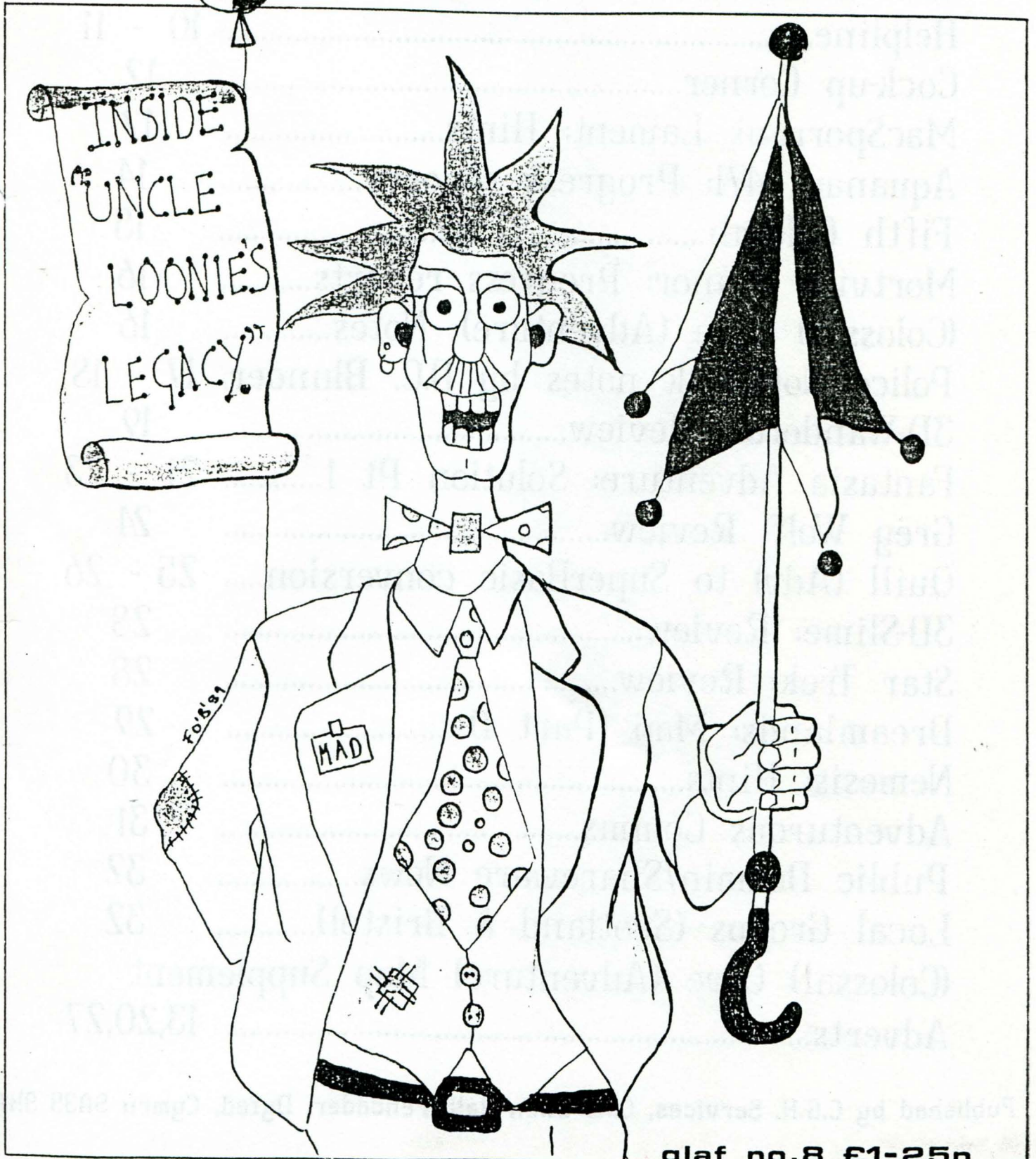


QL ADVENTURERS' FORUM



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EDITORIAL

This issue has come together quite nicely. Thanks to Francis O'Brien for the cover and to Malcolm Smith for the maps of Colossal Cave. As Malcolm explains, these maps are based on the original IBM version with notes explaining where the QUANTA and Abersoft/Sinclair versions differ.

A word or two about the contents in this issue. We're starting a new column, 5th Column to be exact, to cover matters not strictly QL-ish, i.e. PC adventures and a little bit on the ST. Note the PC element is due to the large number adventures that are available on the PC that are not on the QL, but which may be accessed using PC emulators for the QL. In future issues we'll talk very briefly about these adventures - leaving QL Technical Review to deal with reviews of emulators, how to put them up and compatibility problems. The ST element comes from the fact that several QLAF'ers have ST's and C.G.H. Services will be releasing ST progs next year, and that QL emulation on the ST has proved quite popular. (Come on techies - how about an ST emulator for the QL?)

We've also got a comms column too, now that QLAF'er Dave Fullerton has set up a few pages devoted to adventures on Laurence's Place, (#105 to be exact), not to forget his own Board! With the large number of Tandata modem stacks flooding the market I expect QL comms will suddenly take off. (Not a pretty sight!) Michael L. Jackson will also be contributing to the comms side of things.

Small adverts. Please feel free to use our columns for the sale of your surplus QL goodies. Unfortunately our production schedule means that other publications may print them before we can. Also please check with potential suppliers that they still have games or whatever available and that the price hasn't changed if you want to reply to adverts in the back issues.

Our problems with the photocopier seem to have diminished, but it remains an awkward beast. Consequently you may get an odd sheet that is creased, smudged or faded. I try to catch these before issues are assembled, but inevitably one or two will slip through.

As we have started another QL magazine, QL Technical Review, we shall try to restrict this magazine to more specifically adventure or leisure related articles - whilst those relating to

operating environments, psion progs, hardware and comms will be in QL Technical Review. If you haven't seen a copy, £1.32 will get you a copy by return.

Back issues of QL Adventurers' Forum will continue to be made available as long as C.G.H. Services exists, but there may occasionally be a delay whilst they are reprinted, if demand is heavy due to shows etc. (or if a backlog of copying develops due to technical problems.)

What's going to be in the next issue? Dunno. No really, apart from all the bits I cobble together at the last minute I never know what is going to arrive from one issue to another. Obviously Malcolm's maps will be in, but there's nothing pending in my "in" tray which couldn't be fitted into this issue. So QLAF 9 will be a surprise to us all. So get writing!

If you'd like to contribute, it would be appreciated if you could use Quill_doc files as that's what we print direct from. They can be on mdvs or flps (3.5/5.25") and I'll reformat as necessary. However if you can insure that the footers are removed, and the design page is set to B4, U4, P70, TW, SO, it'll help no end. Margins are either left/indent 5, right 46 - for short articles or left/indent 5, right 91 for long articles. Screen dumps should be as clear as possible - using a new ribbon if you can. Clarity is all important, and the less "solid" black you can use the better.

Subject matter is really up to you. If you're writing a prog do tell, or if it's finished, tell how. If you've solved any adventures that we haven't talked about or appear to be stuck on - let us know how you did it. Reviews of games, books etc are always welcome as long as they are relevant. Even if someone has reviewed something before another look, especially if you can add something, is always welcome. Don't forget that we also cover strategy games, such as Chess and Scrabble and even arcade adventures and games.

Finally, a big thank you to everyone who promptly renewed their subscription when it was due for renewal last time. The number who've signed up for another 4 issues was very gratifying. We hope to keep up the standard for you. Deadline for next issue - let's try 1st February 1990.

Richard

NEWS

I'll start with the news from other people about new adventures, etc.

Di-Ren, publishers of "The Fugitive" - reviewed in this issue - are still working on their Fleet Tactical Command. We haven't yet received a copy for review or evaluation. We'll let you know when we do, but it is being advertised in the latest QL World.

No more news from Nigel Holder, so I can't tell you how well he is getting on with games and simulations.

As for C.G.H. Services, we'd better apologise for advertising in QL World that Final Conflict and Open Golf were ready. The advert went in shortly after I'd received the disks from Oliver. However on testing them further it was discovered that both contained bugs which could crash the game. To make matters worse Oliver has been in the middle of relocating in Germany and so could not access his QL and Rich Mellor has similarly been relocating to take up an intensive course this year, which means he has a lot less time to devote to debugging adventures. Any way we hope to have these games with you soon.

We've released several new adventures recently. The most important of which is Oliver Neef's "Return to Eden". Note this is not the Level 9 game! It comes on 3 full 1440 sector disks and needs 256K memory at least. Every location is illustrated and you have to co-ordinate the actions of your three heros as they explore the land of Eden in search of Morkin, who, it transpires, has been kidnapped. Many thanks indeed to Rich Mellor for all his work on this - which has turned an excellent nearly-finished game into a completed one. The sting? £18.00 to you g'uv'n'r, or £13.50 if you supply your own disks (double-sided). This will not be released on mdvs!

On a slightly smaller scale, we have two new adventures, one, Uncle Loonie's Legacy from Dave Watson and the other, Wreck Dive, by Nick Ward.

Dave, the author of MacSporran's Lament, has focused his adventure around solving a string of puzzles in a series of linked locations. If you enjoy crossword puzzles and I.Q. type quizzes, then this will probably suit you. Like MacSporran, this was also written with the aid of DP's ACT.

Nick, the author of Worm Germ, has written a "graphical" adventure, that is it mainly moving your "diver" around the plan of a sunken ship. But, there is some text input and there are quite a few puzzles to solve. Both of these run on any QL, and cost £8.00 each on flp or mdv, or £6.50 each if you supply your media.

Not only have Dave and Nick written these two, but the coming months should see the release of two more by them. Both have been written, they now need testing and debugging. Dave's will be called "Mines of Baba-Nogl" and is a text adventure written using The Quill, and Nick's is also a text adventure called "Anelpum Quat". We'll let you know when they're ready.

Alan Pemberton's "Voyage of the Beano" is progressing very smoothly, with Francis O'Brien - our cover artist - doing the graphics. Francis would like to hear from any of our readers if they can let him borrow QL Painter to help finish the graphics for this one.

Beyond that, it is difficult to say. I understand that Jean-Yves Rouffiac is planning a fantasy wargame, and Nick Ward has promised to help get the Beyond game sorted out a bit more in the graphics and data organisation departments. Other than that I haven't heard of any more new programs for the QL within our ambit.

Martin Florichs of Qlympic Software in Germany has let us publicise the adventure (in English) that he distributes entitled Crown of Sorkinem. I notice that TF Computerware had this in their price list several months ago but nobody has mentioned playing it yet. However we're still awaiting a debugged version as the copy we were sent fell foul of the JM ROM bug which limits the input buffer to 128 characters. Rich Mellor - bless his socks - kindly rewrote the input routine to load location data and Martin Florichs is hoping to have the finished adventure with us soon. We'll advertise this one when we get a working copy. Actually for those people with JS or later machines there shouldn't be too many problems with the existing version, apart from the English needing minor adjustment. Anyway if you want a copy send us £15.00 and we'll send off your order to Martin and then he supplies you direct. This process may take a couple of months!

Right that's all for now folks, Richard

IMAGINE - SOLUTION PT 1

I received this game when the ACT program became available via Digital Precision. I was intending to create my own adventure but unfortunately I have not been able to get to work on this yet. Still a vague glimmer in my eye. Imagine is written by Steve Sutton using his own ACT program.

My first attempt to run the Imagine program found me without a pic file on my disc despite a directory enquiry which said it was there. A panic phone call to Digital Precision to ask about this produced a phone call from Steve Sutton wanting to know what the problem was. After returning my disc to Steve he was able to run the program ok on his set up, but mine steadfastly refused to work. A recopying of the disc cured the problem and I was then plunged into the mystery of how to get home!

There have been occasions in the past few months where I have questioned both my wisdom in getting the prog to work and my sanity. I must admit that when I set out on this adventure I had no idea as to what I was getting myself into. The degree of difficulty is probably proportional to the age difference between player and programmer together with a small factor for different ways of thinking. Some of the problems I have encountered have only been solved by resorting to dirty tricks such as using the Editor to read the program to get some clues as to what to do.

Anyway, I have to date managed to get a fair way through the game. I am currently stuck in the peculiar room which refuses to behave properly, but I have an idea how to beat that. Must set an evening aside for this part.

To start from the beginning! I had a fair amount of trouble finding the cheese as it didn't occur to me to shake the milk bottle. This is probably due to a childish aversion to milkshake. I eventually shook the bottle containing the milk (the bottle is found in the main room to the west) and produced the cheese. The mouse was most grateful and gave me my first clue as to what to call the ghost. This information is required much later in the game so at the time it didn't seem all that important.

My first efforts to leave the main room caused me to become rather dead, until I realised that you can charm your way out of the room. Before leaving the start room you should make sure that you have the spade, sandwich, charm, bin and at least one of the documents to be found in the room.

This brought me to a series of locations which completely baffled me for quite some time. The problem was not helped by an inquisitive and aggressive nibbler who seemed intent on my destruction every time I met him. Rapid progress round the clock face left him behind and allowed me time to think. The message on the southwest corner wall came to mind and I had Dindins at one'o'clock. Too simple for my devious mind.

I then found myself in a passage at the west end. Travelling east along this passage there are three locations. The first appears to be a blank, but players who like the sound on will hear the tune play that seems to signify that this is a location where transportation takes place if you only know the words. Unfortunately, I don't seem to have found the words for this location yet if my suspicions are right. Go to the East end of the passage to find the knife and a step down. Go down to a small room with an alcove and here you will find a bag containing a blue pill and a lighter. Entering and searching the alcove will produce a useful weapon for fighting aggressive animals.

