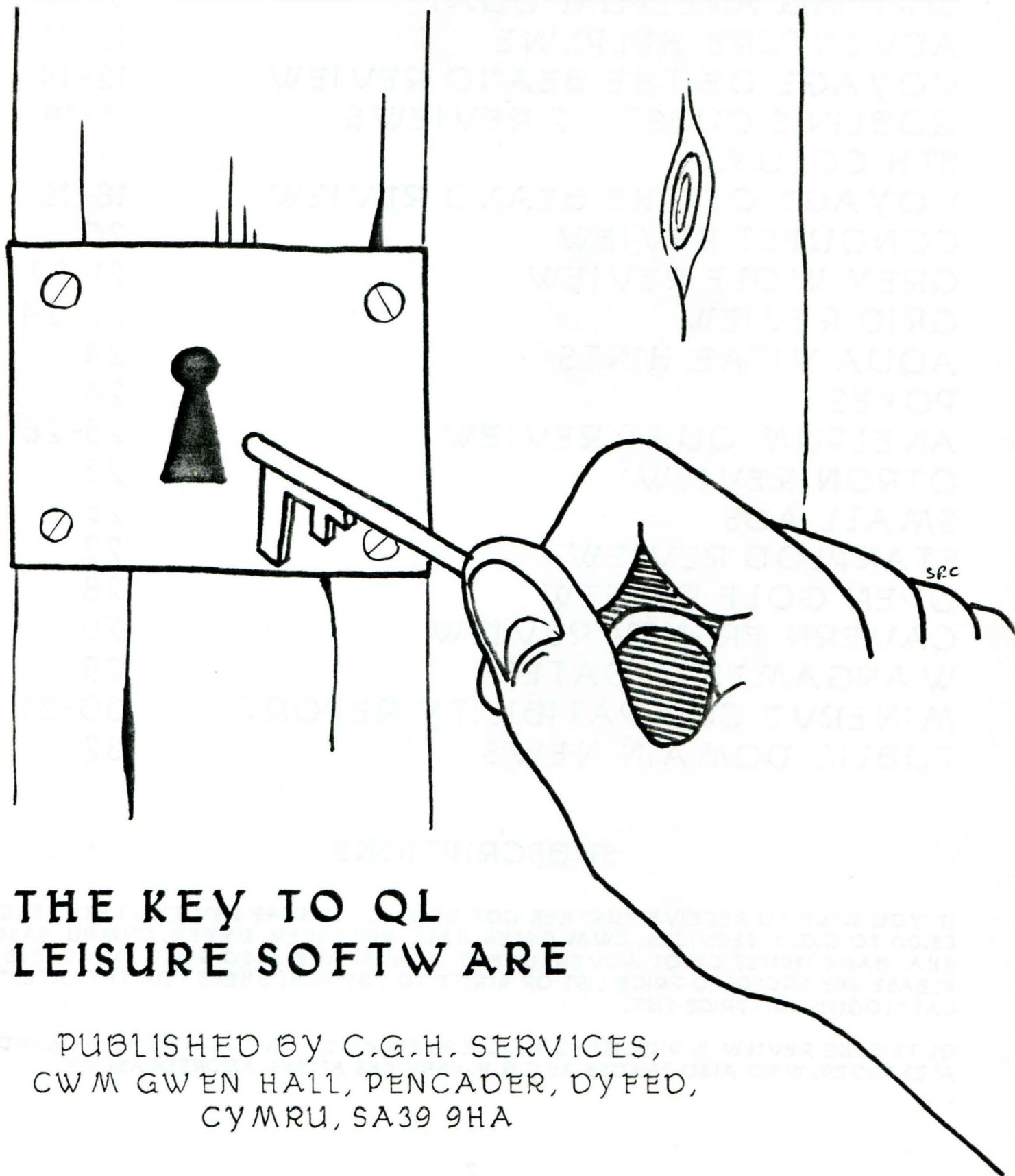


QL

LEISURE REVIEW

ISSUE 1

PRICE £1.50



THE KEY TO QL
LEISURE SOFTWARE

PUBLISHED BY C.G.H. SERVICES,
CWM GWEN HALL, PENCADER, DYFED,
CYMRU, SA39 9HA

CONTENTS

COVER BY STEPHEN CADD

EDITORIAL	3
NEWS PAGE	4
FLEET TACTICAL COMMAND UPDATE	5-7
LETTERS PAGE	8
WRITING ANELPUM QUAT	9
ADVENTURE HELPLINE	10-11
VOYAGE OF THE BEANO REVIEW	12-14
GOBLIN'S QUEST - 2 REVIEWS	15-16
5TH COLUMN	17
VOYAGE OF THE BEANO REVIEW	18-19
CONQUEST REVIEW	20
GREY WOLF REVIEW	21-22
GRID REVIEW	23-24
AQUA VITAE HINTS	24
POKES	24
ANELPUM QUAT REVIEW	25-26
QTRON REVIEW	26
SMALL ADS	26
STARPLOD REVIEW	27
OPEN GOLF REVIEW	28
CAVERN FRENZY REVIEW	29
WARGAMES UPDATES	29
MINERVE COMPATIBILITY REPORT	30-31
PUBLIC DOMAIN NEWS	32

SUBSCRIPTIONS

IF YOU WISH TO RECEIVE FURTHER COPIES OF Q1 LEISURE REVIEW, THEN SEND £6.00 TO C.G.H. SERVICES, CWM GWEN HALL, PENCADER, DYFED, CYMRU, SA39 9HA. BACK ISSUES OF Q1 ADVENTURERS' FORUM ARE ALSO STILL AVAILABLE. PLEASE SEE ENCLOSED PRICE LIST OR WRITE TO THE PUBLISHERS FOR THE LATEST CATALOGUE AND PRICE LIST.

Q1 LEISURE REVIEW IS PUBLISHED BY C.G.H. SERVICES, AND EDITED BY RICHARD ALEXANDER, WHO ALSO TRADES AS C.G.H. SERVICES AT THE ADDRESS ABOVE.

QReview

Published by
**Quo Vadis
DESIGN**

Proprietor: Bruce Nicholls

57 Shaftesbury Road, Romford,
Essex, RM1 2QJ, UK.

Telephone: 0708 755759

ORDER FORM

CUSTOMER DETAILS

Customer Reference : _____

Surname : _____ First Name(s) : _____ Title : _____

Address : _____

UK Postcode : _____ Telephone Number : _____

Signed : _____ Date : _____

QUANTITY	ITEM DESCRIPTION	PRICE EACH	TOTAL
SUBSCRIPTION STARTING FROM ISSUE _____ TOTAL ENCLOSED			
PAYMENT METHOD [] CHEQUE [] POSTAL ORDER [] CASH			

TERMS OF BUSINESS

PLEASE MAKE PAYMENTS PAYABLE TO "QUO VADIS DESIGN".

PAYMENT IN UK, POUNDS STERLING, CURRENCY ONLY.

CHEQUES DRAWN ON A UK BRANCH OF A BANK OR BUILDING SOCIETY.
(SPECIAL ARRANGEMENTS CAN BE MADE IF YOU CANNOT PAY IN POUNDS STERLING)

PLEASE SEND THE ORDER FORM TO THE ABOVE ADDRESS.

