman and give beads to her,
then go to the dome), exam dome, insert card into slot, get
wood, e, n, n, n, exam beast, w, w, drop can, n, s, e, get
grass, e, s, e, make fire, drop flint, w, s, s, w, w, exam
panel, press black button, s, s, get suit, wear suit, push
table n, push table w, push table w, search parts, stand on
table, get all from shelf, push table e, s, get recharger,
n, push table e, push table n, press black button, press
blue button, press black button, push table e, push table e,
push table n, push table w, e, e, e, s, recharge battery,
drop recharger, get battery, insert battery into Max, fix

STRANDED

arm to Max, drop spanner, search hold, wear towel, say to Max "follow me", n, w, w, s, w, w, press black button, press red button, press black button, s, w, say to Max "open door", n, w, get all, exam projector, c, s, e, s, get disc, insert disc into projector, n, n, press black button, press blue button, press black button, e, e, n, w, stand on table, soak towel, wear towel, nc, d, c, n, c, up, get hive, d, remove towel, drop towel, w, n, throw hive, w, n, get costume, wear costume, exam walls, press play, rock, s, s, s, s, se, s, press on, press record, w, press play, drop projector, get crystal, e, n, nw, n, n, n, w, w, n, say to Max "wait", s, get can, w, exam statue, put crystal on altar, drop mirror, n, turn handle, oil handle, turn handle, s, get crystal from altar, e, n, say to Max "follow me", s, e, c, s, s, e, c, s, s, put crystal in cuplink, n, n, press black button, press red button.

JASON OF THE ARGONAUTS

supplied by Neil Currie
played on a Spectrum

N, w, up, c, talk sphinx, say man, c, get grass, s, get spade, w, get torch, talk aphrodite, l, c, n, w, w, n, talk centaur, give smile, s, w, get shecp, c, s, d, dig, get potion, c, e, drink potion, roll boulder, e, get gold, w, w, up, n, n, n, n, e, n, c, c, talk titan, give gold, w, w, s, c, s, s, d, d, light torch, up, up, n, n, w, n, n, w, s, w, s, get sword, n, c, n, c, s, c, c, c, c, give grass, w, s, get egg, n, w, w, w, s, c, s, s, d, d, give egg, get axe, up, up, n, n, w, n, e, c, c, c, ride pegasus, s, s, kill dragon, s, w, s, exam tree, chop tree, drop axe, get fleccc, exam fleccc, n, c, n, n, n, ride pegasus, w, w, w, w, s, w, s, s, s, s, d, c, s.....

INFERNO

written by Pete Cook
supplied by Richard Batey

.....

E, take bottle, break bottle, n, take staff, cross river, s, give paper to Virgil, Virgil read paper, Virgil list, Virgil drop boots, take boots, wear boots, n, open door, enter, s, wait (until Minos lets you pass), crawl s, e, n, dig, take stone, throw stone at Cerebus, up, lever boulder with staff, d, n, take shield, s, w, w, n, cross Styx in boat, enter, break chest with axe, take key, take rope, drop axe, out, cross Styx in boat, s, w, w, unlock door, open door, enter, n, e, n, d, s, take sheet, e, n, e, e, s, e, n, n, w, n, w, throw sheet over cliff, climb Geryon, Geryon go down, w, n, w, w, bite man, take talisman, give talisman to Virgil, s, w, s, w, w (until Virgil holds up talisman and Titan lets you pass), up.

Parole

written by Les Floyd
supplied by Sharon Harwood

.....

X sign (says collect your belongings here), claim belongings (clerk hands you a jacket), s (to street - see cab), x cab (see Italian driver), x driver (looks familiar), remember driver (he's one of Antonio de Forenzo's henchmen), in cab, attack driver (get his knife and pistol before telling him to get lost), w, n, n (see pusher), buy drugs (with money from wallet). e.

PAROLE

.....

s, w (see workman), x workman, (he's out of his mind on drugs), give drugs (he leaves), in (tent - see wrench), take wrench, out, e, n (in alley), x wall (see plaster), x plaster (it's coming away from the wall), smash plaster (with wrench - see door), x door (it's rotten), kick door, w (into store-room), n (see wall), x wall (see indentations in bricks), look up (see entrance to attic), climb wall (with aid of knife - enter attic but leave knife behind), drop pistol (otherwise you'll get arrested), w (to window), climb through window (onto ledge), wait (until fire services arrive and rescue you - taken to your neighbourhood), n, n (into apartment building), up, up, w (into your old apartment - see travelpass), x floor (remember hiding place), lift floor, feel in gap (find wad of money), take pass, e, up (see body), x body (he's been shot - see suit), search suit (find security pass card and money - you've got enough to buy pistol now), d, d, d, s, s, s, w (to gunshop), s, x counter (see guns), buy pistol (he won't sell you one because you don't have allcence - a man enters and tries to sell a pistol to the shop owner, he is only offered 50 dollars but man says he wouldn't accept less than 100 - man refuses and leaves the shop), n (see man), buy pistol (man sells it to you and leaves), w, w, s (see Al and Sharkey arguing over Sharkey's unpaid bill), pay bill (Sharkey thanks you and leaves), n (see Sharkey - he tells you that Antonio is hiding out in an office block on