Returning to the passageway above, travel west to the next stairway and descend. Here, you will find a rock. Pushing or pulling the rock will reveal another stairway down to the Gobblers room. You will have to get rid of the gobbler before proceeding south. I have had some success in killing the gobbler, but it takes quite a few turns to kill him. During one of my more inventive moments I fed the pill to the gobbler and he went to sleep. I then threw him down, there is a route down from here without a return path, and this effectively gets rid of the gobbler for the rest of the game if you avoid going into the location into which you threw him.

IMAGINE - SOLUTION PT 2

Travel south from the gobblers room and you arrive in an orange room. The easterly exit from here leads to the first maze which is completely featureless. You will need to go southwest first to get the hammer and learn the route through the maze. Travelling sw from the orange room brings you to the rock climb. Going up you will find a hammer which you will need later. Going down will lead to an easterly passage which takes you to the room where the "WAY" can be seen. It is best to make a small drawing of the design on the wall as there are two ways to reach the end of the maze. The top of the wall is north, of course, and the rest of the directions are as per the compass. There is a problem in that you require an article which is located in the maze. The map can be read in two ways to get you through the maze depending on where you start the map. More on this later.

Returning to the orange room you will find it impossible to go east if you are carrying anything except the torch. I have found that the best method of overcoming this problem is to throw everything east, one at a time, unfortunately, and then follow carrying the torch. The maze is difficult to map for the reason that if anything is left on its own for any length of time, then the maze gremlin shifts it. This makes mapping the maze extremely difficult. Digging at selected points may help but I have not found this to be so. Moving through the maze is not helped by the non-reversibility of the paths. This leaves you not knowing in which direction to travel to retrace your steps. Another complication is that you require a sponge which is located in the maze. As stated above, this is the start point for the second route out of the maze, the first location providing the first way out. If you remember that north and up look much the same way on a two dimensional map you may solve the problem. I won't be too specific as this will make it too easy to get through the maze.

The maze is relatively simple once you have found the way. The only real problem is the need to find the sponge which appears two east's from the entry. If you then follow the way you will not easily find the exit to the maze. If you remember to use up instead of north at the sponge location you should find it ok. Use north from the entry point will take you to the same exit following the rest of the way.

Having safely traversed the maze you will find the next location contains a fireplace which brings out all one's vandalistic feelings. A spot of bashing will produce a most useful article for later. Going south from here and you will meet the nagging wife. It is best to listen to her for a time as a number of helpful hints are given. I haven't found out how to make the mirror respond more helpfully than by telling me that I will go blind if I read it anymore, or that I am ugly. The nagging wife will not allow you to travel south until you can persuade her to leave. To do this you have to get some things from the garden.

Going west lets you out into the open and you can switch off the torch to save the battery. South to the gate that won't open and then climb it. Here you will find the doll. To date I have no idea what she can be used for as examining and reading produce very little that is of immediate use. I suspect that the holes in the doll form some sort of braille message, but for the life of me I can't see how to read these dots. South from here brings you to the garden and a very tasty meal a la Popeye. Travelling north and then southeast brings you to the garden area which has a bush growing there. Remember the advice about feeding and watering plants will produce a pleasant surprise. You must first travel north to an area where there is fresh dug soil. A little spot of digging will allow you to find the means to get rid of the nagging wife. You will need to sign your name here if the wife is to be persuaded to leave when you next meet her. Travel east and you will discover the manure. A messy job to carry it back to the bush but I suspect that the result will be worthwhile. East from the bush location brings you to the pond. And the candle which will allow you to conserve on the torch battery. Filling a receptacle with water and going west will allow you to feed the bush which then produces a flower.

At this point you will need to go back to the nagging wife and return to clockface. This will mean travelling back through the maze. If you try Northeast and down it should bring you back to the orange room. Travel back to the clockface location and try

IMAGINE - SOLUTION PT 3

toiling at two o'clock. This will take you to a new location where you will find a boat, a bottle and some petrol. The boat is easy to find as is the bottle but you will have to make a number of journeys through the arch before the petrol location is revealed. I know of no other way than repeated moves through the arch to get the right combination. I suspect a random feature operates here.

Whilst in the boat house you will find a control room. Here are three buttons. Pressing all three causes the main room support stripes to collapse and on returning to the main room you will be crushed to death, it is best not to do this at this time. Later, you will need to operate these buttons to allow you through the peculiar room.

During my travels through this fascinating game, I discovered that the boat did not always want to be launched. It took me a long time to make the connection between the blue mark in the boat and the blue button in the command post next to where the boat is found. Once this button is pressed, the boat launches without trouble. At least, so far! Whilst on the subject of these buttons, I have discovered that all three pressed collapse the main room. This is a necessary feature if the peculiar room is to be stabilised. The only problem is that to be able to get to the peculiar room you have to travel back through the main room. Makes for a lot of toing and froing.

It is now the time to return to the kitchen area and on to the garden. If you have eaten the spinach by this time without killing the Gobbler your strength will be suitably enhanced to carry a fair amount of equipment. Not all of it, unfortunately, so you will have to resort to throwing things and following them. Take care going through the first maze, otherwise it will take you a lot longer than it should.

Getting to the pond you will be able to launch the boat and sail to pastures new where excavation is the name of the game. Travelling a bit further forward with the boat and you will be able to retrieve the charm.

I will leave the comments at this point as I need to get this in to Richard for publication, but will continue the saga in a later issue.

If anyone out there has any idea of how to read the dots on the doll please send in the answer. At the moment I haven't a clue. There is also supposed to be more than one way to get rid of the nagging wife. Any info on this point will also be welcomed.

Til the next issue then,

John Vennard

MORE BITS

NORTHERN HOME COMPUTER SHOW

David Batty, of Sector Software has bravely decided to organise another computer show at Leyland. I say bravely as the second show was rather disappointing - probably due to it being held too soon after the first, and more successful, show. Also within a month of this show there will have been two other shows - one at Livingston in Scotland (which Scottish QL people will be checking out to see whether it is worth us organising a stand at the next one), and the Third Alternative Micro Show at Bingley Hall which we have a stand.

Anyway, the Leyland bash (which I notice is not even billed as a Sinclair show to draw in as many people as possible) will be held on Saturday 2nd December at Stokes Hall, Church Road, Leyland, Lancashire from 10.00am - 5.00 pm. We shall be having a stand there but I will not be there in person.

DEADLINES

In the Editorial (you know, the bit you skip on page 3) I've given a deadline of Feb 1st for QLAF 9. Please note that this is an advisory date - i.e. when I would appreciate copy for inclusion by. Please don't hang on to your letters, reviews etc if they are not ready by this date as it may mean I'll have to delay the issue until enough material arrives.

FUGITIVE - REVIEW

Written by Andrew Hopkins and Robin J.A. Barker.

Published by Di-Ren, 43 Davids Road, Forest Hill, London SE23 3EP
Costs £9.95 mdv/flp

'Not Friendly - Not Flashy - Not Easy', is the slogan used on the Micro Ad page of QL World. Here's an outline the basic plot and idea of the game.

The Fugitive is available on mdv_ or 3.5" disk and runs on a standard QL. Its authors are DI-REN who you may have seen mentioned in QL World (September 1989-QL Scene). As far as I know it is their first release for the QL although The Fugitive manual gives the copyright as 1987.

The game begins with you at home somewhere in Russia, near to the Polish border. The aim is to escape to the British Embassy in Poland in the shortest time possible. That is basically all the information you are given in the manual, except for a short list of commands and a map on the back cover. There are 140 locations in the game and the manual describes it as a 'complex adventure that will require a lot of patience and thought'.

So now you have a basic idea of what is required I will let you have my opinion. The idea of a spy fleeing for his life is at least different from the usual adventure game and it appeals to my nature. On loading you find yourself in the living room and going north places you in the kitchen. As you would expect there are a number of useful items located in the house such as keys, money and a passport to say nothing of a dog and canary. I must advise all future players to look in the sideboard a few times as it appears that you only find one item each time you look. After a few minutes the telephone rings telling you to go to the Red Cafe and make contact with someone.

From this point you can leave the house and using your car drive around the Russian countryside trying to find the town. A word of warning to all, once you stumble on a checkpoint you can take one action otherwise you will end up in prison. Quite what that action is I have not found out. Mapping is almost impossible as I find that going east or south often lands you in the same place. Perhaps the best example of this is that when you finally reach the town go north

three times, and you find yourself back where you started. While I am in the Cafe does anyone know how to talk to one of the men? Do I need my canary? The last question is not as stupid as it sounds.

As you can see the game is not friendly, it requires precise commands, such as 'look in the sideboard'. You cannot shorten this command. Flashy? Well it is not glamorous but the game is well presented on screen with the top half used for the location description and items at the location, and the lower half for input. The manual, although it lacks much on the game setting, is well printed and informative on backups and how to save games. Not Easy is true in the sense that it takes a while to pick up the style required when entering commands but I am pleased to say that you can zip around quite easily and feel that you are getting somewhere. I will definitely continue to play this game and try to reach freedom, especially if someone helps me with the above problem in the cafe.

I must ask all of you who feel that they may be interested to buy the game, at £9.95 it is good value for money and with the promised release of Fleet Tactical Command, a major new wargame DI-REN deserve all the support they can get in the hope that they will stay with the QL.

Philip Coomes

Here are couple of shorter reviews of the Fugitive, which are less complementary to the game. John Shaw's comment: "Fugitive is Dreadful. I have got to the cafe - do not use the car. I seem to have found all the objects - you have to look up to three times in some places, even though nothing is indicated! I must confess I have become a little weary of it. The main struggle is not the game, more overcoming the parser."

Malcolm Smith was even more straight-forward, "Don't buy it." He has only managed to get arrested - whatever he does. His advice: "Watch the grass grow on one's lawn - it's better than playing, or even writing about, this game!"

If yours is one of the early versions of this game, you'll notice that the back door opening sequence is mucked-up. Send back your master and Di-Ren will replace it with a debugged version. (I'm not saying a word about people issuing games with bugs in them!)

WARGAMES - HINTS AND UPDATES

Graeme Law of Falkirk has kindly sent his notes on War in the East. (N.b. these notes are from memory, as Graeme lent his copy to a contact in Poland.)

Scenario 1: Thrust to the north and south of the Pripet Marshes - attacking on the most favourable ground and at the best odds. After breaking through send a couple of light units to Leningrad which you should be able to occupy before Russian reinforcements can get there. Send available tank units on ahead to stall counter attacks and allow infantry to advance at best speed. On the central front, drive the Russian units back with the twin objectives of eliminating units on favourable terrain (open steppe) and releasing tank units for deep thrusts on the Southern front. Hold the remaining Russian units with a light cordon of units outside the marshes with a couple of heavies to squash any units who manage to break out. Try for an early cut in the Russian line south of Pripet as their units tend to retreat northwards to the marshes initially. Exploit with deep thrusts of several tank units balanced between Moscow and Stalingrad. Where possible thrust forward with infantry also to blunt breakout thrusts from the marshes which could well stall the "blitzkrieg". Send 1 or 2 units to Stalingrad with the remainder to Moscow. Wherever possible avoid actually occupying cities until the very last round, when you have them all in the bag. Keep an appropriate (reduced) garrison unit handy within one move. If you must take a city earlier, it is best to have a "spare" garrison unit later in the movement order in case a slip of the hand exposes the city thus letting in the partisans. Having refrained from a campaign of extermination, you should be in Moscow before the winter snows.

Scenario 2: A bit more bump and grind than above (is this a wargame we're talking about here or something else?) The key point is to contain the heavy Russian tank units with the lightest units possible. Let them advance if necessary, it'll take them a while to reach Berlin! Use the heaviest possible forces to cut the Russian line on the southern front, (possibly with a lesser assault just north of Moscow.) Then break north and south for Moscow and Stalingrad. The bumping and grinding specified above should have been adequate to allow your simultaneous entries into Moscow, Stalingrad and Leningrad on round 7 or 8 - if I remember

correctly.

Scenario 3: I am lousy on defensive warfare. I suspect that this is all about tactical withdrawals and careful marshalling of reserves, but I have never managed to meet the "victory" conditions to prove it!

WAR IN THE EAST UPDATE

Since the two page article in the previous issue, Rich Mellor has progressed quite well with his improved version of War in the East. In particular he has successfully changed it from a one to a two player game. So you can now play the Red Army as it tries to defeat the Germans. Makes for a more interesting series of decisions, and, effectively, doubles the amount of game you get for your money.

Rich has also got this to work from disk (there's a hidden file on there), and the speed is much improved. You also have the option of not having to watch the individual pieces move and fight, both on your turn and the computers. Speeds things up dramatically.

Sharp's have been in touch with Rich but nothing has been finalised yet. They have, however, said that they will - if they so decide - be the ones to distribute the upgrade commercially, so don't write to us about it, unless you hear from us to the contrary. Rich has done a lot of work on this upgrade and it would be nice if he could be paid a reasonable amount to compensate for his work - as opposed to the pittance he has received so far for his work on D-DAY MK II.

D-DAY MK II SPECIAL EDITION

Rich has more or less finished his development of the D-Day game now. The Special Edition - which will replace the ordinary MKII - has improved speed of movement, pan and scroll; hidden units when under cover - very sneaky and more realistic! - an updated upgrade to the manual etc. If you have already bought a version of D-Day MKII, all you need do is send £2.20 (all inc) and your master media and we'll copy the upgrade over for you. If you're buying from scratch, it'll be £11.50 if you supply the media, £13.00 if you want the disk or £16.00 for the mdv version. (Postal payments add 10% please.)

HELPLINE = 1

More lost souls to help this issue. If you can help where we can't - send the answer to us and the person who wrote in. Thanks.

ADVENTURE PLAYTIME

David and Jill Cottam, 34 Tawfield, Bracknell, Berkshire, RG12 4YU are stuck trying to get through the magic door at the top of the Bell Tower. They have the spell which has been translated by the recluse, but haven't been able to use it. Another victim of Alan Pemberton's excellent adventure is Harris Lucas, 6, Bromfield Close, Hurst Green, Oxted, Surrey RH8 9JF. He also has gained access to the tower but can progress no further. He thinks he has to go through the gap in the hedge. The answer is, once again "say just that" - but that only works if you have the spell.