PRICE LIST *(Valid until 31/12/1993)*

<u>TITLE</u>	<u>UK</u>	<u>Europe</u>	<u>Other</u>
QReview Issue 1	£2.00	£2.50	£3.50
QReview subscription (4 issues)	£8.00	£10.00	£14.00

Back issues of previously published Magazines

QL Technical Review Issue 1	£2.00	£2.50	£3.50
QL Technical Review Issue 2	£2.00	£2.50	£3.50
QL Technical Review Issue 3	£2.00	£2.50	£3.50
QL Technical Review Issue 4	£2.00	£2.50	£3.50
QL Technical Review Issue 5	£2.00	£2.50	£3.50
QL Technical Review Issue 6	£2.00	£2.50	£3.50
QL Technical Review Issue 7	£2.00	£2.50	£3.50
QL Technical Review Issue 8	£2.00	£2.50	£3.50

QL Leisure Review Issue 1	£2.00	£2.50	£3.50
QL Leisure Review Issue 2	£2.00	£2.50	£3.50

QL Adventurers' Forum Issue 1	£1.75	£2.25	£3.25
QL Adventurers' Forum Issue 2	£1.75	£2.25	£3.25
QL Adventurers' Forum Issue 3	£1.75	£2.25	£3.25
QL Adventurers' Forum Issue 4	£1.75	£2.25	£3.25
QL Adventurers' Forum Issue 5	£1.75	£2.25	£3.25
QL Adventurers' Forum Issue 6	£1.75	£2.25	£3.25
QL Adventurers' Forum Issue 7	£1.75	£2.25	£3.25
QL Adventurers' Forum Issue 8	£1.75	£2.25	£3.25
QL Adventurers' Forum Issue 9	£1.75	£2.25	£3.25

***** SPECIAL OFFERS *****

All 8 QL Technical Review Magazines	£12.00	£16.00	£24.00
All 9 QL Adventurers' Forums plus 2 QL Leisure Reviews	£14.00	£20.00	£30.00

If only 1-2 magazines are ordered then a small order surcharge of £1 is payable.

All prices shown are in UK Pounds Sterling currency and include postage and packaging.

EDITORIAL

Well I expect some of you thought that the last issue really was the last one you would be getting, as this has taken much longer than planned to put together. No technical faults this time, simply a lack of copy over the summer months. Still the games season is back with us and hopefully there will be more time for you all to play lots of leisure type games and, equally importantly, write about them.

Well what have we got in store for you in this issue? (this is for those of you who don't read the contents list). Rather a lot of bits and pieces really! The biggest article is an update on the Fleet Tactical Command situation from Di-Ren themselves. This looks like they are really making this into being a truly awesome package on the QL, with the promise of versions for other machines. Another piece from a software author is from Nick Ward, who has written up how he wrote Anelpum Quat.

We've got plenty of reviews for you in this issue: Voyage of the Beano (2), Cavern Frenzy, Qtron, Starplod, Anelpum Quat, Goblin's Quest, Nuclear Battleships, Open Golf and Grey Wolf. Don't forget that even if a program has been reviewed previously in QLAF or QLLR, we're always pleased to hear what other people think of the programs.

Adventurers amongst us will be pleased to see that we are continuing with the Helpline and the "Hints". Not many solutions or hints have been received recently. Remember that hints can take the form of entertaining narratives (as well as note form) as in Tony Woolcock's "PC Blunder's Notebook". I'd also like to encourage more contributions along the line of Ross Best's prequel to "From the Tower of Valagon".

There should be several screen dumps to illustrate the relevant articles in this issue, courtesy of the newly renamed "Tools" prog from E. Verbeeck. This is very handy and allows virtually any prog to be stopped and a screen captured from it. The screen dump is then printed out using Emmanuel's Imagix program. Note this prog only dumps 240 characters across, rather than 256, which is what some screens require. Let's hope that the Panasonic 24-pin printer is equal to the task of printing out the screens. To complement the screen dumps there may also be a couple of Stephen Cadd's designs for the new manuals for several of the progs.

Let us know what you think of them. (I reckon they're brill.) Credit where it is due also, Steph did the drawing for our cover.

This issue sees the last of Malcolm Smith's Colossal Cave maps and notes. If you have any bright ideas for the next series of maps do let us know. Better still, have a go at drawing the maps yourselves. Freehand is probably best, as so few adventures allow the strict rectangular format that arcade adventures use.

We continue with our 5th Column section with a report on Amiga QL emulator compatibility. The emulator itself is in a dubious position regarding copyright. Rainer Kowalick has done a lot of original work and is to be congratulated on it, but the prog does contain a ROM dump of the JS ROM. Some versions are also supplied with 2 disks of QL software, some of which should not be considered Public Domain - though much of it is. We shall continue looking at the world of emulations in future issues, and if anyone has the ST QL emulator or the QL PC emulators and wants to discuss what works and what doesn't, do drop us a line.

Future issues of QL Leisure Review will follow the format used here, although it is always possible that improvements in the quality of the layout etc will happen. As for the quality of the text, that is very much up to you. The deadline for the next issue should be set at December 1st 1990, with a view to putting it out just after Xmas, when the mail has sorted itself out.

Contributions are best sent in Quill_doc file form as it saves me a lot of re-typing and re-formatting. If you ensure the headers and footers are turned off that helps, and design it with 4 at top and bottom and a page length of 70. The left margin and indent should be at 5, you can leave the right margin at 80 so I can read the whole thing before re-formatting it. Right justified please.

O.K. that's all for now, I look forward to hearing from you in the near future, although please keep letters requiring written replies short as I fear I may be rather busy between now and Xmas, although articles for publication can be as long as you like (in Quill_doc form!)

Richard Alexander

NEWS PAGE

O.K. What's the news on the QL Leisure front?

We've received the demo version of a program to publish: Neil Davidson's "Odyssey", a blindingly fast shoot 'em up, the demo for which is superb. Neil has been very busy over the summer but hopes to get time to finish this one soon.

We are very lucky to be able to publishing a new game from Francois Lanciault in Quebec, Canada. It is a full-screen, totally configurable Tetris clone (even has 2-player mode). Players can even alter the speed of falling blocks, and Francois has even implemented an extended block set for those of you who like things really difficult. The game works on all QL's as far as we know, even unexpanded ones. Price, a mere £9.00 (plus 10%) on either mdv or flp. Would make an ideal Xmas pressy for those of you with children.

On the adventure scene we have published Alan Pemberton's Voyage of the Beano to rave reviews all round. Special thanks to Francis O'Brien for the superb graphics. This game shows just what you can do on the QL if you've got the time and the talent. (Now why aren't people buying it!)

Martin Florichs, of Qlympic software in Germany has published Aqua Vitae and Goblin's Quest from Uwe Raabe in English language versions. (See reviews and letters in this issue.)

Di-Ren are pushing ahead with their upgrade to Fleet Tactical Command - again their article will provide the necessary details.

Up and coming is a new adventure from the Watson's in Scotland. This time produced with the Quill adventure writer, it's a text only adventure that fits easily into 128K. Set in the Wild West (of the U.S.A.) you are cast in the role of the Sherriif of Grisly Gulch. This is complete and only needs a few minor bits and pieces sorted out and we'll be flogging it to you.