PAROLE

.....
Central Avenue - a sewer tunnel, near the old grainstore warehouse beside the river, leads right underneath the building - he leaves), e, d (Subway), x sign (station closed), x turnstile (see slot), insert card (it pops back out but way south is clear), s, e (onto platform - see trench), in trench (see tunnel to north & south), wear jacket (for protection from flame-thrower), n (henchman fires flame-thrower at you from above), shoot henchman (he falls and knocks you out - wake up to find yourself trapped in grain well), search grain (find plastic bag), x wall (find loose brick), take brick, up (using hole left by taken brick), e (see henchman), throw brick at henchman (he drops his Uzi, on it's nozzle, and falls into another well), take Uzi (see barrel), x barrel (it's blocked), s (to ladder), up (onto platform - see ledge to the north), jump n (onto ledge - see fusewire), take fusewire, jump s, e, d (into car-park - see sewer), open lid, d (into sewer), e (see fast flowing water heading south), x flow (should lead to Antonio's building), blow into bag (and tie it up), swim (with the aid of the bag, to basement of Antonio's building), up (stairs), n (into washroom - see brush), take brush, s, e, s (into lift - see coathanger), take hanger, n, w, w, n (to stairwell door), hit door (until it breaks - you fall through - hear footsteps from above), d (into basement), n (see box on wall), x box (it's the electricity supply - see socket and lever), pull lever (to turn power off), insert fuse (into

PAROLE

socket), s x door (see keypad and keyhole), insert fuse (into keyhole), n, drop fuse (it's trailing along floor), pull lever (to turn on - hear metal on metal to the south), s (door is open), w, s (into service lift), x buttons (numbered 0 - 3) press 3 (lift raises to third floor), n (into corridor), n, e, e (see mirror - henchman fires grenade at you - it misses and smashes mirror all over the floor), brush glass (with brush to make way through south), s, bend hanger (to make piece of wire), unblock barrel (it'll work fine now), w (henchman shoots you but misses), shoot henchman (he's dead - see grenade launcher), take grenade, x grenade (to use it aim launcher at.....), w, s, w (into Antonio's room - henchmen attack - Antonio escapes west, onto roof - you manage to beat henchmen), w (to ladder - see unit on wall), shoot unit (to avoid being fried on ladder), up (onto roof - see helicopter taking off), aim grenade at helicopter (and shoot it down - Antonio is killed but you don't feel as pleased as you thought you would.....)

LARRY THE LEMMING

supplied by Mal Ellul

W, search rocks, get crab, e, e, exam holiday makers, put crab in hamper, search sand, get all, shake bottle, fill bucket with sand, e, u, open bottle, exam bushes, exam bushes, remove thorn, burst ring, pick lock with thorn, up, up, dig, drop thorn, remove and drop parachute, get worm, d, d, d, w, w, w, fill bottle with water, e, e, e, up, drop spade, get cork, put cork in bottle, get spade, e, up, empty bucket, d, w, d, w, fill bucket with sand, e, up, e, up, empty bucket, drop bucket, e, n, give bottle to rat, lever boulder with spade, w, climb onto boulder, w, w, throw worm, jump.....

GETTING YOU STARTED

SLAUGHTER CAVES

supplied by Doreen Bardon
played on a Spectrum

N, w, extinguish torch, break web, w, exam wall, untie rope, get rope, get bucket, fill bucket, e, n, n, drop torch, open door, e, exam man, give water to man, w, drop bucket, tie rope to stalagmite, s, s, e, e, exam skeleton.....

SILVERWOLF

supplied by Emma Chambers
played on a Spectrum

E, ask Uisce for dagger, w, n (see green sheep), cut wool, w (see woman spinning wool), give wool, give dagger, e, e, bend bars, e, n, wear mittens, exam hive, open door, s, e, w, s, exam hearth, light taper, exam niche, take mazer.

STAR FLAWS

supplied by Sharon Harwood
played on a Spectrum

X crates (find crowbar), lever hatch, up, w, x cartons, take sandwich, x sandwich, s, s, w, x panel, take battery, e, e, s, x toilet, x cistern, take gun, x gun, insert battery in gap, n, n, drop sandwich, d, se, s, take card, x card, n, n, n.....

LOST TOMB OF ANANKA

supplied by Rob Riley
played on a Spectrum

Take rope, tie rope to boulder, e, tie rope to door, w, push boulder, e, take scroll, read scroll, examine hieroglyphics, examine relief, move plate, examine plate, e, take all, examine casket, move casket, enter hole, push casket.....

GETTING YOU STARTED

THE CRAZY KARTOONIST KAPER

supplied by John Wilson

played on a Spectrum

X door, knock on door with knocker, closely examine portrait, press button, s, s, e, x Joe, talk to Joe, ask Joe about Kez, listen, howl softly, get flute, w, w, x wot, get brick, e, s, ask tall undertaker about Kez, search corpses.