(COLOSSAL) CAVE ADVENTURE (ABERSOFT)

P.H. Pedersen of Fjordagerring 13, 6100 - Haderslev, Denmark writes in asking about the clam - and how to open it. This is rather a complicated puzzle as it depends on several previous actions. Suffice to say, one needs to have planted, watered and climbed the beanstalk, got some oil to oil the rusty door, then gathered the trident. This will lever the clam open - leaving you to go down a few stairs to pick up the pearl.

Malcolm Smith, Statsrad Ihlensvei 66b, N-2010 Strømmen, Norway, has almost completed the QUANTA version of the Colossal Cave but asks: "I can complete the the adventure, but am lacking 10 points at the end? Why?" Also on the Abersoft/Sinclair version he asks: "I've got 16 treasures, including the flute, back in the hut. I've got 150 points and I'm wandering around the place like an idiot. What am I doing wrong?" Has anyone managed to trigger the end game on this one? (See Malcolm's maps for more help on these.)

YE CLASSICAL TYPE ADVENTURE

David and Jill Cottam are also stuck on this one, this time the problem being the Troll. They say they've explored everywhere to the south. The answer, simply, is that you can't get past the troll until you've virtually completed the adventure, which means going over the wall courtesy of the ent.

DRAGONSWORD

Rich Mellor, adventurer extraordinaire, is still having problems with this one. Having killed off the vampire he still can't find his way out of the church. He thinks that there must be some way of removing the stone slab. He's tried lying in the coffin, but the vampire re-appeared and shut him in? Any ideas?

HORRORDAY

Stephen Cadd, 159 Station Road, Waddington, Lincoln, LN5 9QT is struggling with this one. He has sent in the following questions. Write to him if you are also struggling on this one, two heads usually being better than one.

Q1: How do I cross the lake of black liquid which seems to have an island in the middle?

A: If I recall correctly (my map being damaged at the vital point) you can use the stepping stone - if you're careful.

Q2: After being ejected from the old woman's house, how do you re-enter with anything which might restore her youth?

A: A visit to the lakeside for some mud will solve this problem.

Q3: How do you get past the wolves?

A: You don't.

Q4: Does the hedgepig help in anyway? He only ignores me.

A: You'll need the hedgepig in the castle, in the meantime wrap it up warmly.

Q5: I have not found a use for various objects collected so far except the lager.

A: You'll need most of them later on.

Q6: Is garlic what the old woman wants?

A: No, it is to ward off vampires.

Q7: Which adventure can you recommend for my second attempt at an adventure?

A: I'd go for either Tower of Valagon or Ye Classical Adventure. Or for total beginners Haunted House is a good starter.

IMAGINE

John Vennard, 5 Highfield Road, Hazel Grove, Stockport, Cheshire, SK7 6NS (author of our feature article on Imagine) has got a long way into this one, but has come up against a brick wall. In short he cannot locate the remote power supply for

HELPLINE - 2

the transporter. He also has had problems getting the doll to read anything, and may have missed a location and that the doll holds the answer to this problem.

LORDS OF HAVOC (MICRODEAL)

If anyone has got past the first nine maps - which Microdeal provided with the game - Agnes Waitt has kindly sent in the 8 maps for the next stage. Yours for 50p plus a large s.a.e. Thanks to Agnes.

MACSPORRAN'S LAMENT (C.G.H.)

Kurt Johansson, Sodra Laget 149, 136-53 Haninge, Sweden has a few questions on this one:

Q: How can I "use" the doll? (Guess I didn't play house enough when I was younger.) Can it open the safe somehow?

A: The doll isn't used as such, and certainly is of no use in opening the safe. It will, however, be greatly appreciated, by someone who was very upset when it was taken from him.

Q: How do I make the kilt fit?

A: You don't, it does nae have a use.

Q: How do I explore the cellar (maze)? The usual dropping things doesn't work.

A: Let us just say that the cellar maze is not a "proper" maze. There are only two locations, but you have to visit/leave them in the correct order. The minimum number of commands is 4, one for each direction.

Q: How do I get rid of the swarm of bees?

A: Bees are very fond of syrup.

Q: And, having got rid of the bees - how do I cross the chasm?

A: This will require the services of the plank - to be found in a cave to the south of the castle.

Q: What number should I dial to open the safe?

A: The correct answer to this is to be found on a slip of paper buried in the garden. (But you'll need the spade to dig it up.) There is another way of opening the safe, but you can find that for yourselves. Suffice to say it saves one hell of a lot of time - but then you won't finish the adventure with 100%

MORDON'S QUEST (SINCLAIR)

John Newson, of 3 Park Avenue, Yatton, Avon, BS19 4AA, has almost completed this one. He's in the Roman Arena - but cannot escape. Looking at my notes it would appear that gathering the shield and sword and smoking the cigar are important here. There is then - once you've picked up the laurels - a trapdoor into the catacombs where you will find the minotaur. (If I remember correctly I managed to kill the minotaur but couldn't get out !) Has anyone actually finished this one properly or is it another unfinishable QL adventure?

THE PAWN

John Newson has also asked about the room with the wallpaper. he has tied the rope to the hook - and is now stuck. Looks like you'll be needing some spikey shoes to tear your way down to the porter and Jerry Lee.

Having solved the problem above John needed help with the dragon. Here you need to shine the white at the shadows and then point to the shapes.

Please note that Dave Fullerton has been placing the solution to the Pawn on Lau's Place bulletin board and it also featured in our earlier (mdv) editions of QLAF.

OTHER ADVENTURES

That's all the hints and clues for this issue. Keep those problems coming in - it is after all our raison d'etre. I am quite happy to print clues for all adventures - nobody is discriminated against or in favour. My only reservation is that I prefer to keep the full solutions for the older adventures and have briefer hints and clues for the more recent ones. This should allow people time to play them and solve them themselves. It tends to spoil things, I think, if we give the answers as soon as the game is published.

Games requiring solutions include West - I'm sure I remember someone volunteering a map or solution to this one; Nemesis - we've cracked part one (almost), how about part two; Funfear - I never did finish this; The Prawn - again unfinished, indeed a review would be a good idea too! And how about some hints etc on the PD adventures.

Richard

Well, for a change, this long running saga has more good news than bad in this issue.

THOR POINTS

Last issue I gave the wrong impression on Starplod and the THOR. The only problem remaining was, in fact, the bug we had discovered - or rather had pointed out to us - on the analyse function when backspacing and the first word in the window has two letters. Our thanks to Malcolm Smith for tracing this one and to Alan Pemberton for recoding it. Apart from that no new problems have arisen with the THOR. More good news - Malcolm reports no problems with the new Fantasia Adventure or Anelpum Quat on the THOR.

C.G.H. Services products

Oliver Neef has now corrected the Grey Wolf bug mentioned in the last issue, so version 4.00 appears definitive, but we await THOR reports on this version.

Public Domain

Alan Pemberton, busy bee that he is, has had another go at Fantasia Adventure, and this time we think the QLiberated version works fine. (Like most big games it may take a while to find any problems.) If you need an upgrade just bung us the original and an s.a.e.

If you're playing Supremacy, by Fraser Harkins, you may have problems getting the right number of players - due to keyboard overrun. A very light touch is needed. Unfortunately Fraser has sold his QL so it is unlikely this bug will be fixed.

Other people's products

Di-Ren's The Fugitive had a rather poor door opening routine in the early release versions. If you've got this and are having problems, then return it for an upgraded version to Di-Ren. Other problems are due to the parser, and would probably require a complete re-write.

Nemesis is also a very unreliable game, with a tendency to crash unexpectedly. I hear a improved version could be made available if TK gave the go ahead.

More bugs and cures for the next issue of QLAF please.

Richard

Dave Fullerton very kindly sent in some hints for MacSporran's Lament. I've tried to obscure some of these as some were a bit too straightforward.

1) The syrup can have several purposes. The first is given in the manual - but it needs to stay in place until it has done its work. But don't leave it in there too long. The other use comes much later in the game - so keep it handy.

2) The Great Hall is a good place to drop things when you don't immediately need them. It also has good acoustics. Don't discard the bagpipes straight away - they too have another, deeper, use.

3) Another item with several possible uses is the claymore. It is useless in battle but as a lawnmower and lockpick it is excellent.

4) Dark passages need the illumination of the lamp - it'll also keep dark forces at bay.

5) On your journeys you should discover the MacSporran stud which, if pushed, reveals a spinning-wheel, just waiting for some wool "sew" you can fix the bellpull.

6) The wool, of course, you can find in its wild state, but it needs a sheep dog to round it up.

7) Behind the Cantraip lies the key to this adventure.

8) If you find your load too heavy, some haggis is a tasty (ughk) way to regain strength. Failing which drop a heavy object and come back for it later.

9) If you open something but nothing appears, LOOK again and all will be revealed. (That's a bug not a hint!)

10) Stuck in the black/bleak passageways? Try going in a different direction 4 times re-tracing your steps twice.

11) Stuck at the base of a cliff? A few steps up would be handy, wouldn't they!

12) Bogle blocking the way? A shiny stone will see the back of him. But is the combination safe in the back garden? Dig it?

Richard (and thanks to Dave!)(and Dave!)

C.G.H. SERVICES

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SEND AN S.A.E. FOR DETAILS OF THE PUBLIC DOMAIN/SHAREWARE LIBRARY.

AQUANAUT 471 - HINTS

Martin Jarosik, of Waldvogelstrasse 2-8/2/7, A-1130 Vienna, Austria, has sent in two very useful items for those stuck in Microdeal's Aquanaut 471. The first is printed below: the second is two saved positions beyond the dreaded arcade screen. (We'll have to institute a P.D. collection of saved positions in adventures!)

"I have passed the security guards. It is not so difficult as it looks. Use the joystick and watch the androids, they always come in the same rhythm. On the right and left sides of the second and fourth platforms there are safe areas where you can rest. The items I have found are: lead pipe, memory grid, tool chest, plant cutters, power crowbar, mirror, manual to operate Huey - type "Huey" and an action such as: go up, speak, follow me, lift rock - poster (3D for Mr Dig)."

However, although Martin has escaped the clutches of the androids he is still stuck because he can't open the sliding door or pass the force field and hasn't found another exit.

Having received Martin's letter, I passed it on to Mike Tuppenney, who was then able to progress much further, but alas not to the point of completing the adventure. Here's his letter (edited slightly.)

"It's a shame that Martin did not include a map of where the objects were or what happened to the security area and droids when he got through. I still don't know how he did it. I've loaded both positions and gone back to the airlock but the point where the security area and droids, where has it gone? Plus, now I've explored other areas and from one area gone down, only to find it is "too dark" and then ... yes you guessed it another *!*!*!! arcade set-up of security area and droids. Also I've taken several of the items to leave near the sliding door and force field area, I "drop all" so I can go and collect more only to find that the only way back to where I came is blocked yet again by yes, those droids. How many times have they used them?

The only good news is from the room with the poster. Type "enter poster" to find new rooms, but avoid pressing the button on the computer. Further on is the "comm room". Here lies the remains of a Huey

robot and the blaster. Of the items I've got so far, none of them seem to do anything. I'm still not able to open the sliding door, nor get past the force field. There is a room with a leaking shutter, but don't open it as the octopus kills you.

Well that's it so far. If only we could get past the sliding door and force field. Maybe when Rich Mellor has more time (next year?) he could scrub the droid sequences or just slow them up so you could get past them easier. I've still got a few more ideas to try on the force field and the sliding door, but otherwise I'm stuck.

ED: Right, Martin and Mike have opened up this game a bit further for you intrepid explorers - let's see if anyone can actually complete this one. (I sometimes get the impression that the best QL adventurers have long since left the machine for more difficult puzzles, having solved all the old ones - but nobody has their crib sheets and maps. Ask around!)

ODD BITS

Capri Marketing Ltd, Computer Cavern, 9 Dean Street, Marlow, Bucks, SL7 3AA have got hold some old QL software and are selling it quite cheaply. Amongst their titles are: QL Scrabble, Matchpoint Tennis, Chess, 3D Slime, QL Classic Adventures, QL Cavern, Steve Davis Snooker, QL Bridge Player. Cost between £5 - £10 each. Also various other QL related items.

ACT HINTS

Rich Mellor points out that if you are programming an adventure (or whatever) using D.P.'s ACT system and require a specific number to be used as part of the answer to a puzzle, e.g. the required answer is "DIAL 999", then to ensure that adventurers don't cheat by simply using "DIAL 9", you have to enter, say, "998" as a word understood by the parser thus forcing it to check every digit and not just the first one.

Readers are advised that using the above information they can complete a certain ACT adventure a lot easier than the author intended. It's up to you how difficult you want to make your games!

FIFTH COLUMN

Rather a dramatic name I know but as you may have guessed this is the part of QLAF where we can talk about what is happening on other computers - especially the ST and the PC. If necessary I can legitimate this by saying that the QL runs at least one fairly good PC Emulator and that the ST can have a QL board added to run QL progs. Also it is relatively easy to transfer files between these three computers. The fact that CGH Services will be publishing software for the ST and can supply PD software for the PC - especially adventures - is a minor consideration.

So what to say? Tony Woolcock is battling away with the Blag 3. Tony has been using a digitiser to do the graphics on the ST and the "demo" version of this is looking excellent. Now that we can transfer ST screens to the QL (low-res) maybe we could get them done on ST's and then copied over? Anyway this looks like a 3 disk job.

I've recently added to the CGH Services library 2 PC Public Domain disks of adventure solutions. There's about 50 covered, including Scott Adams adventures, Infocom and others. So if you're stuck on a non-QL adventure write in and we may still be able to help. Also coming soon - hint books for the Magnetic Scrolls adventures (not from CGH but from Special Reserve)(see below.)