On the grapevine, I've heard that people are working on various projects, but whether these will see the light of day I don't know. Nick Ward has mentioned a D'n'D type game done in a similar fashion to Wreck Dive and a light-hearted Astrology program. Jean-Yves Rouffiac has promised a Public Domain adventure. Also on the distant horizon is Dave and Tom's

(QBUG) version of a Spectrum adventure. This has 150 locations and numerous piccies to be done. Alan Pemberton is also busy cooking up another mega prog for us, possibly another D'n'D type proggy, and Bruce Nicholls is busy working on an adventure game.

Well if all those progs get published in the next year that's quite a bit to be looking forward to. Even so it would be nice to hear of more independent authors writing for the QL.

One of our newer readers has recently been in touch with Nigel Holder, the author of International Cricket - reviewed in a previous issue of QLAF. Nigel's price list now features his darts program "Bull Shot" (128K) at £4.99 and "World Golf 3D" (256K) at £5.99. Nigel also lists the following as coming soon... "Punch Up", a beat-em up, "Lost Robots" a text and graphics adventure, "Gang Wars", a role playing adventure and finally, World Golf Courses. I must say that I'm very pleased that Nigel appears to be continuing to write for the QL. Graphically, at least, his programs are excellent, and having seen a demo shot of the World Golf, I'm looking forward to seeing how it compares with our Open Golf. Contact Nigel at 25 Beighton's Walk, Healey Gardens, Rochdale, Lancs, OL12 6EA. If you're sending money make cheques etc payable to Nigel Holder. Check these are still available before sending your money.

I've seen Ant Computing's "Chinese Chess" advertised in QL World at £14.95. Has anyone got this yet and equally important, is it any good?

Damon Chaplin (Kaos Software) is continuing to program on the QL. We are now selling (as agents) "Assault and Battery" and "Speedfreaks" at the recommended price of £10.00 each. Damon is also getting these progs to work with the Minerva ROM. (Stock we've got is the old version - I'll see if it can be upgraded.)

Apparently TK have turned down the chance to distribute Rich Mellor's much improved version of "War In The East". In an attempt to ensure that the program gets a proper distribution (and Rich Mellor gets some reward for his efforts) I've written to Sharp's asking if we can publish the program.

Richard Alexander

FLEET TACTICAL COMMAND UPDATE

Richard has asked me to outline the changes/improvements being made to FTC V2.01 which is due for release in a few months. To describe the programme and changes being made in detail would take a considerable amount of space. We plan to release a booklet which takes an in-depth look at FTC in the near future. For your free copy of this booklet please write to DI-REN, 43 Davids Road, London, SE23 3EP.

DI-REN products, including FTC are currently available from CGH SERVICES.

FTC VERSION 2

Game Description

FTC as you probably already know is a 3-D, Real Time Naval Wartime Scenario Simulator that ideally is played between two QL computers using Network or Serial Links. The scenario is set in a 1000x1000 mile plot that features ports, shallows, tide flows, varying depths etc,. Each player has at his or her disposal 16 various Warships and Support ships that can be controlled directly or by 'Sending Signals'.

The game is aimed at the adult user. The V2.01 upgrade will be available free of charge to Registered users of V1.01.

Reviews

I will not bother describing the programme further as the (excellent) reviews (in QLAF 9, QL World and Computer Shopper) have already made a good job of this. If by some freak chance you have not seen them then let us know.

General programme improvements

FTC Version 1 was built up over a period of time from a basic networking game to the complex programme it is today. Since V1.01's release last December considerable amounts of FTC code has been re-written to improve programme operation.

Every effort has been made to simplify command input from the keyboard. Almost all major commands now require only the first four digits of the command to be <ENTER>ed. Ie; "<WEIG>h Anchor", "<REST>ore Power", "Emergency <CABL>es", "<STOP> Engines".

Second command parameters where required are now down to 3 digits or less. Ie; "<FIGH>t Fire in <HEL>m Compartment", "<STAR>t <AUX>iliary Generator", and so on.

Further <CTRL>&<KEY> combinations have been added: <CTRL>&<S> for Stop Engines, <CTRL>&(1-4) for state of readiness, State 1 being Action Stations.

Multiple commands are now permissible on the command line PROVIDED they are separated by a comma (,). For instance; "WEIGH, FULL AHEAD, STEER 040".

The STEER command is so useful and frequently used that we have made the Command Keyword <STEER> optional. Just entering a 3 digit course will now suffice. Ie; 090 or 351 etc.

Signals. In response to an idea forwarded by an FTC User a single signal can now be sent to any number of ships.

<SIGN>al
Signal to ships: "1,6,7,4"
Message: "STOP, DROP ANCHOR, REPORT DAMAGE"

The keyword parser still retains the very useful feature of ignoring 'panic keypresses' on the command line. Ie; "WWTGFWWWEIGH" will be interpreted correctly.

FLEET TACTICAL COMMAND UPDATE

New features

Several new features have been added, most notably:

Weather - Varying degrees of weather can now be experienced from Light Airs to Gale Force 10.

You are regularly given weather reports and the bridge display leaves you in no doubt of the current conditions.

Ships in bad weather use more fuel and this has to be taken into account when plotting courses. Even the helm can be seen swinging as the helmsman struggles to keep the ship on course.

In bad weather ships in unsheltered areas will break away from jetties, anchors etc.

Crew - We have now implemented crew problems. Not suprisingly crew suffer fatalities when under attack. Low crew levels means it takes longer to do things. You can however pick up survivors, transfer crew from ship to ship and take on crew at your home port.

Survivors can stay in the water for up to 48 hours depending on the weather conditions.

Towing - It is now possible to 'TOW' disabled ships. It is also possible, with some difficulty, to get ships 'off ground'. This feature, as Richard will no doubt testify, is particularly useful.

One reason why this command was not implemented on Version 1 was the difficulty in getting the 'ship towed' to follow the 'towing ship' in a sensible manner. We finally managed it of course and also have managed to display a 'tow rope' as well.

Several other more minor features such as the display of stern and bow rails have also been included.

Scenario changes

A most significant difference between Versions 1 and 2 is the scenario.

Version 1's scenario is quite lax. It is possible for instance to move to a neutral zone and stay there for an indeterminate period of time without ever having to engage in battle. Version 2 on the other hand concentrates areas of activity and makes it impossible to stay 'holed up' anywhere for long without running the serious risk of losing the game.

As before each player has 16 ships at his disposal. The two Fleets are now located at Port Marlborough and Porto San Stephano. It is now the responsibility of the Commander (yourself) to maintain Supplies in the form of Provisions and Fuel to your Home Port using the supply ships to achieve this aim. Armament and crew are only available at your home port which is conveniently protected by Shore Batteries, unless, a Surrender Offer to the enemy is currently valid.

Provisions are available at Port Shepstone and Fuel at Durrenburg.

If the enemy is unable to maintain Stores and Fuel to his home port and these supplies run low, you will then be invited to negotiate Surrender Terms. If you are able to dock at the enemy's port whilst this offer is valid the game will be drawn to a conclusion.

Do not be misled into thinking that this sounds very simple. You cannot now keep your Supply ships out of harms way. Strategy becomes all important. Not only is it essential to protect your supply ships it is also imperative to knock out the enemy's ships.