KIDNAPPED

supplied by John Wilson

played on a Spectrum

Open door, in, examine recess, examine east recess, examine mattress, lift mattress (find and take large key), examine west recess (you find a piece of paper), examine piece of paper, get all, put paper into pocket, out, w.....

VENOM

supplied by Emma Chambers

played on a Spectrum

Dismount your horse and enter the inn to meet the innkeeper, a surly fellow who may or may not help you. You may buy some food but it is not essential for the quest. Return outside and mount your horse, but make sure you examine the tie-rail before leaving or else you may miss something useful. Now go west and examine the bush to find the berries.. Go east to the copse and examine the marks, examine the bush and move the log...

WANTED

Your tips and solutions wanted for publication within these pages. I am desperate for anything specific for the P.C. Amiga, Atari, Commodore, Spectrum. Someone to review Amiga games wanted....

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With effect from 1st AUGUST 1993 the following 'SPECTRUM' games will be available for the 'AMIGA' range of machines ... albeit in the form of a 'SPECTRUM' game that has to load and played through an 'emulator' programme. The 'emulator' will be supplied FREE!

<u>TITLE</u>	<u>AUTHOR</u>	<u>TITLE</u>	<u>AUTHOR</u>
Theme Park	J.Lockerty	Elack Tower	Diane Rice
Crystals Of Kings	K.Burnard	Mummy's Crypt	L.Creighton
April 7th	G.Lynes	APC	S.McClure/T.Smith
*Diablo	M.Cantrell	Hit	S.McClure/T.Smith
Ellisnore Diamond	J.Lockerty	Out Of The Limelight	J.Scott/S.Boyd
Marooned	L.Creighton	Project Nova	M.Cantrell
FOW	G.Pitchford	Golden Pyramid	L.Creighton
Quest For The Holy Something	C.Davies	Stranded	D.Hawkins
Legacy For Alaric	Palmer P. Eldritch	Balrog And The Cat	The Balrog
Retarded Creatures & Caverns	The Balrog	Agatha's Folly	Linda Wright
Magic Isle	Palmer P.Eldritch	Kobyashi Naru	C.Wilson
Phoenix	Traveller in Elack	From Out Of A Dark Night Sky	The Balrog
Violator Of Voodoo	Traveller in Elack	*Jekyll And Hyde	Essential Myth
Aztec Assault	Traveller in Elack	Secret of Little Hodgecombe	The Balrog
Celtic Carnage	Traveller in Elack	The Challenge	J.Lockerty
Behind Closed Doors (The Saga)	The Balrog	The Enchanted Cottage	J.Lockerty
The Cup	J.Lockerty	The Hammer Of Grimold	J.Lockerty
Impact	L.Creighton	Diamond	D.Francombe
Jack And The Beanstalk	J.Lockerty	Lifboat	J.Lockerty
Davy Jones' Locker	J.Lockerty	The Golden Locket	K.Burnard
Seeker Of Gold	The Balrog	Matchmaker	J.Lockerty
The Mutant	J.Lockerty	Fudd And Slam	The Balrog
*Bored Of The Rings	Fergus McNeill	Jade Necklace	J.Lockerty
*The Big Slezee	Fergus McNeill	Realm Of Darkness	J.Lockerty
*The Boggit	Fergus McNeill	The Witch	J.Lockerty
*Robin Of Sherlock	Fergus McNeill	Bulbo And The Lizard-King	The Balrog
Jester's Jaurt	June Rowe/P.Cardin	Jade Stone	L.Wright
Very Big Cave Adventure	St.Brides	Bugsy	St.Brides
The Darkest Road	C.Wilson	Tears Of The Moon	C.Wilson
Cloud 99	L.Wright	Cpl.Stone	J.Taylor
The Escaping Habit	J.Lockerty	Kidnapped	J.Lockerty
Staff Of Power	Sue Medley	*Jack The Ripper	St.Brides

All titles cost £2.49 each, except those marked with a '*' and these cost £2.99 each. Please note that all games come complete with a 'FREE' emulator programme with which to load and play the games on your AMIGA machine ... see notes for further explanation of this

NOTES

Switch on your machine and then insert the 'emulator' programme into the disk drive. When the workbench is displayed just 'double-click' on the ZENOBI icon in order to run the prog and when the 'emulator' is up and running just move the cursor to the 'status' line and hold down the RIGHT MOUSE-BUTTON to access the various menus. Select LOAD SNAPSHOT and then select the file of your choice in order to play the game. Please note that certain games will save BOTH a 'header' file and a 'bytes' file when saving your game position, so just enter your file-name and select as appropriate. Other games will use only a 'bytes' file. This all depends upon whether the game needs a 'filename' for its 'saved' positions or not. The games will all 'save' their position to an AMIGA formatted disk and reload from same.

NAME : ADDRESS :

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SEND TO — ZENOBI SOFTWARE, 26 SPOTLAND TOWNS, CULIVATE, ROCHDALE, LANCASHIRE, OL12 7NY —

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