I'd be very interested in hearing from people who'd like to try converting PC Basic (Basic2 or GWBasic) or any of the ST Basics to QL SuperBasic and vice versa, both for Public Domain progs and CGH Services progs.

Most of us are looking for cheap software. For adventurers on a wide selection of machines (except the QL) one of the best sources has to be Special Reserve at PO Box 847, Harlow, CM21 9PH. They have some very nice bargains for the ST, PC, CPC, Amiga, Mac, PCW, Speccy and Commodore 64. If you do want to join send me an sae and I'll send you a form. (I get £1.50 for each person who I introduce to the club!)

As you will know, we have started a new publication called "QL Technical Review" (not Technicol as some dim-wit in the QL World advertising dept wrote it. Hardly a month goes by without them screwing one of our ads up!) Anyway, Issue 2 of QLTR will feature an article by Michael L. Jackson on PC Emulators on the QL. Please note that this was written before PC Conqueror

(evening all) was issued. Michael's article touches on some of the problems faced in PC emulation and we hope that future issues of QLTR will cover further points. From the adventuring side I spent some time trying out a few adventures from the PC on the Solution. The results were quite disappointing from a couple of viewpoints:

Firstly some progs did not seem to load and run within a reasonable time-scale (20 minutes). These tended to be Public Domain progs, although those in Basic seemed to be OK. (Having the interrupts enabled helped in some cases) As for commercial software - this seemed to load OK.

But the screen emulation caused some problems, with greens and reds being all over the place. Quite entertaining in Gnome Ranger but a disaster in Universal Military Simulator. Another problem was trying to map PC screens (CGA) onto the QL screen with mixed text and graphics. One or t'other was OK but put the two together and it didn't work. Once progs were running, the speed wasn't too bad - provided you can put up with a screen redrawing every time text scrolls. (In this instance, CP/M emulation on Hitch-Hikers Guide to the Galaxy was much better than PC emulation.)

For the future we can use this column to discuss the successes and failures of emulation using different emulators. And whilst we're at it, we can discuss the games too!

One emulator I've not seen suggested anywhere is an ST emulator for the QL. Given the similarity of CPU (68000 family), the existing ability to read ST disks and port progs, files and screens over, would it be impossible to get ST progs to run on the QL without spending as much on the QL as would buy an ST?

Final points for now - has anyone got Myth by Magnetic Scrolls and issued by Official Secrets club? If so - how the hell do you get past the first 2 or 3 locations? Also I've been playing Populous on the ST. Most worlds are OK but others seem to be impossible.

Nick Ward has suggested a PC version, initially on disk, of QLAF. Seems a good idea - let us know what you think.

Richard

MORTVILLE MANOR - UPDATE

Martin Jarosik has also been very busy with this one, and has sent in this dispatch from Vienna.

"I have searched the well but cannot find a secret passage to a new location. Be careful when you go down the well. Sometimes a hand will cut the rope, or, if you touch the walls and the water rises, you will drown." Martin's screen dump of the well shows "a strange horoscope". This has a sun surrounded in clockwise fashion, by the Moon, Mars, Jupiter and Mercury. There is a brick missing in the bottom right hand of the picture and beside this there is a 3 in a circle. Cryptic!

"With the hints from QLAF I have entered the secret passage in the cellar: Place the knife from Bob's room in the diamond shaped opening you can find if you look to the upmost part of the pillar in the centre. From the secret passage you can enter the secret chamber: Place the gold ring from Guy's room in the slot of the bowl and turn. When you search the body in the secret chamber you will find a wooden object (looks like kind of key, maybe the wooden rod from the attic is useful). From the secret chamber I haven't found another new location, and when I went back to the cellar I am killed by the disused trap ("with a circular movement the sword slices across you..")

The person in the photo is Murielle. The following is what the characters have to say about her: "The portrait of a young woman? It is Murielle. I don't know her very well. Charming! She was above all Julia's lady-companion. It's the only truly interesting woman I've ever met. She knew a great many things. Talking with her was always an enriching experience. One must believe that someone liked her since Julia even offered her a ring. It was Julia's lady-companion. She also did some research! But Guy, who knew her better than anyone, will tell you more. She was very well bred! Her sudden departure a year ago surprised me. She shared with Leo her passion for history. Everybody liked her. She was on good terms with everybody. Her disappearance remained for me a great mystery. Leo: wall of silence: Thus the ancient called the mountains below the manor.

This is all at the moment, maybe the hints are useful for someone."

Martin Jarosik.

COLOSSAL CAVE NOTES

A short note from Malcolm Smith relating to the Colossal Cave maps:

"I've just spent the past two evenings testing the QUANTA Classic Adventure (Disk 8) and the Sinclair version against my Colossal Cave maps - the original IBM ones.

Guess what, all three versions are different. The QUANTA version is a slightly cut down version of the IBM one. Anyway for consistency's sake I've enclosed maps of the QUANTA version with footnotes to point out the differences between that and the IBM version. (That's the mainframe IBM version!)

Briefly the main differences between the QUANTA and IBM versions are:

- 1) The maximum score on the IBM version is 385 (I can achieve this easily to become Grand Master Adventurer), but on the QUANTA version I seem to be able to collect only 340 points (becoming Adventurer Class A). Somewhere I'm losing 10 points.
- 2) I don't think there's any mithril coat to be found in this version. (This usually lives in a pit off a canyon accessible from the BedQuilt. (Go up). Instead, going up puts you into another canyon.
- 3) There's no rope in this game and so no messing about with double pits. Which presumably means that there's no ring either.
- 4) The intersection west of the coin room (south of where the pits should be) have the west and south paths mixed up. In the IBM version the west goes to the west end of the hall, whilst the southern path goes to the east. In the QUANTA version they're mixed up. Odd.

Anyway there you have it. It's a clever adventure all the same. In fact, it's made easier by the fact that there is less treasure to discover. There will be notes about how to do the adventure in the enclosed maps. Talking of the maps, I must apologise for the awful mapping. This adventure isn't easy to map out at all."

Thanks to Malcolm for sending the maps and hints which will appear in the next 3 or 4 issues of QLAF. If you want the complete set - send a quid to cover copying and postage to CGH Services.

PAGES FROM MY POLICE NOTEBOOK

BY D.C. A. BLUNDER, BEEBLE CONSTABULARY

Ready to go! Ready and waiting to go. That is why I took it so bad you know. The news hit me like a bomb shell, I was so looking forward to a nice busy Police Station, somewhere I could prove my worth to anyone who would care to watch or listen. But no, I had to be posted to Woolendon. Not that Woolendon is a bad place, oh no, far from it. Woolendon is a lovely place to live if you are after the quiet way of life but that was exactly what I didn't want. I wanted crime and plenty of it.

Well that is how I first viewed my posting to Woolendon. By the end of the day I was to know how wrong one can be!

I arrived for work promptly at 10 am. Smartly dressed in my blue shirt, blue flowered tie and blue suit, blue is my favourite colour. I nervously approached the door to the old run down building and clumsily fumbled through my pockets in an attempt to retrieve the key to the front door. Woolendon Police station is often left locked and closed to the public, a small town such as Woolendon does not warrant a Police station manned 24 hours a day.

I placed the key in the lock and opened the door. It was then that I fell flat on my face! With some effort I dragged myself to my feet, brushing myself down and muttering several Anglo Saxon words to that would cause the vicars wife to suffer another of her turns. I looked up and with some annoyance and another burst of Anglo Saxon phrases I read the the sign above the door, "MIND THE STEP"

Once inside, I took a good look around the Police station. A worth while exercise as it revealed the name of the noisy animal I had observed when arriving, a fine beast he is as well.

I recall reading the memo left for my Supt I. SPY and the impression it made on me. I can not explain the feeling as the excitement surged through my body. I felt my heart beat faster and my hands start to shake as I became aware that my wildest dreams had been answered. I could not wait to get started.

I sat down and composed myself before making a few important phone calls. Then I gathered together some bits and pieces including a plastic bag, just in case I should find anything of importance.

From the Police station I made my way to the dog kennel. There I came face to face with Woolendons Police dog, a fine animal he is as well. His body shuddered as his nose probed the air. The olfactory glands of the wonderful beast determining what and who had invaded his territory. I called his name and he came running to me.

Together we collected the Police car and drove to the bank. On my arrival I wasted no time with the job in hand. I started by questioning one of the clerks, Tina Samon. I asked her about the robbery, her reply soon had me rushing out of the bank. Once outside I saw Robert Finley. I asked him the same question and as a result started to make my way south.

Once I had reached the woods, it was obvious that I would need help. A quick question soon made me realise that. It was time to see how good the dog was. My trust in the animal, and the right command, we made our way through the woods. Sure enough, just as I was about to give up, my faith in the beast was amply rewarded. There before me was my first real evidence. Being careful I wrapped the item and picked it up.

I made my way through a gap in the hedge and made my way back to the bank. I gathered as much information about the robbery as I could before leaving to continue my investigations elsewhere.

I decided to make my way to headquarters to check on what I had been told at the bank.

PAGES FROM MY POLICE NOTEBOOK
BY D.C. A. BLUNDER, BEEBLE CONSTABULARY

I remember wishing it was closer to as I hate driving. On the way I noticed a second hand shop. I went inside. Second hand shops are always good for gossip and information. The proprietors always seem to know what is going on. However the owner of this shop was not at all friendly. He refused to answer any of my questions.

Upon my arrival at headquarters, I had my newly acquired piece of evidence examined. Bingo, now we are getting somewhere. Then it was to the force computer. I checked the details received at the bank. Something was not quite right, permutations were the order of the day. A bit of a slog but I soon had a match and a name to go with it. A check on the name revealed nothing. Before I left though, I ran the name of the second hand dealer through the computer, very interesting. Back at Woolendon Police station, I read the crime complaint file in relation to what Scenes of crime had told me. I now had a name but not an address. Another visit to the force computer was the order of the day.

Before leaving I took charge of the old helmet. I knew where that would be very handy.

I returned to the second hand shop and offered Frank just what I knew he wanted. His attitude changed and I was able to ask him about the robbery. He never said too much, but what he did say was very helpful. As soon as I had reached headquarters I checked the name from the crime complaint file with the collators records. This was getting to be too easy!

Back at Woolendon I rang the warrant office. If I was to act on what Frank had told me, I was going to need that all important piece of paper. With the warrant I made my way to the said premises.

That is when things started to get tough. Have you ever felt the hairs stand up on the back of your neck? To be confronted by such a beast was very frightening, very frightening indeed. I kept my cool and threw what all dogs like to chase. Lucky for me it worked. Before I could get passed the gates, I had to inkey the correct code. It worked, I was in.

The place was deserted and bare which made the discovery of a loose floorboard easy. I lifted it up and there it was. All of the money that had been stolen from the bank as well as a gambling slip.

The slip lead me to the local casino. I spoke with Susan Rhodes. A real good looker. I asked her about the gambling slip, and waited as she interrogated her records. In next to no time, another name.

A final visit to the force computer and all was revealed. All that was left to do was a phone call to I. Spy.

That's all the space we have for DC Blunder's notebook in this issue. As you may have realised, the names have been changed to protect the guilty! If you haven't had a go at the Blag2 - it only costs £6.50 plus the media or £8.00 if you want us to supply the mdv/flp. (Don't forget the additional 10% if bought through the post.) The latest news on the Blag for the ST is that Tony is proceeding to produce an excellent adventure, different in style, but based on the same story, but making use of the ST's excellent graphical capabilities by using digitised pix. The picture of the high street is very good. There are even close-ups of the witnesses! Not sure when it'll be ready - probably before Easter 1990 - but we're not making any promises, just in case.

3D WANDERER - REVIEW

Published by Pyramide Software
(£15.00 from TK Computerware)

Wanderer has been described as the only cult game for the QL. That may or may not be true but, it is true to say that Wanderer is the only "Elite" style space game available for the QL. Wanderer and Elite are very different in game content but the idea that you are piloting a space craft and the use of wire frame graphics give you some idea of its appearance.

Wanderer is the only game that I know of for any computer that plays in 3D. To achieve this the screen graphics are drawn in red and blue and you have to wear those silly glasses (2 pairs of which are provided) to play the game. The 3D effect takes a little while to get used to but it does add another dimension (sorry) to the gameplay. The two problems caused by this are that: 1) you must have a colour monitor or television and 2) it causes eye strain. Although I must point out that I use a green screen monitor so I have only played the game on a TV which suffers from dot crawl. Overall the 3D idea is a novelty that did not catch on and one wonders if the game may have been better in two dimensions.

Now, at last, to the game itself. The plot is long and complicated as well as totally ludicrous, but I shall attempt a brief resume. The year is 2986 and the last few months have seen strange happenings in the galaxy. The fact is that thousands of cats have been catnapped and although many people blame it on the ozone layer, it appears that the truth is more sinister. Of course, being a sensible kind of person, together with the fact that you don't own a cat, these strange events have not really affected your lifestyle, until one day your landlady shrieks (yes I am sure you can guess) "My pussy is missing". (Grief!) So you run to the Space Port and board the (oh so convenient) space ship you won in a raffle last week and head into space to find the Sphinx - a creature said to be responsible for the dastardly deeds.

Cut... Right that's enough of the plot. I could go on for days but as you can see the idea is for you to rescue your landlady's missing moggie and destroy the Sphinx. So, how do you do it? Well, the galaxy is divided up into 10 planets (small galaxy!!), three black holes and the Ark that holds the Sphinx. A major

clue as to why the cats are disappearing is that the galaxy's legal tender is the cat, so you do not need to be Brain of Britain to work out a motive.