This scenario obviously concentrates activity around Durrenburg and Shepstone harbours. Fighting within their neutral zones will result in bombardment from their shore batteries and being forced to withdraw your ships for 72 hours.

Strategic considerations will become all important. Do you for instance blockade the enemy port or the neutral harbours. Will the enemy blockade your harbour or have a squadron lurking on a course he expects you to use. You will quickly realise that your 11 Warships (5 supply ships) are all vitally important.

All sorts of problems have to be considered. Do you discharge ALL Fuel and Stores from supply ships or do you retain some for the escorting convoy. When making a crossing from Port Marlborough to Port Shepstone would you sail north and take advantage of the 3.5 knot Gulf stream ??.

Whilst we have increased the strategic problems in one sense, we have also reduced the pressure to get all of your ships underway.

It is now possible to berth up to 8 ships in safety at your home port. Whilst alongside and at Harbour Stations Provisions are drawn from port supplies (which are being maintained by your supply ships). This saves the problem of using the ship's stores whilst alongside.

Modem options

Version 2 will contain optional modem links.

Single machine option

By far the most major advance in V2.01 will be the Single Machine 2 Player feature. Version 1 relied on another computer to generate the enemy fleet. Whilst this is still preferable, it will now be possible for 2 players to use a single machine. It is important to note that this feature will NOT run on an unexpanded QL.

Each player will be able to take turns to instruct their fleet at timed intervals reached by prior arrangement or as determined by current activity.

A new command "SWAP" (or <CTRL>&<ESC>) will manually change control from one fleet to the other.

"AUTO SWAP (time)" will automatically change control at intervals as stated in 'time'.

"AUTO SWAP OFF" will cancel "AUTO SWAP".

The computer will treat each player's fleet totally independently and will communicate internally, in exactly the same manner as when networking. Saving the game will result in two separate 'data files' copies being made, one for each fleet. These files could be loaded, for continuation of play, if desired, to a networking system or vice-versa.

A further development, when we have finished re-coding version 2 for PC's, ST's and Amigas etc., will be the development of an optional Computer V Player programme. This will probably come in the form of a 'Bolt On' reasonably priced, optional extra.

Before you say it Richard, yes, I know I said it was not possible !!

From Robin Barker, Di-Ren:

"Just a couple of points about the review in QLAF9. Firstly the game does not require the presence of TK2 on any version of the QL. However if you require to load the game over the network, then you will require TK2's FSERVE facility.

Secondly, Ships can be refitted at any dock (REFIT). This enables destroyed equipment to be replaced and all other damage to be repaired."

Readers with versions of Fleet Tactical Command earlier than version ADI 011 should return their master disk to Di-Ren if they haven't already done so for updating as earlier versions had a bug which meant that if the program was loaded over the network using TK2's FSERVE facility, the files were likely to be deleted as the program did not recognise them as valid.

LETTERS PAGE

LETTER FROM UWE RAABE

Perhaps you already know me as the author of Aqua Vitae and Goblin's Quest ?

I'm a member of Sinclair QL User Club of Germany and at the moment I'm trying to start a QL Adventure Group as part of SQLUC. So Franz Herrmann has given me your name and address and recommended that I contact you.

I wrote about the QLAG in our QUASAR about three months ago but only one (!) guy was interested. After a second hint in the last QUASAR I will wait for another few weeks and if there is no more interest I will give up that project. Of course I won't give up writing programs and essays about adventures for our QUASAR magazine.

It would be nice if you could send me as many solutions as possible. Especially for Mortville Manor, Return to Eden, and The Pawn.

Besides, an adventure fan told me his problem with Return to Eden: When he enters the house in Thraan his computer stops working. Is that because of his hardware (English QL, external 512K, ABC Keyboard Interface, two 3.5" drives and one 5.25" with the MP-controller and QFLP) or is there a bug in the program ? Perhaps you can help him ?

Uwe Raabe,
Wilhelm-Busch-Strasse 14, D-8740 Bad
Neustadt/Saale, West Germany.

EDITORIAL REPLY

Firstly we're very pleased to hear from Uwe as he's one of the few people writing leisure programs for the QL.

As for solutions, we've done The Pawn in previous issues of QL Adventurers' Forum and have partially completed Mortville Manor. But we don't have complete solutions for it or Return to Eden. Neither have we been notified of any problems caused by Return to Eden crashing on our version of the program.

If anyone can help with Mortville Manor or Return to Eden let us, and Uwe know. Similarly if you live in Germany or speak German, contact Uwe and keep adventures alive.

Richard

Below are excerpts from letters received here in recently.

From Ian Thompson:

Ref: 'Open Golf'. I read with interest John Vennard's comments about the drive lights. Both of mine come on, usually after hole 4 of the course. I'm glad it's not only me, especially after the small problem of getting the QL and the Trump Card to actually like each other.

'Voyage of the Beano' is great, nice to have some graphics in a text adventure.

I like simulators (I've got 'The Simulator', a flight sim. from Ekotek DataSystems in the Netherlands) and 'Grey Wolf' certainly makes a change from buzzing around looking at the scenery.

'Dreamlands' reminds me of 'Zork 1', despite that one being underground for most of the time. In fact 'Dreamlands' plays a lot like the InfoCom text adventures, (though no 'on-screen hints')"

Regarding 'Grey Wolf' and Lightning SE, ship_cde conflicts with Lightning, so must be loaded first and called before any of the Lightning routines. This does the trick on Ian's JM QL and Trump Card. (You'll also need to do the same if you want to use E.Verbeeck's "Tools" to produce a screen dump to disk whilst the prog is running. This applies equally to 'Open Golf' and 'Grey Wolf'. Ed.)

From Dick Taylor, Sea Coast QL User Group

'Grey Wolf' is great. I spent 27 years in the Navy riding submarines (American, not German) and find it very authentic. I also enjoy 'Blag 2', but have barely started solving it (haven't got the dog out of the cage or the police car started yet.)"

From A.P. Campbell:

"On the question of the ROM Lightning with 'Open Golf' - I had to use the software version of Lightning for text with this program. Never mind, it's still a good golf simulation! (I've found that the QLiberator compiler and a few other programs don't like the ROM Lightning either).

WRITING ANELPUM QUAT

Anelpum Quat is the third game that I have written for the QL - well for any machine really. At the time I came to write it I was working on other things, innocently unaware of what was to happen. Life's certainly not predictable.

For a year previously I had wondered about setting a game inside a computer. My first thoughts centered on a 'hacking' style game, trying to obtain control of a central system. Guessing passwords and such like could prove eminently tedious so I shelved that and got on with other things. I then decided that one should be a controller fighting back against a malicious bug that was corrupting the CPU - this however would require excellent knowledge of computer design and seemed a little high-brow.

Things changed one night during a restful weekend at my parents. As often seems to happen I awoke in the early hours with an almost complete knowledge of how it should be done. First there had to be locations! Both hardware and software were available and each seemed ideal for splitting into small sections. A superbasic area might have procedures, name tables and arrays; microdrives could be reached through the ULA. A structure was beginning to form.