I have, until now, only mentioned half of the game. Not only do you fly through space, you also compete against the ten planets in a game of poker. The ten planets all have five cards and you have the remaining two. (The jokers are in the Black holes.) The idea is that to make money (cats) one has to swap cards with the planets. Why does one want money? Well before you can enter the Ark you need either 8,000 cats or a rating of 7 (each level is attained by destroying enemy craft in less than 2 shots) which allows you then to enter a Black hole and find the jokers which in turn allow you to trade for large amounts of cats or the aces.

As you have probably realised the game is unique in many ways, including its stupidity. Is it a good game? Yes it is but it requires some patience and a very relaxed trigger finger. You cannot blase away at everything you see as your energy and shields are limited and they are very expensive to replace.

The screen itself shows your stats at the top and the bottom. There is also a complex 3D scanner at the bottom which shows any craft in the area. Not all craft are hostile. In fact many are not craft at all but are wheels and bicycles and other sorts of rubbish (probably followed Voyager into space). You can still shoot these and gain levels but as you move up the ratings the enemy becomes real and deadly.

The game is available from TK Computerware for £15.00 or from QLSUB for £14.45 (to members). If you are looking for something a little different and want to show your friends that the QL has something that they do not - then buy Wanderer.

Philip Coomes

Oh goody a little space at the end of the review to fill with my comments. 3D Wanderer is also available for the ST for as little as £12.00. (The ST press panned it - and they didn't even mention it appeared first on the QL.)

Richard

UNCLE LOONIE'S LEGACY - REVIEW OR ADVERT ?

Written by Dave, Ann and Katy Watson.
Published by C.G.H. Services
Cost: £8.00 for flp or mdv versions.
(£6.50 if media is supplied by purchaser)
(Add 10% if bought by post)

Having experimented with Digital Precision's "Adventure Creation Tool" System to make "MacSporran's Lament" (published by C.G.H. Services) and "AnalytiQL" (which is available from the Public Domain Library), the entire Watson family have used their accumulated skills to produce this epic masterpiece.

Well, not quite "epic", as, unlike most adventures, there is no narrative linking the puzzles. Rather they have chosen to concentrate all the puzzles in one location. Also there is no need to consider such matters as character interaction, mapping etc. Warning: This is not a traditional adventure.

So, what do you get for your money? You'll receive your mdv/flp plus a small 4-page manual plus a enormous headache. The manual is brief, even by C.G.H. Services standards, but contains most of the information you will need. It is written with a slightly humourous tone, and I especially liked the gag about the Royal Family. (If only it could be tightened!) (That's enough politics - Ed) Once again they have forgotten to remind users to keep the media in the drive whilst playing the game and have had to resort to a hand-written reminder. (And the cock-up on the cover is a classic!)

As for the game, well that's where the headache comes in. Getting to the mausoleum is no problem, you just "keep right on to the end of the road". And once there, there are three doors to choose from. Actually there's only one choice as Doors 1 and 3 have puzzles that can only be answered once you have completed the other sections (unless you're very good at guessing names of monsters!)

What of the puzzles "behind the mirror"? Some are fairly straight-forward, being variations on the triangle of numbers, crossword clues and anagrams. Other puzzles require you to correctly answer one puzzle and take the object thus produced to another location. I would recommend that players equip themselves with a dictionary of quotations and gen up on their French painters and writers. A memory for Prime Minsters will also help.

Bugs? Come on there must be some bugs in this program! Well the only ones that I have found are that you can complete the game (but not with 100%) if you guess the name of the monster without even answering a single question! I'm pleased that Dave and Co. have worked out how to make people put the correct number and not let them get away by using "4" to answer something that requires "4098". (Example numbers.)

Also some of the puzzles I was not able to work out without the aid of a fellow adventurer. For example the answer to the (snooker?) problem is a number between 16 and 25 (musn't give too much away!) but playing the game in black and white I couldn't work out the logic of this one. Also the name in the bubbles would try the patience of a saint to guess.

Other puzzles just require a devious mind (no reflection on the authors!). For example you'll need to clear a log-jam at one location, and for this you'll need an animal that lodges in streams, which you get by answering a crossword-type clue about "be a very good boy". Tee-Hee!

My favourite puzzle was the one about "nothing". Here you'll need to drop two objects that you've found to create a third which you can then open with the key.

The final puzzle of this section involves the mirror. Here you'll see four figures/objects displayed as you answer the questions correctly. By taking one letter from each object you'll get the name of the monster. (By the way - shooting the monster here does not remove it from the treasure room.) Then it's over to the computer room, with two answers from the previous puzzles and once you've solved the computer's puzzle, you can face the monster and claim your inheritance.

So there you have it. I must say that I was pleased to see the ACT system working so smoothly on this adventure. Dave and Co have done some simple graphics to illustrate the game (and I'd better not argue about artistic quality as I understand that Dave is a Art Teacher!) As for value for money? It costs the same basic rate as other C.G.H. Services games and you'll certainly get several evenings of enjoyment out of it - unless some bright spark prints the answers in QLAF! (No chance - ED.) Recommended.
O. Wotta-Givaway

FANTASIA - SOLUTION PT 1

As many of you will be aware, the author of Fantasia Adventure has very kindly placed this adventure into the Public Domain. Having done so, Alan Pemberton has very kindly given it the once over and then Qliberated it. It is now very fast (in loading and play) and very playable. Below is Dave Fullerton's account of his progress to date.

"Fantasia Adventure" - The more I get into this adventure, the more intriguing it becomes.

Here is my progress so far. I do not profess to have completed the adventure, but I think, that I am well on the way to doing so. I think that many of the locations, that I have been stuck in, will have a way out - if only I could fathom the solution(s).

Reading the "Scroll" will give you the first clue to the adventure. It is an anagram of "rubble" i.e. "LUBBER"

Travel East. Get the "HELMET" and then wear it. It is required in at least two other locations: "The Sergeants Mess Room" and North of "Open Ground" where you would be killed by stones, if you didn't have it on.

Now go South and answer the Guard, by typing in "LUBBER." He will let you pass and you will be able to get "A Book" and (the obligatory to all adventures) "Oil Lamp."

Go North, then to the East. You can light the lamp from the "CANDLE" burning in this room. You can also get the "ROPE" (I still haven't found a use for the ROPE:- ANY IDEAS ?)

West again, open clasp and READ book. This provides a simple clue by substituting letters of the alphabet. The answer is "QUANTUM" You will require this very shortly.

You can safely drop the "SCROLL" and "BOOK".

Go SOUTH and again, answer the Guard. Travel West, then South and answer "The Metallic Voice," with "QUANTUM". Take the "SONICPROBE."

Jumping the chasm puts you in a place, that I have not been able to escape from. The chasm widens, so you can not return and travelling in any direction seems to end fatally !! East puts you in a cell.

You return to this location (location 12) (North of "The Woman with the Baby") for your information and end up "In a Sewer of a Cell."

Return North, East and East again, into the "round" "SQUARISH ROOM." Insert "SONICPROBE" "Press Button" and you have to enter the correct answer to the problem (after 35 seconds at least has elapsed). The correct answer is "D". If you enter "D" straight away, the reply "CHEAT" is displayed and you are thrown out at the START of the adventure and you will have to travel back to "The Squarish Room" to try again. (AT LAST AN ANSWER TO THE TERRIBLE NOISE)

You are transported to a "Cubic Room". Travelling East from here will take you to an old "Grain Store," where you will meet a "WHITE MOUSE." (It's got sharp teeth!) You will need a "Dead Mouse" to scare away "ELEPHANT" which blocks your way, UP and SOUTH of where you found the "Helmet". Getting confused? (We've only just begun !)

North, then East into "The Sergeants Mess." If you are not wearing the HELMET, you are thrown out as being "improperly dressed." Get the "DAGGER" and "GRENADE."

Return to the "Old Man" who has been tied up. You can cut the rope with the dagger. This frees the "Old Man" and he drops a "COIN". The only problem here, is once he is free, he blocks your way on a second visit to "A Woman with a Baby" (Coming up shortly). Even killing the old man after freeing him does not stop him from re-appearing !. The way East from the "Old Man" is blocked by a man in a black cloak (The Priest). So far, I have not found a "legitimate" way passed the Priest:- Anyone

FANTASIA - SOLUTION PT 2

know the solution to this and the "Old Man"?

Up and East from the "Old Man" brings you out at the start of the "Corridors and Passages Maze". This maze appears to alter in that to go to a location the first time round, you may travel North. The next time you play, to reach the same location, you may have to go East. Typing NUM and Entering, will reveal the "Location Number." Ideal for mapping purposes. (Only in early versions, the Qliberated version has cured this feature!)

Eventually, you will have to show a Guard a "Security Pass" to leave the maze. This is obtained South of the River. Here you enter a "Furnished Room" (East and North of the south side of the River) where there is a button high up. North from here, you enter an Office. LISTEN to what the man is mumbling! It is another "anagram clue." The answer "Optical Illusion." Return to "Furnished Room" and stand on (the invisible) chair. Press button and a computer key board "pops out". Enter "OPTICAL ILLUSION" and get the PASS.

Anyway, back to the adventure. IN SEARCH OF THE MOUSE:

Return to the "Old Man". Travel South, East, South (and South again if you are feeling thirsty). Drink water, then North, West and South (CHEESE for the Mouse). West, North and West will bring you to "The Woman with a Baby." KISS THE BABY and she'll let you pass. Go West and you will find a "MOUSE TRAP." Returning to the "Woman" is rather difficult. A "KNIGHT" blocks your way.

REMOVE PIN (from grenade):- You just have to know, that there is a pin !!. THROW GRENADE. This kills the KNIGHT without killing you! Once the KNIGHT is dead, you can GET SWORD. Again, you can't see the SWORD (but doesn't every knight have a SWORD!). What you do with the sword has still to be found:- ANY IDEAS ?

South of the "Woman" you will find a "Slot Machine" asking you to insert money now. Putting in the "COIN" (from the "Old Man") doesn't appear to do anything except you lose the coin.

Return to the "Grain Store." Set trap. (You did take it and the cheese - didn't you?) Drop trap and go anywhere - 'cause the MOUSE is shy and will not eat the cheese while you're watching !! Return and you will be able to get the "DEAD MOUSE."

Return to "ELEPHANT" throw MOUSE and Elephant vanishes in a puff of smoke. Retrieve the MOUSE. You will need it to feed a ferocious dog...

Mapping out from Elephant will get you into the inside of the Palace, where you'll find a nasty dog - who is frightened of mice. If you go up you'll encounter a deadly party (geographically it links with an upper level of the pyramid) where you'd be advised not to eat anything. Venturing to the south you'll find a kitchen and to the south-east there is another of those blessed guards requiring a security pass. Any arguments here and you're dead meat - so save before encountering the guard. You can also get to the mirrored room from this area. You'll need to get some water in the kettle to steam up the mirrors - but going back to the bathroom (where there is plenty of water leaves you at the mercy of the dog, who isn't keen to let you past a second time.)

Travel WEST from the START, get the KEY. Ensure, that you are wearing the HELMET and travel NORTH. NORTH again and EAST onto a NARROW LEDGE (there is a ring at your feet). IF YOU HAVE THE LAMP WITH YOU AND IT IS LIT, THEN THE CAVE EXPLODES.

The exits given include DOWN, however, you fall to your death. I think, that the ROPE may be required here, but can't TIE IT, ATTACH IT or do anything with it. (Could be a "Red Herring" who knows?)

Unlock the door to the NORTH (with the KEY) go North, then West. LISTEN to the man !! Get the "CROWN" but do not try and wear it. It fills you with power and you blow a "fuse." What you have to do with the CROWN is ? :- Someone please let me know. (I

FANTASIA - SOLUTION PT 3

suspect it is needed by someone in the Royal Palace in the pyramid - ED?)

Returning West and West again will put you in a room full of noise. You can't walk out and apart from resetting the machine, I have not discovered a way to "silence" the computer.

I may as well just mention, that West from where you are bombarded by stones, is a WATERING hole. East of that same location will take you eventually to the SUMMIT and continuing East to the OASIS and a TENT (with a grumpy man). There are two other tents, East and South of the OASIS. What significance they have with the Adventure I am not certain.

Under no circumstances should you travel in any direction other than East before reaching the OASIS. All other directions appear to end fatally. YOU HAVE BEEN WARNED.

South of the narrow ledge will put you at a location giving an exit of UP. This leads to the HEDGES maze. Trying to retrace your steps down, will end in your demise.

MISCELLANEOUS TRIVIA.

If you are bitten by a "RAT" near a "VIAL" you will have to cross the river by getting in a boat and untying it. On the other side, you will be able to get a "BANDAGE." Wear the bandage to stop bleeding. But you won't be able to recross the river in the boat.

The "Hedges" maze and "The Corridors" maze are inter connected.

If you enter the "Hedges" maze with an "AXE", the exits appear to stay open. (I found the AXE once).

South of the "Jetty" or "Temple" (when you reach them) will alternate between getting "washed up on an island" and "drowning." Once on the island, there is still a problem, HOW TO GET OFF !

Other pieces of "treasure" to be found and in some way used:-

A SILVER SALVER: A GOBLET: POISON OUT OF THE VIAL: THE ROPE: THE SWORD: A CHAMPAGNE GLASS: THE GOLD COIN: THE CROWN: A SERVANT'S UNIFORM: A SHINY RED APPLE:

VOCABULARY:-

GET	DROP	WEAR	TAKE	READ	LIGHT	INSERT	CHANT
EXAMINE	PRESS	UNTIE	JUMP	THROW	REMOVE	GO	EAT
DRINK	SWIM	WAVE	SAY	SHOUT	KILL	ATTACK	RING
OPEN	CLOSE	SMASH	BREAK	SCRAPE	CLIMB	HIT	IGNITE
CUT	SET	PRIME	TRAVEL	ATTACH	BURN	ASK	FILL
PLUG	STAB	KISS	BRIBE	EMPTY	DIG	ENTER	EXIT
GIVE	STEAL	SOUND	LOCK	UNLOCK	LISTEN	PAY	PICK
RUB	LEAVE:						

AND THAT'S ABOUT IT FOR NOW. AS SOON AS I HAVE ANOTHER DAY OR SO TO SPARE I SHALL ONCE AGAIN ENTER THE WORLD OF "FANTASIA" AND SEE IF I CAN UNRAVEL SOME MORE OF IT'S SECRETS - UNTIL THEN, HAPPY ADVENTURING.

Dave Fullerton.

GREY WOLF - REVIEW

(Written by Oliver Neef)

(Published by CGH Services at £9.00 flp and £11.00 mdv, media included or £7.50 if you supply the media)

Grey Wolf is an excellent graphical simulation which puts you in charge of a German WWII u-boat patrolling the seas searching for Allied ships to sink. When you have been victorious you can return to the motherland to receive Hitler's autograph!!

The game is played on three screens, the control room, chartroom and the periscope. The control room is where you can control the submarine from, indicators include rudder, ballast tanks, speed, sonar, aircraft warning and torpedoes.

The chartroom shows the position of your sub the nearest ship and the distance between you. The periscope naturally shows the surface, any ships or planes which are visible.

Diving is one area where most difficulty will be experienced. The ballast tanks need filling, all flaps should be closed, engines changed etc which takes some time. During an air raid this phase can become hectic, usually resulting in you forgetting to close one of the flaps, so the sub fills up with water and your mission is ended.

When on the surface our British lads fly across dropping bombs and depth charges on you, so you should dive very quickly. On several times I've been bombed so quickly that I had'nt even started diving!

When you are in range of the ship, you must line the sub up on the same heading as the ship and fire a torpedo. This is tricky as the ship is twisting and turning resulting in your torpedo missing. Once lined up pressing 'F' from the periscope screen fires your torpedo, but WAIT! Have you open the torpedo flaps, if not down to the bottom you go!

After you have destroyed 3 ships you are re-armed and refuelled and you can continue your mission.

So how did I get on, well my best score is 7 ships which is quite amazing, how many have you sunk Captain 'Ed'?

Overall a very good game which has kept me amused for many hours, a definite must for your software library. A few points though, why does'nt the sub have a deck gun, and surely the ships could fire back. Anyway get your dosh and buy it!!

Harris Lucas.

Now back to the real world...ACTION STATIONS, DIVE DIVE DIVE, FIRE TORPEDO 1, PERISCOPE DOWN, FULL SPEED HEAD...

Cap'n Ed: My highest score is 3 ships so far. I'm pleased that you've sunk 7 - it must have taken ages. As Harris says - it's the diving that does for you more often than not. And if your sense of patriotism is offended - just preter you're in the conning tower of a British sub. (Or whatever.)

Whilst we're talking about Grey Wolf I think a few hints are in order.

Firstly you should realise that a submarine does not need to completely fill or empty its ballast tanks when diving or surfacing. If you can keep them at about 60% full, you should find that you can dive and surface by only altering the "depth rudder". This should save a lot of time.

Secondly, you only need to dive to between 50 - 100 metres to avoid bombs and depth charges. Once you've heard the second one go off then it is safe to surface. always keep my torpedo flaps closed except when within range of the target.

Thirdly I would recommend that when closing in on a target ship, that you slow down, so that you don't overshoot it and so that your turning speed is reduced. This should make torpedoing a zig-zagging ship a bit easier.

Finally, keep a close eye on the chart room, and make sure you know which is your submarine and which is the ship. Easy in colour, but a devil of a job in black and white. (Which is why it is sold with the recommendation that you use a colour monitor.) Mind you, nobody who uses it on a TV has so far complained that it is unplayable.

Captain ED

QUILL (ADV) TO SUPERBASIC - 1

How many "Quill" (Gilsoft) users are there out there? Not all that many I suspect. Things would probably have been different had "Quill" been released much earlier, along with the graphics package which accompanies versions for most other machines. The fact that "Quill" is no longer advertised doesn't help matters either, though give QLSUB a try if you are still looking. However, we should think ourselves lucky that Gilsoft considered doing it at all, with the scant rewards that the QL scene offers software publishers.

Although the great advantage of "Quill" is its simplicity, the lack of any graphics facilities tends to make the more flexible ACT system (Digital Precision) a more obvious choice for the aspiring QL adventure writer. However, for those QL owners restricted to using microdrives, "Quill" remains the only choice, since ACT is only supplied on disk.

Gilsoft have indicated in the past that they have no intentions of producing a graphics package for "Quill", so it appeared that the only way of incorporating graphics would be to find some kind soul, both able and willing to write the package independently, and for little or no reward at that. Things were looking bleak, but it then occurred to me that there could be a compromise solution. It goes something like this...

Write a program to extract all the data for an adventure from a "Quill" database file then slot it into a BASIC framework. The new BASIC program would function exactly as the intended "Quill" adventure (albeit a LOT slower), but it could then be edited so as to include graphics (e.g. by using the SuperBASIC graphics commands, or loading screens from disk/mdv/RAM). Then, using a SuperBASIC compiler, the upgraded adventure could finally be converted into a fast-running, multitasking program.

To my surprise, this turned out to be much easier than I had at first thought, thanks to the logical layout of the data files and information from the "Quill" manual. In fact, it was possible to go the whole hog, and make a complete "Quill to BASIC" transfer system.

The steps involved in using it are:-

- 1) Write and test the adventure using "Quill".
- 2) Save the adventure as a "Quill" datafile.
- 3) Use the "Quill to BASIC" transfer utility to convert the datafile into lines of SuperBASIC.
- 4) LOAD the newly-created SuperBASIC.
- 5) MERGE the control program.
- 6) EDIT the SuperBASIC as required.
- 7) Compile the finished SuperBASIC.

As it stands, there are a few minor differences between finished adventures and normal "Quill" games. These are:-

- a) The SAVE/LOAD routines depend on the error-trapping provided by the compiler.
- b) "Quill" can detect when a message is too big for the screen, and pauses with a "scroll?" message. I could find no simple way of doing that from SuperBASIC, so it is necessary to either keep the messages to a reasonable length or punctuate long messages with "ANYKEY" commands.
- c) The use of quotes (") causes havoc with PRINT commands in SuperBASIC, so any instances of (") are automatically replaced by (~) in the translation process. This shouldn't be too great a restriction.
- d) The RAMSAVE bug has been fixed, so it is no longer necessary to put a RAMSAVE as the first entry in the STATUS TABLE. Using RAMLOAD before RAMSAVE will merely restart the game.
- e) Probably a few bugs I haven't noticed yet!

I have written a (very) small graphic adventure to demonstrate the system, which is

QUILL (ADV) TO SUPERBASIC - 2

included in various stages of completion, along with the "Quill to BASIC" transfer system itself, on a disk I have sent to Richard. This can be made available as Public Domain (on disk or mdv) to anyone who is interested.

Happy adventuring,

Alan Pemberton

I have written to Gilsoft informing them of Alan's program, including a print-out of this article, but have yet to hear from them. The Quill is still available from TK Computerware for £23.00 or QLSUB for £20.00 (£16.30 to members.) If you just want Alan's basic utility, it'll only cost a quid if you send the relevant media and return stamp. If you want the demo adventure as well and the associated files showing the "work in progress" - then it'll need the 3 quid altogether and a disk or 3 mdvs. C.G.H. Services will, of course be very happy to receive any adventures written using this utility for possible publication (as a commercial game) or distribution (as commercial, P.D. or Shareware).

Richard

BITS AND PIECES

MINERVA ROMS

As many of you know there has been an upgraded ROM operating system for the QL released called Minerva. A full review was given in the November QL World and we hope to have some readers writing in with their experiences with it in the next issue of QLTR. In the meantime there has been one serious bug brought to light in the October issue of QUANTA newsletter. This effects some Turbo'd SuperBasic programs - and inevitably one of the first to fall foul of it was our latest game "Return to Eden". Effectively if the program tries to write to a file the program crashes the first time but will work properly the second time. Brilliant. The writer in QUANTA says that the bug has now been fixed. So if your copy of one of our games - or any other people's Turbo'd programs falls over when you use Minerva but not, for example a JS ROM, then contact QView and ask them to send you an upgraded and debugged ROM. I hope that there are no more lurking horrors in the Minerva. Improvements we can live with but yet another compatibility problem we could do without.

DISKS

Just to mention that I've learned from experience and will not be using unbranded 3.5" disks as they are too unreliable. Instead Special Reserve are doing Sony disks at 79p each and no extra for postage. An excellent deal.

CLEANING KITS

I don't know about you, but I find that my computers and peripherals tend to get dusty, and my screens always need cleaning. One answer to this problem is to invest in dust covers - actually I think I have some somewhere but they never get used! Another answer is to use a cleaning kit. Mary Knowles of T.M.H. kindly sent me one of her cleaning kits for "review" in QLAF in exchange for an advert. Seems a fair deal to me.

The kit I received is the "Workstation" one. This comprises a 300ml bottle anti-static cleaning fluid, a pump (thus making it "ozone friendly", 5 anti-static screen wipes, 5 foam swabs, 1 Easitex cloth and 10 lint-free wipes.

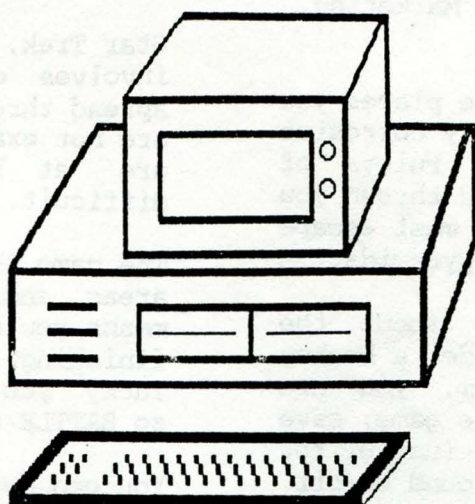
I must admit that using the cleaning kit has resulted in the appearance of my QL improving 100%, although there are still a few nooks and crannies that the swabs didn't seem to reach.

Value for money has to a consideration here, and the kit may be slightly overpriced at £8.99 - the bulk of the cost being made up, I presume with the generously proportioned bottle of cleaning fluid.

Anyway if you are interested you can ask for more details from the address given on the advertisement on page 27.

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3D SLIME - REVIEW

STAR TREK - REVIEW

Published by Datalink Systems
Currently available from Capri Marketing.
Price £9.99

(Public Domain - from CGH Services)

This excellent arcade adventure places you in the role of "a particularly corrosive green slime from Vega". The rulers of Vaska VI have captured you and thrown you into Robocity, from whence you must escape by collecting the purple/pink pyramids.

Star Trek, for all those who didn't guess, involves destroying Klingons which are spread throughout the galaxy. The graphics are not exactly stunning, sound effects are at best limited and it is very difficult.

So much for the blurb, what about the actual game? After having made a backup and having loaded the program, you are offered five choices: start the game, save or load the high score table (useful for local Slime-leagues!), and sound on/off. Once into the game, the playing area is presented in a very pleasing three dimensional view. Each screen consists of winding paths and steps along many of which are the pyramids which you must eat/collect. Your character is a wonderful little blob which squelches along sedately, avoiding the evil spheres whose only purpose in life seems to be your destruction. Luckily you start off with several lives, and believe me, you will need them all to get anywhere. The spheres are not always as intelligent as you might fear, so it is possible to trick them into going in the wrong direction.

The game is based on a grid of about 40-50 areas, and with the time limit, this means you can visit only about 30, so finishing is almost impossible. If you're lucky you might find a solitary Klingon, so BATTLE STATIONS !!

You can destroy it by using phasers or torpedoes. Phasers, I think, are much better. While you're firing away the enemy is doing the same to you leaving you severely battle scared. In most cases the "Enterprise" ends up totally useless with most equipment out of action, leaving it a floating piece of junk. Fortunately pressing "****" allows you to resign.

If you manage to collect all the pyramids on a screen, you will move on to another, trickier one, where you must once again endeavour to stay alive whilst being pursued by the Robo-spheres.

Star Trek is alright, and as it only costs a quid it was worth the money. The game should keep you amused and interested for a morning or afternoon depending on whether you like a lie in !!

I have only two small gripes against the game. The first is that since the game is in 3D, control is made very difficult by having to use the arrow keys. Secondly, the game is not fast enough to set my adrenalin flowing, so I tend to install Lightning first to make it more enjoyable.

Harris Lucas

Harris has very kindly supplied a doc file with the instructions on it. The game comes in both SuperBasic and compiled versions. If you feel you can improve on the game, have a look at the basic version and see what you can come up with.

Datalink Systems have left the QL market, which is a great pity, since they produced very professional software (e.g. CAD PAK). You may be able to get hold of a second hand copy if Capri run out of stocks. I strongly recommend this program to those who want a break from zapping aliens or playing chess. You won't be disappointed.