It was extremely important that the game was available to all. No real knowledge of computer operation should be necessary in order to explore and adventure. The locations became populated by owls, frogs and lizards, singers and drivers. For the problems themselves; well, most people have read or heard of such things as stacks and memory, sectors and clocks. It was only necessary to see the double meanings - realise that a piece of twine in the basic area was a string variable, that a pipe could be smoked, that a program counter could be selling things. The silliness grew. Over that weekend, the layout, puns, problems and tasks gradually evolved until a complete game plan was available. This was then all coded up in tortuous data statements and processed into a smaller binary structure to save space.

Several observations made during adventuring in other lands then became important. Slightly befuddled by the exits given in text form together with each location, I decided to represent these in a graphic way. It seemed sensible to show an up arrow for north, down for south etc. This gave rise to a small location 'map' displayed in the bottom left hand corner of the screen. It was easy to code and startlingly effective.

Another problem with text adventures lies with the typing in of commands - if the word's not in the dictionary you start all over again. Suppose the computer checked its dictionary all the time and didn't let you enter anything it couldn't understand. Amazing, you'd soon find out if there was something wrong - yes it burps at you. By checking each letter as it's typed it knows as soon as you stray from its limited vocabulary. Then of course there's the parser - the bit that tries to make sense of what you enter. Typing 'n', 's', etc is O.K. but to get from one end of the cavern to another requires a fair bit of patience. If you could enter 5,6,...20 directions in at one go, you could zip around the area. Simple, a parser should be constructed to allow any number of phrases to be entered in one line - things like:

'n e s s give dog biscuit and cake e e n n get string and top s s'

This could be typed all at once; starting again from a saved position becomes less of a problem. Entire segments of the game can be played in a single line. Those of you who want to know how it works - well maybe in another article. Another common problem with adventure writing is the amount of text. Fitting a large amount of descriptive material into 128k is not easy. By adopting a sophisticated text compression system, storage was reduced by over 35%, really quite useful. As players however you'll probably not be bothered by all that - needless to say it's the slickest, the cleanest cut, the user friendliest, the most enjoyable.... well try it yourself - it's a bargain!

Nick Ward

HELPLINE

Well you lot must be getting very good at solving the puzzles in QL adventures as there has been a distinct fall-off in the number of enquiries to our Helpline. Or have given up on the ones you can't solve?

Anyway, I've printed, below, a selection of the queries received here, together with some helpful hints. As ever, further elucidation or longer lists of hints or even full solutions are always welcome.

STARPLOD

We've never done a complete solution to this - a good one to get your feet wet on if you've never written anything for us before. Stephen Cadd of Waddington in Lincolnshire has a query about the Cuteoid in this game. Having rescued it, he can't find a use for it. Well I reckon it's best to hang onto it until you find some of its kith and kin. They'll be so pleased to be reunited.

(Stephen has done a new cover drawing for the manual (and for several other manuals) which might appear somewhere in this issue as well.)

ANELPUM QUAT

Whilst reviewing this Rich Mellor came across some awkward problems.

Once the compiler has got his (her?) recipe, he got stuck with the printer. Here some accelerated burglary is necessary.

Later on he became stuck in QDOS, in need of a rasp. To get this the speaker will need a long word, and it isn't Cudos that needs the rasp, it's the workman.

More hints: the pigeon is hungry, he could do with a byte or 1,000.

And the virus can be defeated by an injection of interferon.

VOYAGE OF THE BEANO

Alan Pemberton's latest epic adventure, ably reviewed elsewhere in this issue, has been out for long enough for some people to have completed it. Kurt Johansson in Sweden was one of the first to buy it and got stuck trying to find the correct terminology to hoist-up the Jolly-Roger.

The phrase is "Raise Jolly Roger".

A later letter from Kurt asks the following questions:

1) What needs to be done with the St. Christopher's icon. Kurt assumes it must be shown to someone but is not sure to whom.

2) Since the icon is "tacky" should it be attached to something?

3) He is curious about the fresco, believing it hides a hidden secret.

4) Kurt also wonders if he is on the right tracks with the Spaniards. Perhaps there is a way of making the volcano erupt?

The simple answer is that you are very nearly there Kurt. The St. Christopher is described as "tacky", meaning in poor artistic taste, rather than sticky - but I can quite understand the confusion.

As for the problems they are all linked in quite closely. Once in the Sth American port you'll need to have a companion on your journeys (Larry)(without his leisure suit this time). A walk through the mountains should lead to a suitable place to light the tinderbox and tobacco. From there it is a short descent to the priest, to whom the St. Christopher is a welcome gift. A close look at the fresco will reveal something to pull, and voila! Gold!

Dave Fullerton, through some devious (or should that be extremely clever) ruse managed to complete the game with a score of only 80%. Further investigation by Alan Pemberton discovered that indeed on version 1.1 of the game this could be done. Well spotted Dave! To prevent anyone else getting away with this Alan has come up with an amended version of the game (v1.2) that prevents that happening again. If you have v1.1 and want to upgrade to v1.2 simply send in your master disk plus an s.a.e. and we'll send an upgrade by return. Alan has promised to cure the restore bug mentioned by Simon Goodwin in his review in Computer Shopper soon, "But don't hold your breath".

FROM THE TOWER OF VALAGON

George Cooper was stuck in this one. (And who hasn't been? And where did George get stuck? In the dungeon. And how did he get out of the dungeon? (All together) He

climbed out!

Nigel Prested was stuck with the fish refusing to cough up its shiny thing. It st takes guts I suppose. (Cryptic eh!)

THE PRAWN

Rich Mellor wrote in asking about the light source for the first part of this epic, i.e. how to capture the glow-worm. Well for once I couldn't remember the answer to a query, but luckily Stephen Cadd had found the answer to this one - follow the wall up as far as the ravine, then go east, then south and the glow-worm should be there for the taking. Hopefully the next issue will feature either a review of this excellent adventure and/or plenty more helpful hints.

WRECK DIVE

George Jones has spent a long time bumping into things in this game and slowly piecing together parts of the solution. It's not easy, even with the solution in front of me I found it difficult! George has found the cutters and the speargun but is having problems with the safe combination, having searched the Purser's office desk and quarters to no avail. At least with the speargun George aims to deal with the shark.

I'm afraid there's a lot more bumping, cutting, blowing and eating to do before the safe can be cracked, but once you find the painting all will be revealed. Has anyone finished this one? I've got the full solution and so can help if anyone is stuck. Don't forget, an s.a.e plus your aster disk/mdv will get you the deckplans to the ship.

HORRORDAY

Rich Mellor has been discovering the delights of Mert's brilliant adventure, Horrorday. However he has come up against a couple of sticky problems in Part One. Firstly we wanted to know how to get past the wolves. To which the answer is simply, you don't get past the wolves, they are there to stop your progress in that direction. Secondly He asked about swimming in the lake. Typically my "map" which shows the solution to this is incomplete due to loosing its perforated edge, but from memory, you don't need to swim in the lake. Instead, the lake's edge is the location of what the

witch is after to improve her looks. You do, however, need to tread very carefully here, lest you sink into the mud. (Not a pretty sight!)

Talking of Horrorday, has anyone finished Funfear, the follow up adventure? I remember John Shaw and I getting a fair way with it, but I, for one, have not completed it.