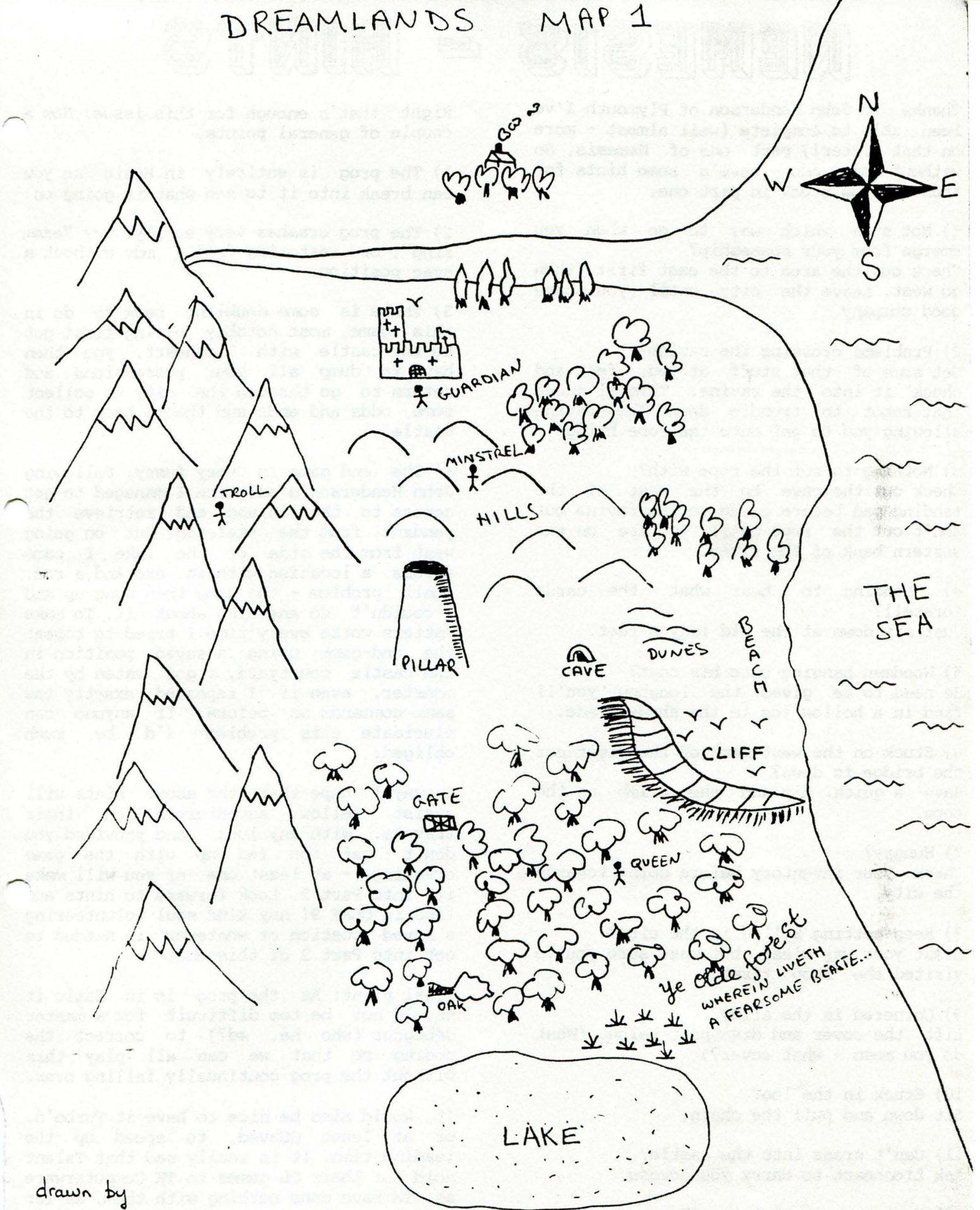
GOLDEN SALES OPPORTUNITIES

NB. Business users will be pleased to know that by pressing F5 during play, a mock spreadsheet appears on screen, so you can play even when the boss is around!!!

Are you a bright young go-ahead executive type? Do you want to earn more money? Well best of luck, as what we're offering won't earn anyone much dosh. However if you'd like to help us reach out to the wacky world of QL-dom then we can supply you with a small selection of our stock for you to take on sale or return which you can sell at QUANTA workshops, local group meetings, etc. You get to keep 10% of cover costs, and there is no postage extra on the sale prices. You can't lose! Contact CGH Services at the usual address.

Jean-Yves Rouffiac.

DREAMLANDS MAP 1



drawn by
Jean-Yves Rouffiac

© 1989

NEMESIS - HINTS

Thanks to John Henderson of Plymouth I've been able to complete (well almost - more on that later!) part one of Nemesis. So without more ado - here's some hints for those of you stuck in part one.

1) Not sure which way to go when you emerge from your spaceship?
Check out the area to the east first, then go west. Leave the city until you have good company.

2) Problems crossing the ravine?
Get some of that stuff at your feet and chuck it into the ravine. This'll cause that robot to trundle down the ravine allowing you to get onto the rope bridge.

3) Nothing to cut the rope with?
Check out the cave to the east of the landing pad before going to the ravine but don't cut the rope until you are on the western bank of the river.

4) Longing to hear what the cards foretell?
Just sit down at the old lady's feet.

5) Woodman hanging onto his coat?
He need to be given the longbow you'll find in a hollow log in the shady glade.

6) Stuck on the west bank of the river coz the bridge is down?
Have a quick dip and then climb up the rope.

7) Hungry?
Check your inventory before going towards the city.

8) Keep getting killed in the city?
Blast your way clear, but make sure you've visited the "shop" first.

9) Cornered in the alley?
Lift the cover and disappear below. (What do you mean - what cover?)

10) Stuck in the loo?
Sit down and pull the chain.

11) Can't cross into the castle?
Ask Lionheart to carry you across.

12) Up to your eyes in sand?
Twist the torch to escape.

13) Spoilt for choice in the shop?
I'd go for the torch and the twine.

Right that's enough for this issue. Now a couple of general points.

1) The prog is entirely in Basic so you can break into it to see what is going on.

2) The prog crashes very easily. Try "exam ring", or restoring from a mdv without a svae position.

3) There is some doubling back to do in this game, most notably having first got to the castle with Lionheart, you then have to dump all your possessions and return to go through the city to collect some odds and ends and thence back to the castle.

4) The end game is very fussy. Following John Henderson's solution I managed to get across to the island and retrieve the pendant from the skeleton. But on going west from the side of the lake I came across a location with an axe and a rod. Small problem - the game then hung up and I couldn't do anything about it. To make matters worse every time I tried to repeat the end-game, using a saved position in the castle courtyard, I got eaten by the monster, even if I repeated exactly the same commands as before. If anyone can elucidate this problem I'd be much obliged.

Anyway I hope that the above hints will assist fellow adventurers on their travels. With any luck - and provided you don't get too fed up with the game crashing - at least one of you will make it into Part 2. Look forward to hints and tips in QLAF 9! Any kind soul volunteering a saved position or whatever is needed to get into Part 2 of this one?

Final point: As the prog is in Basic it should not be too difficult for a master debugger (who he, ed?) to correct the coding so that we can all play this without the prog continually falling over.

It would also be nice to have it Turbo'd, or at least QSaved, to speed up the loading time. It is really sad that Talent sold out their QL games to TK Computerware as TK have done nothing with them, as far as I am aware. (Letters of correction to the usual address please.) As for the authors - they've never been in touch with QLAF - perhaps we should write to them!

Richard

QL ADVENTURERS' COMMS COLUMNS

Firstly my apologies to Michael L. Jackson for not being able to print his article on comms for this issue. This was due entirely to the mdv he sent dying on me without any famous last words. And the moral of the story is - don't send anything to the editor without making sure you have a back-up at home. (And a hard-copy helps too so I can check on spelling etc.) (In view of my spelling that may be a mixed blessing!)

Top of the comms news for this issue is that Dave Fullerton has been busy. Firstly he has opened a QLAF section on Lau's Place, and then, to top that, he has helped set up the Bristol User Group bulletin board with an adventure section.

If you want to log onto Lau's Place and you have the Qualsoft software that came with the Tandata modem from QUANTA, simply load up the directory "qualsoft", place the red line over LAU'S PLACE and press D. Provided you've got your modem/phone/QL set-up correctly you should be able to get into Lau's Place without too many problems. It is a ViewData board with lots of pretty pictures and is menu driven. If you haven't got the Qualsoft directory then dial 01-751-6096 using Viewdata emulation and even parity. Lau's Place is a ring-back system which means that once you have got through then hang-up and then redial. The system will then be waiting for you.

Once you have mastered the Viewdata systems you can have a go at QBUG which is a scrolling text only TeleText system. (i.e. the "BUG" stands for Bristol User Group and is not an ironic comment on the software or hardware used.) Dave and Tom, his co-sysop, have got this system up and running quite quickly and Dave is already talking of installing a hard disk and timing devices so that it works automatically when Dave isn't there.

Access to QBUG is evenings only (as is Lau's Place) on 0272-668725 and use teletext emulation and space as parity - the same as TF Services board on the qualsoft directory if you have it. Note some Tandata modem stacks may have problems with these boards. (Mine does!) If you can't get through after a couple of times then try dial manually and press "O" for online (assuming you are using the qualsoft software). You should then be able to access the board with no problems.

After a registering phase the rest of the board is menu driven. Because QBUG is Teletext you can get a lot more text on a page. QBUG is also menu-driven - though I found it a little confusing. More practice is evidently needed. If you need help "Y"(ell) is available for you to communicate directly to the sysops.

Now what do you find on these Boards, and to what extent are they of use to QL adventurers? Well, thanks to Dave Fullerton, Lau's Place features a regularly updated HINTS section. I understand that both the BLAG2 and The Pawn have featured in this. QBUG on the other hand has had reviews of new adventures, including Uncle Loonie's Legacy.

Other attractions of these boards include downloadable software. I've not had a chance to sample this yet - mainly cos I haven't got myself sufficiently well organised. However Dave has kindly agreed to place all his downloadable P.D. and Shareware titles in the CGH Services library so that those of you without modems don't miss out. In return we've agreed for Dave to put as much of our P.D. and Shareware material online. We'd be happy to do a similar exchange with other boards who have significant libraries of PD and Shareware material.

I trust sysops will keep all pirate software off their boards. If anyone spots any commercial software - especially CGH stuff on boards - let us and the sysop know.

So these two boards are a most welcome addition to our resources. Although comms can be very expensive if you hang around chatting online (and Dave has a chat mode simply for this purpose) if you know what you want and where to get it, then you should be able to spool files, mail etc to disk quite quickly. Whatever you do - don't phone before 6.00pm or else you'll be paying extra. Keep it off-peak and keep it simple.

One should also mention the QL SUB bulletin board. This is still operating but does not appear to have been used much in the past few months. Most of the news was stale and there is little of interest to adventurers. Next issue - more from Michael L. Jackson - and you!!!

Richard

Not so many new programs on the leisure scene to report in this issue. I'll be printing news about the more technical progs in QL Technical Review, from now on, so we can concentrate on adventures and leisure-ware (beach-ware?) in QLAF. Similarly I'll try and keep this for QL PD items - PC and other machine PD stuff will be in 5th Column.

The best news has to be that Christopher Sully of Newport has agreed that he didn't have exclusive rights to distribute Fantasia Adventure. So we can now make this available to you again. Not only that but Alan Pemberton has rewritten and Qliberated the game so that it moves along at a ferocious pace. Neither Dave Fullerton or I have completed this one yet - and as it's PD there's no excuse for the rest of you not joining in with the fun.

Dave Watson has donated his AnalytiQL game, written using DP's ACT. This is an Eliza clone - but with excellent graphics.

Jean-Yves Rouffiac, not content with writing Dreamlands, has been putting together some smaller programs. "Guitar Tutor" has 20 chords clearly laid out, and the prog will even help you tune your guitar. Future versions may also include a test for budding guitar heroes. Jean-Yves has improved his breakout game as well.

Apart from Fantasia Adventure, we haven't been able to add any more adventures to the PD Library for some time now. If anyone is looking for a little challenge I have 5 PC PD adventures that could be modified to run on the QL. They can be sent to you on QDOS disks/mdvs, together with a print out. To make things even easier, one of the Disks of German PD software that the Sinclair QL User Club has sent over has a program entitled "MbasicII" - which can be merged with Superbasic progs to provide procs and fns to cover such things as Mid\$, Left\$, Colour, and other keywords you may find on Basics running on the PC.

We should shortly be getting, if they haven't already arrived by the time you read this, 10 disks of PD software from France. How many of these will be easily translatable I don't know, but I hope that there'll be a few games amongst the progs.

Richard

Here is news of two new groups for all QL owners, which have been started with the help of QLAF readers. If anyone else wants to start a local group, let us know (also write to QUANTA!!!)

BRISTOL QL USERS GROUP

This group currently meets every four weeks on a Sunday at 7pm at the Hen and Chicken pub in Bedminster. Meetings will be on the following dates: 28th November, 1989, 21st January 1990, 18th February 1990, 18th March 1990. There may also be one in December, but not necessarily on the scheduled date of 24th December as this is too close to Xmas.

Meetings are open to all QL users who can reach the venue, guests are welcome as well as regulars. The group has a great diversification of interests including business, adventuring and programming. Currently the youngest member is 17 yrs old and the oldest in his late 80's.

Meetings start with either a visiting guest speaker or a member demonstrating a program or some hardware on a QL. This is then followed by an informal session where members form small discussion groups around their particular interest.

Annual subs are £12.00, which covers the cost of the meeting room etc. More information from Chris Gregory, (0272-513853). Dave and Tom of Bristol Group have also set up their own Bulletin Board.

SCOTTISH QL USERS GROUP

This also meets monthly on a Sunday, at the Temple Village Hall, from 11am - 5pm. The sessions here seem to be more informal than the Bristol ones, but there is obviously scope for guest speakers etc. Previous meetings have seen discussions around both QL's and THOR's covering ICE, a compilation challenge on Stellaris between QLiberator, Supercharge and Turbocharge, and more informal exchanges of information.

Contact Alan Pemberton, 16 Comiston Terrace, Morningside, Edinburgh, Scotland, EH10 6AH for more details.

Other possible focii for local QL groups include: South/West Yorkshire, Surrey or London, which we'd be happy to help get going by putting people in touch with each other.

COLOSSAL

C A V E

THE MAPS BY:



MALC SMITH

Lettering by
~ somebody else ~

Raymond Jaffer 1987
Did this
drawing -

ADVENTURE

PART 1

START OF THE GAME:



INSIDE THE HUT THERE'S A LAMP (BATTERY POWERED), KEYS, FOOD AND A BOTTLE OF WATER. THE FOOD AND WATER ARE NOT FOR YOU !!

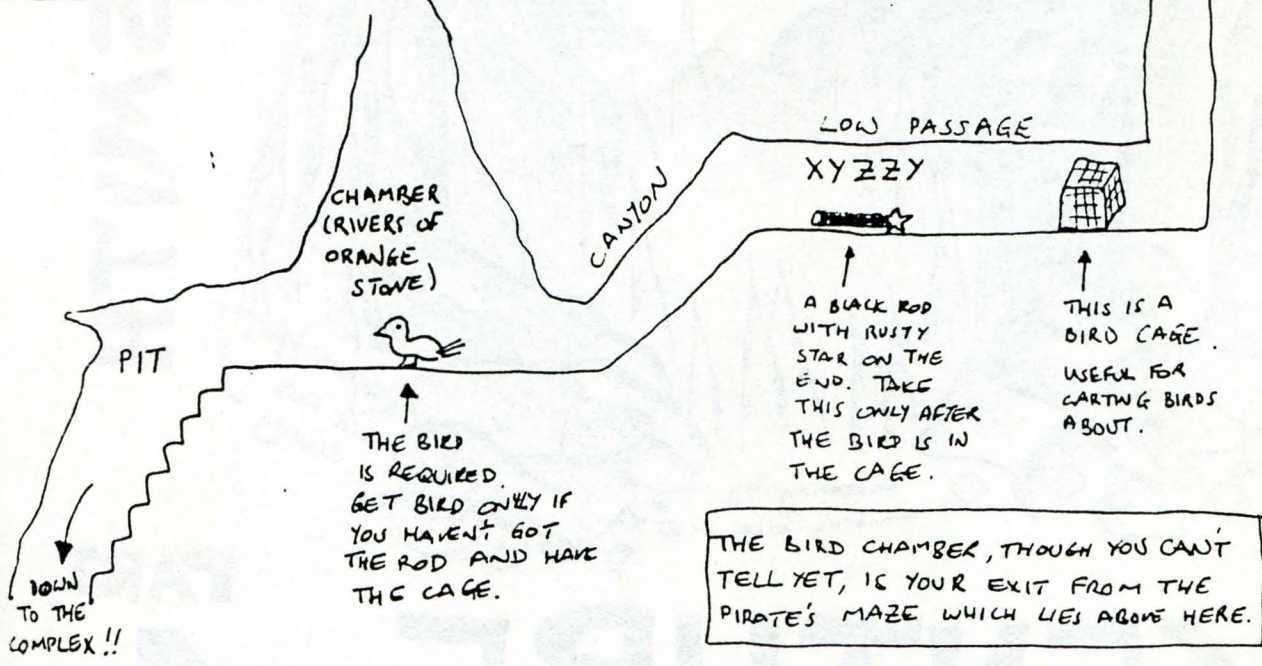
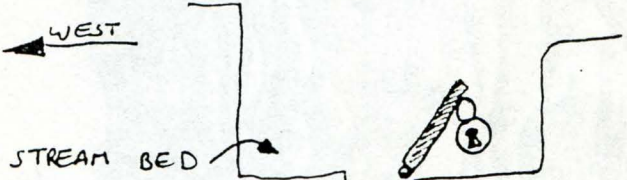
THE WELL HOUSE STANDS IN A CLEARING. YOU START JUST OUTSIDE THE BUILDING. THERE'S NO POINT (APART FROM GETTING LOST!) GOING ELSEWHERE APART FROM ENTERING THE HUT OR GOING SOUTH TO THE GRATE.

IN DAYLIGHT? TURN OFF YOUR LAMP!

AFTER OPENING THE GRATE DO NOT DISCARD THE KEYS. THE OTHER KEY HAS A PURPOSE (SEE 'BEYOND THE BRIDGE').

OPEN THE GRATE AND CONTINUE.....

'XYZZY' IS A MAGIC WORD. SAY THIS WHEN EITHER IN THE WELL HOUSE OR IN LOW PASSAGE (AT LOCN. WHERE THE WORD IS ON THE WALL) AND YOU WILL BE TELEPORTED TO THE SECOND PLACE. IE A TWO-WAY TELEPORT SYSTEM



A BLACK ROD WITH RUSTY STAR ON THE END. TAKE THIS ONLY AFTER THE BIRD IS IN THE CAGE.

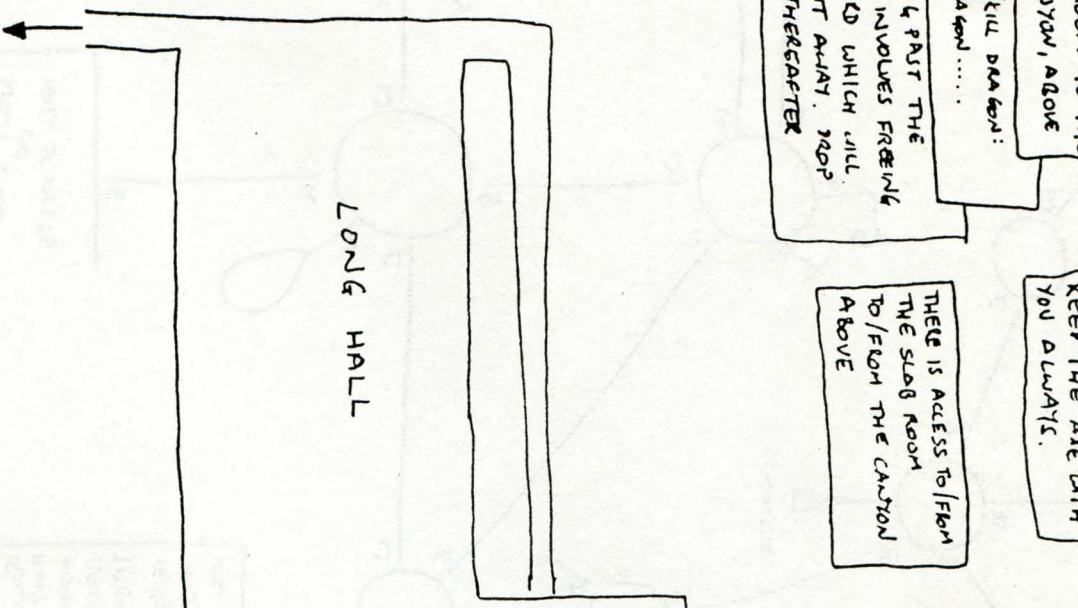
THIS IS A BIRD CAGE. USEFUL FOR CARTING BIRDS ABOUT.

THE BIRD IS REQUIRED. GET BIRD ONLY IF YOU HAVEN'T GOT THE ROD AND HAVE THE CAGE.

THE BIRD CHAMBER, THOUGH YOU CAN'T TELL YET, IS YOUR EXIT FROM THE PIRATE'S MAZE WHICH LIES ABOVE HERE.

DOWN TO THE COMPLEX !!

VENDING MACHINE MAZE. (DO NOT ENTER WITHOUT MAP!)



THE FIRST DWARF YOU MEET WILL FIGHT AN AXE AT YOU. GET IT SO YOU CAN FIGHT IF ANY SUBSEQUENT DWARVES YOU MEET. KEEP THE AXE WITH YOU ALWAYS.

THIS IS ACCESS TO/FROM THE SLAB ROOM TO/FROM THE CANYON ABOVE

TO PASS/KILL DRAGON: GETTING PAST THE SWAG INVOLVES FREEING THE BIRD WHICH WILL DRIVE IT AWAY. PROP CAKE THEREAFTER

THERE IS ACCESS TO/FROM THE SLAB ROOM TO THE SECRET CANYON ABOVE

USEFUL SOURCE OF WATER FOR PLANT.

IN THE Y2 ROOM, THE MAGIC WARD 'PLUM' TELEPORTS YOU BACK TO THE HUT + VICE VERSA. 'FLOWER' TRANSPORTS YOU TO THE EMERALD CHAMBER

IF YOU GO WEST OF 'Y2' YOU WILL SEE A FIGHTER YOU CAN FIGHT. IF YOU GO WEST OF THE DWARF YOU'LL SEE IT'S ALL DUE TO A LARGE 'MIRKID'!

HAVE ROD TO CREATE CRYSTAL BRIDGE. (YES, IT'S A WAND!)

YOU WON'T BE ABLE TO TAKE THE WARE UP THE STAIRS. GO VIA EITHER THE PIRATES MAZE OR 'Y2'.

UP TO ENTRANCE.

LOW ROOM GOLD NUGGET

HOLE TO PASSAGE BELOW SILVER BARS ARE HERE

SECRET CANYON

SLAB ROOM (UNDEAD)

DEAD END

DRAGON ON RIVER

LONG HALL

HALL OF MISTS

HALL OF THE FOUNTAIN KING

JEWELS

ROOM Y2

ROOM WITH A VIEW

ANOTHER SECRET CANYON

COINS

CRACK

PIRATES MAZE

DIAMONDS

FISSURE

DOWN

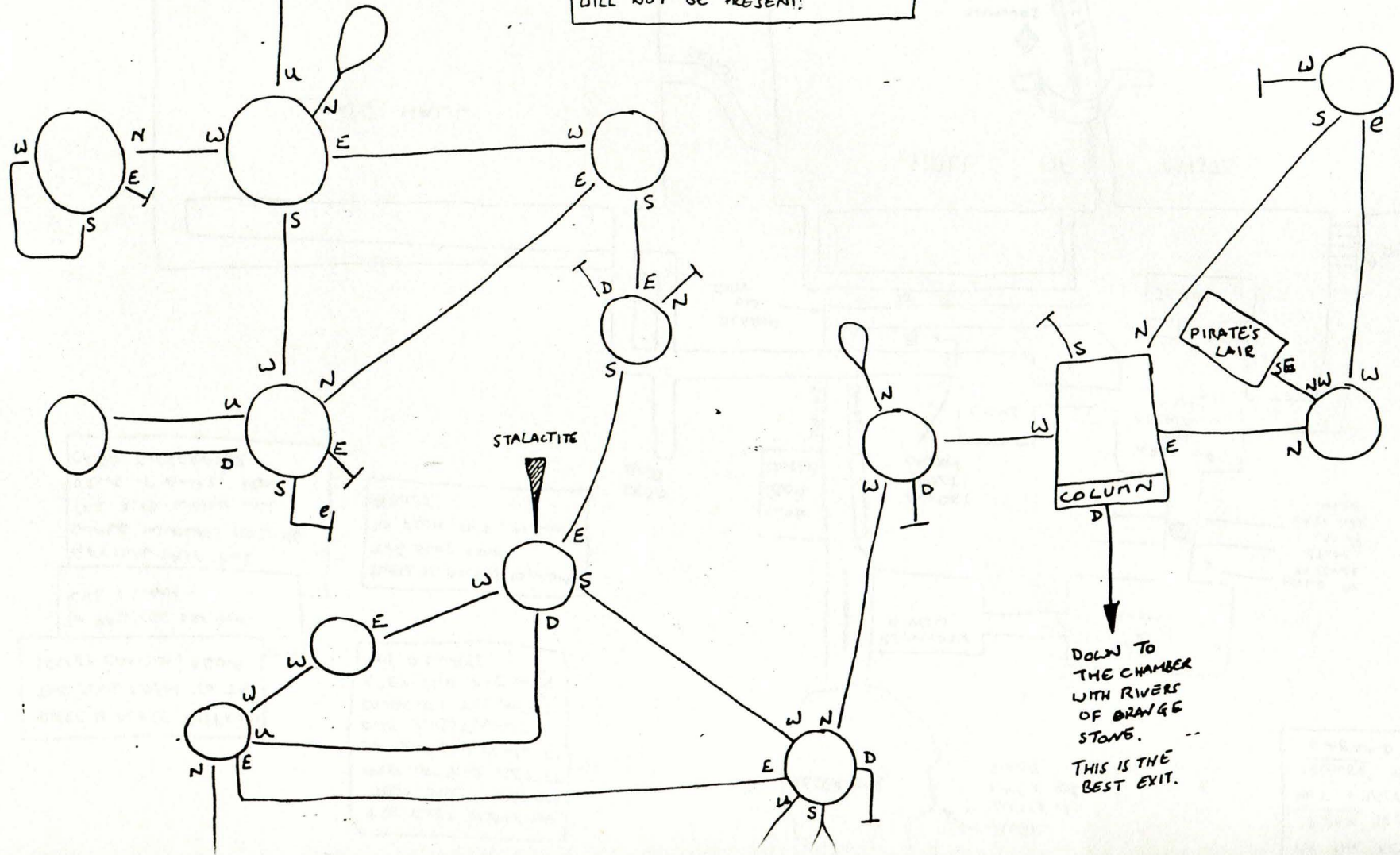
BEST ROUTE FROM HALL OF MISTS: S, E, S, S, S, N, E, E, NW / SE, N, D.

WEST END OF HALL OF MISTS

THE PIRATE IS AN USEFUL FELLOW. AFTER A WHILE HE'LL START TO FOLLOW YOU. WHEN YOU HOLD ANY TREASURE HE'LL STEAL IT. MAKE YOUR WAY HERE TO HIS LAIR. YOU WILL FIND ALL YOUR TREASURE PLUS HIS CHEST. IF YOU GO TO HIS LAIR BEFORE HE HAS ROBBED YOU - HIS CHEST WILL NOT BE PRESENT!

NOTE THAT JUST BECAUSE HE HAS ROBBED YOU HE WON'T STOP HIM FROM ROBBING YOU AGAIN. HOWEVER, ONCE YOU HAVE HIS CHEST HE WILL STOP.

SOMETIMES YOU CAN PROVOKE HIM TO ROB YOU BY GOING INTO THIS MAZE!



DOWN TO THE CHAMBER WITH RIVERS OF ORANGE STONE. THIS IS THE BEST EXIT.