FROM THE TOWER OF VALAGON

Nigel Prested wrote in with a query on this (and the two following). Basically he got stuck outside the city by the tradesman's entrance. The solution to this problem requires the use of a rake. Just drop it by the door, wait for the guard to come rushing out, and the rest you've seen in many cartoons!

ADVENTURE PLAYTIME

Having rescued the prisoner in the tower, Nigel couldn't see a way to progress further. To do so you need the rope. This should be tied to the chimney, thus enabling you to climb down the rope and get on with the rest of the adventure.

YE CLASSICAL TYPE ADVENTURE

Alan's excellent (and Public Domain) adventure has many problems for the unwary, and even the wary - sometimes you have to take risks! Nigel had been regularly dying of thirst in this, and was sure the answer lay in the room with the slate floor. The solution is to think about the possibility that the slate may only just be holding your weight, and what might happen if you suddenly increased the downward pressure exerted by your body.

Well that's all the Helpline for this issue. Don't forget that the helpline is also available on our phone number, preferably after 1.00 pm and before 9.00 pm. So if you're stuck on an adventure on the QL, do contact us. If we can help we will, and if not then we'll put a mention in here to see if anyone else can help.

We have solutions to most QL adventures, except for the following: Mortville Manor (do scour the adventure pages of other magazines for this!); The Prawn; Quest for the Dragonsword; West; Return to Eden; Crown of Sorkinem, Funfear and Fantasia.

Richard Alexander

BEANO REVIEW

"The Voyage of the Beano" is an illustrated adventure for the QL written by Alan Pemberton. It was written originally on the Quill and then imported into Alan's "Quill to SuperBasic" program to allow graphics to be added. The resultant code was then QLiberated. The graphics were done by Francis O'Brian and Alan. The program requires 256k + memory. A text only version is available for microdrive users. The full disc version costs: £10.00 (plus 10% P&P etc.). Mdv (text only) version is £13.00 (plus 10%).

Full details can be obtained by contacting Richard Alexander, C.G.H. Services, Cwm Gwen Hall, Pencader, Dyfed, Cymru, SA39 9HA : Telephone:- (0559)384574:

You will be impressed by the cover (R.A. says so!!) of the four page "booklet" which accompanies the program. The quality of the paper has certainly been improved and looks "very professional" with a screen dump of the "Beano". (The sailing ship - not the comic).

I was also impressed by the "opening screen." You are treated to a QL's rendering of the opening bars (music - not drinks) of the "Sailor's Hornpipe" and a "wave" guaranteed to make any "land lubber" sea-sick.

The Scen rio:-

You as (J.D. Hogwash) started your Naval career as a lowly "deck-hand" and by some strange fate captured a Spanish Galleon single handed: The news of your exploits travelled fast and Good Queen Bess was so impressed, that you have been made Captain of the good ship "Beano." Your orders, 'Sail to the New World and get as much gold as possible and bring it back to Queen Bess.'

Commands:-

You are given sufficient examples to make yourself understood i.e. moving on land "Go South" "Go North" etc. Moving the "Beano":- "Sail North" "Sail SW" etc. You are also given a few of the unusual vocabulary words:- "Board ship" "Disembark" "Fore" and "Aft": The remainder of the "vocabulary" is for you to find out...

You will not get very far in this adventure without the help of the characters you meet, as they all appear to have their individual part to play in solving your quest: To communicate, you are given examples of the type of phrase to use:- "Ask Pirate about Map" "Ask Rover to follow" etc.

To gain more information about the characters (like any object) you can EXAM(ine) them. For any command / word you only have to type in the first four letters.

You can also give more than one command by using the word "AND" or "THEN" and an example is given:- "Take note AND read it THEN drop all."

The Adventure:-

The story line has been well thought out. You start off on a hill overlooking Cockadoodle Bay, where in the quiet harbour, your vessel awaits. You quickly realise, that you can't go anywhere without a "crew" and being the "rum" fellow that you are, you enlist the help of the nastiest looking person you come across to "enlist" volunteers in the "old traditional way."

Once you have a "happy" crew, your adventure begins and you set sail into the Atlantic.

You will meet a tribe of Natives that are willing to trade, provided, you have "what they want."

You will meet a Port full of Pirates, but only if you're flying the right flag!! And like all good "sea adventures" there is the "Olde Worlde 100% guaranteed Treasure Map."

Finally, you anchor somewhere in South America and having followed the Map, end up in an old Temple, where you have a "dumb" Priest to contend with and deadly poisonous "spiders" - yuk!!

After getting the treasure, you think, that you are almost home and "knighted" only to discover, that a very angry Pirate is sailing after you, intent on sending you to "Davey Jones' Locker." (Where incidentally there is a load of treasure - but you are too "dead" to get it!!)

HELP:

Alan has provided a rather useful "HELP" facility: Summoning this command will result in one of two messages: The one you are hoping to read is "You appear to be doing O.K. at present." The other "You are up a Creek without a paddle" means, that you have done something that you shouldn't have done or you haven't done something that you should have done! The "HELP" doesn't solve the problem, but it certainly stops you wasting your time.....

CAPTAINS LOG (Star Date.....sorry wrong adventure!)

A rather useful facility (not found in many adventures) is to have a running commentary of what you have done and where you have been: Alan has provided such a facility (PRON) turns on the printer and you get a contemporaneous (now there's a big word) "hard-copy." (PROFF) will as you have guessed turn off the printer.

For all you "conservationists" to save paper, you can choose to have "BRIEF" descriptions (also available without the printer): To get the "full" descriptions back, you use the command "VERBOSE".

CONFIGURATION:-

The program is configured to save to flpl_ (disc version) or mdv2_ (in the microdrive version). The printer defaults are Epson compatible, using SER1 at 9600 Baud.

To change any of the defaults, there is a Configure_bas program to run: The data is saved as "device_data" on the chosen media.

"PICCIES"

If you would rather have a "text" only adventure, then Alan has provided you with a (GROFF) command. The adventure will then proceed in text only. You actually see more text on the screen and the program runs that much faster: The command (GRON) will put the excellent "piccies" back.

SUMMING UP:-

I congratulate Alan and Francis, as I found "The Voyage of the Beano" to be one of the best written and illustrated "adventure programs" for some time.

The problems that you encounter are fairly straightforward to solve and "hints" on the solutions MAY be gained from "EXAMINING" or "ASKING" the characters that you meet:

The one part of the solution that did have me stuck (help from The "Helpline" being sought) was how to prevent the Pirate getting his revenge after you had secured the "gold."!!

On my first attempt at this "adventure" I did manage to complete it by getting the "gold" and returning to "Merry England" but only scored 80% of the total: Somehow or other, I "cheated" the Pirates out of the map and they didn't sail after me !!

There are a few things in some of the Location texts that you should be able to "examine" but can't..... not that they help in the solution, but I feel that if something is there, then you should be able to get more information but that is my personal view and the lack of such information does not detract from the playing of the game.

My only other "criticism" is that you are not restricted in the amount of objects that you can carry.... You can (as far as I know) get each object and have it with you throughout the adventure.....

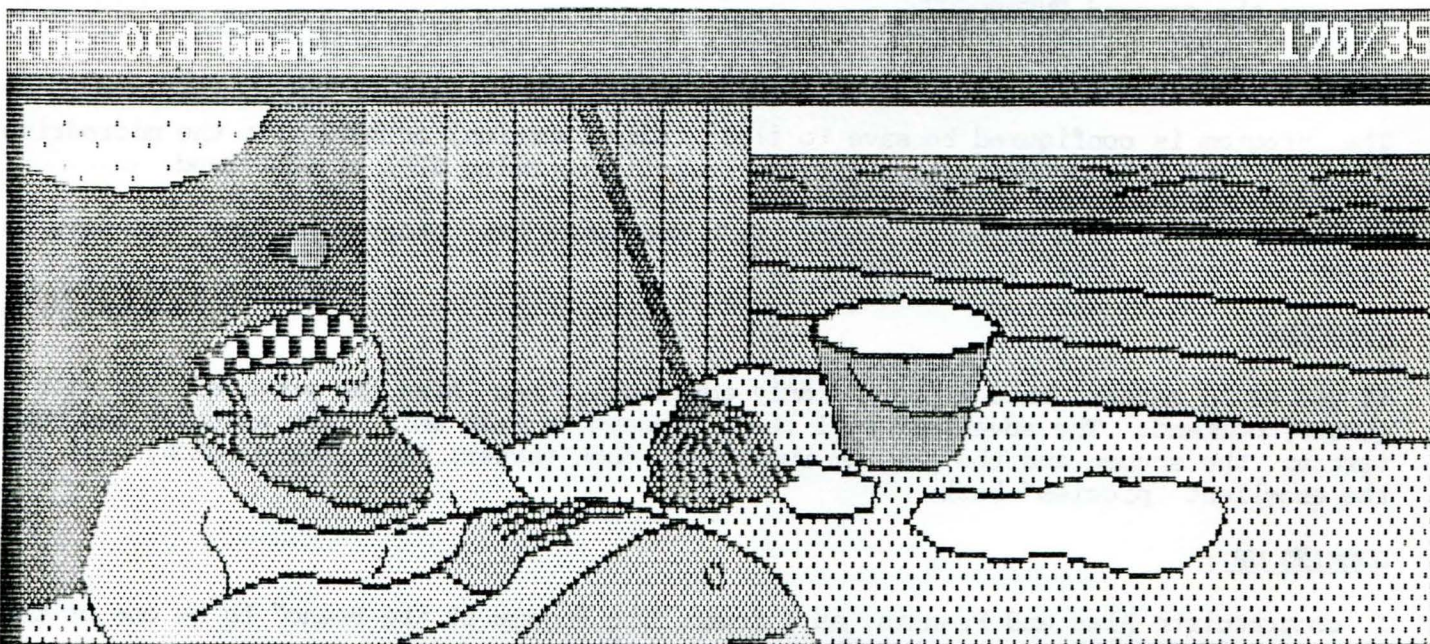
This does save on typing time by not having "to drop","get" and going backwards and forwards at the various locations, but in reality, that is exactly what you would have to do.....

The program is excellent value for money at £10.00: And if you like "adventuring" then you should buy a copy.

Dave Fullerton.
Bristol: 22/06/90:

HIMSELF SPEAKS

Thanks to Dave Fullerton for pointing out that you could get through to the end with only 80%! I say could, because Alan, being the efficient coder that he is, quietly and quickly went back to the source code and rewrote part of the program to avoid that error. Latest version is vl.2 so if you want to upgrade to that from an earlier one just send in the master disk (no-one has yet bought the mdv version!) with an s.a.e. and we'll upgrade it for you.



You are creeping around on the deck of Captain Blubber's pirate ship, The Old Goat. The hatches are all battened down and locked, preventing you from going below deck. The gang-plank leads east to the pier. You can see a large brass cannon. Also present is one of Blubber's heavies, fast asleep.

GOBLIN'S QUEST

by Uwe Raabe

256K minimum

By Qlympic Computer Systems
Quellenweg 18, D-4220 Dinslaken, W.Germany

This is a brand new arcade game, similar in style to Atic Atac on the Spectrum. The game loads quickly, and presents you in a haunted house looking for the key for the front door. Unfortunately, the key was broken into three parts and the different bits scattered around the house. So it is up to you to find the three parts of the key, arrange them into the correct order and get out of the front door before you die of fright!

Before you begin upon your quest, you are given the option of reading the instructions or watching a demonstration. The demonstration is only really to give you an idea of what is to come, but it can be useful to find out where a few useful items are placed near the start of the game. The objects are randomly scattered around the house each time that you play supposedly, but I'm afraid that the randomising factor doesn't seem to work too well on my QL. (Maybe I'm wrong, and there is no random factor!!)

The instructions are very lucid and tell you that you do not have complex finger movements to master, since the game only uses the cursor keys and space bar. Unfortunately, the instructions were written on a monitor and so do not quite fit onto a TV.

So, I'll take the plunge and head off into the heart of the house.

The house is split into a series of rooms, one of which is displayed on the right hand side of the screen at a time. The display is in 3D, which enables you to move behind different ghosts and monsters as they try to frighten the life out of you.

Underneath the display of the action, appears a graphical display of the objects which you are carrying. You can carry a maximum of three objects, which can be keys, food, drink, a weapon, or one of the parts of that elusive front door key.

On the right hand side of the screen appears a large drawing of yourself, which slowly turns into a skeleton as you become more and more frightened. Eating food or drink will restore your health, as will using certain magical scrolls which lie about the house. I will just comment upon this by saying that you must be careful in what order you carry your objects, since the one nearest the left will be used first, and some things are more useful in restoring your health than others. If you are not careful, you sometimes find yourself eating some bread instead of using an axe against the ghost in the room with you! Still, it all adds to the fun and excitement!!

Objects do not appear just anywhere on screen, they are actually placed upon the furniture in the different rooms. To see if there is anything on a table for example, simply move the goblin in front of it and press the up cursor. Note that this will also place whatever is on the left of your object list on the table, so again the catchword is 'careful'!

The graphics used in the game are very good, and the sprites move flicker free across the screen. I was a little disappointed though that if you get too near to one of the earth bound ghouls, they disappear so that you cannot see them. A warning beep is all that you have to know when they are attacking you. Maybe this is just to make the game more difficult rather than a fault of the program. Oh, didn't I mention that you were also being bombarded from the air by hords of flying insects, helicopters, fists and even books!?

There are over 30 rooms to the house, many of which are only accessible once you have found an appropriate key to the door. A word of warning here, since some rooms cannot

be escaped from (except by committing suicide) unless you enter them with the correct key to get out again!!

There is a plentiful supply of food and drink to keep you going, much of which is often replenished once you leave a room; so the game can last quite a while. In all the game is well worth a try, highly addictive and bound to keep you amused for more than a few minutes. Even once you've cracked it, the number of rooms makes it just as difficult to complete the second time (I should know, I've only completed it once despite several games after that first lucky win!!).

Rich Mellor

GOBLIN'S QUEST

Anyone who has played the ZX Spectrum classic Atic Atac, unleashed upon an unsuspecting world all of six-and-a-bit years ago now, will find this German arcade adventure uncannily familiar.

To fill in for the ignorant, this was an early example of the 'arcade adventure' genre which involved guiding your wizard/serf/knight (you could choose which, though it didn't make much difference) around the rooms of a haunted castle, avoiding bodily contact with assorted nasties, in search of three parts of a key (to open the castle door, and hence make good you escape) and other keys to let you into the bits of the castle that the parts of the key were in, and so forth.

In both appearance and gameplay it's a fairly close copy of the 1984 hit with a goblin in place of the wizard/serf/knight. The plot is the same find-the-bits-of-the-magic-key, the setting the same haunted castle, you goblin can carry only three objects (food, keys, magic weapons etc.) and the nasties are only slightly more bizarre than those of Atic Atac. The only major deviation is the room graphics, which are now in a more realistic perspective projection and a bit more colourful.

The actual playing area of the screen is disappointingly small, and is dwarfed by a giant goblin which gradually deteriorates into a giant goblin's skeleton every time you hit a nasty, in much the same way as the famous Atic Atac chicken (the famous Atic Atac what?).

Despite the QL's awesome power (slight sarcasm here) Goblin's Quest proceeds at only a fraction of the frantic pace of the Spectrum game (perhaps it's something to do with it being partially written in Q-Liberated SuperBasic) and the animation isn't particularly wonderful - the nasties tend to disappear if they are anywhere near the goblin.

However, if you persevere, you may find some enjoyment in the game - the English translation of the on-screen instructions are good for a laugh anyway.

Not a complete turkey then, but not the one to break the mould of somewhat lacklustre QL arcade games that seems to have formed.

Scott Telford,
Scottish QL Users Group.

As for availability, I have an arrangement with Martin Florichs to take orders for his products and he does likewise for us in Germany. However a couple of small problems have arisen due to the lack of a common currency. As you are all aware, the value of the Pound (Sterling) against the German Deutschmark varies quite a bit over time, and there is also the cost of currency conversion. So check with us by phone for the latest cost of obtaining this from CGH or go direct to Martin Florichs at the address above.

Richard Alexander

5TH COLUMN

Welcome to the twilight zone, where computers and their users lose the identity and editors, their sanity. This is the part of the QL Leisure Review where we can talk about QL emulations on the ST and Amiga, and PC and CP/M emulations on the QL and other connected emulations - tried running Solution on the Amiga QL emulator?

Several of us with Amigas (yawn) have been trying out the latest version of Rainer Kowalick's QL emulator on the Amiga, mainly to see what runs and what doesn't. Below is a list of games that we've managed to get going on the emulator:

Classic Adventures
Cavern Frenzy (difficult to control)
Adventure Playtime (in Basic)
Wolf
MacSporran's Lament
Darts (too fast)
Treasure Hunt (in Basic)
Werewolf and Wanderer
QTron
Matchpoint (unplayably fast)
Guitar Tutor
Slider
Supremacy

The following load but don't work very well:

Open Golf
Tactix

The following progs don't work (yet):

Day MKII (SE)
War in the East
QL War
Conquest
Starburst
Valagon
Dreamlands (but it can be fixed)
Blag2
Asimovian Disaster (compiled)
Starplod (compiler error)

As for non-leisure software, Psion's four progs (Quill etc) work very well, as does Ark's Spy, but difficulties exist with QRAM in at least certain configurations. It is possible that some of the recalcitrant progs may be tweaked to work on the emulator. A couple of points to remember: the emulator only runs in mode 4 so the colours available are very limited and there is no sound. These two omissions are very disappointing as the Amiga has excellent sound and graphics, but as these

are due to specific chips they are probably not easy to link into an emulator.

Of course all that might be a bit academic as there are still queries as to the legality of distributing the disks. Discussions are still continuing on this one, but I'm prepared to copy my version (without the "support" disks) for anyone with an Amiga.

Little news on the ST front as far as QL emulation goes, but I understand that Tony Tebby is still working on the ST emulator software.

However I can report that Tony Woolcock's "The Blag" detective adventure has finally been released onto the ST market. I was hoping to do this commercially as the first C.G.H. services ST prog but it looks as if the authors have decided to go it alone, and best of luck to them. From the partially completed version I saw with digitised graphics etc it looks a very good game indeed. Some of it will be familiar to the owners of the QL version but some is completely new. If you want copies send £8.50 to G. Atkinson, 60 The Green, Rowlands Castle, Hants, PO9 6AB. (Advert spotted in ST Club News!) I'll do a report in the next issue of QLLR for this column.

One of our correspondents has brought up the subject of CP/M, agreeing with a comment I made some time ago that text adventures run a lot quicker under the QL's CP/M emulator than under the PC emulators. Now the CP/M libraries have quite a lot of software but how much of it can be used on the QL? Is it a simple question of transferring the files and running them or is more surgery required? Comments for the next issue please.

Early issues of QL User (World?) featured a few articles on transferring Spectrum software onto the QL. As the ST has an ZX81 emulator, what chance a Spectrum emulator for the QL? As Amstrad have chopped the +3, it could make the QL an alternative upgrade path for Spectrum users. Getting Spectrum screens onto the QL is no problem, Spectrum Basic is a cousin of SuperBasic so I presume the main problem resides in the Z80, and if an ST can handle this, then so should a 512K QL. Presumably a ROM image is required?

Richard Alexander

BEANO REVIEW

Written by Alan Pemberton
Grafix by Francis O'Brien and Alan Pemberton
DISK (graphics) £10
MDV (text only) £13

Minimum 256K memory

This is Alan Pemberton's brand new adventure and I must say it was well worth all of those months of waiting. I was lucky enough to see a pre-release text-only version several months ago and must say that as with all of Alan's other adventures, from the very first few locations I was addicted. Now that Francis O'Brien has drawn graphics for around half of the locations, a new dimension has been added to the game which, if possible, has only served to add to the addiction. The drawings are so good that I had to play the adventure all over again just to see what other delights lay around the corner. I was only disappointed that all of the locations did not have graphics - it's such a shame that Francis didn't have the time to do any more. Hopefully Francis will become involved with other adventures and if the drawings continue to be of the quality contained in the Beano, it can only bode well for QL adventuring.

So enough of the praise, what is the adventure all about?

You play the part of a captain in Queen Elizabeth I's navy and upon receiving a royal audience (oh what luck...) you lost your head and agreed to go raiding Spanish territories for gold. So, setting off before you really lost your head, you find yourself in a pleasant village in the south of England with only a ship to sail, a doctor and a nasty little man to keep you company.

Realising that you cannot bear to go to sea for months on end with only these two as companions, you set off in search of a crew. However there is a distinct lack of willing volunteers - where do you go? Do you just try and proposition the local barmaid and drown your sorrows before the head man from London finds a nice warm place to bury his axe?

Unfortunately, these options are not available and so you must try and recruit a crew from the local riff-raff. You can then set sail upon the high seas where you will meet all types of interesting people and pirates, natives, mad priests, tourist hating villagers, disco bouncers and smugglers. Wondering what you have let yourself in for and why there were discos around in Elizabethan times, you must also contend with naturally occurring problems, such as volcanoes, South Atlantic doldrums, reefs and giant hangovers - Just what did happen the night before you set sail?

The game literally oozes with Alan's humour, although some people may say that he's a little harsh on Captain Blubber (just some poor fat drunken slob who's taken to pirating in his spare time; well I mean, you would if you received the same amount of rejection as he does...) Unfortunately, what seems to be missing is any sympathy for the characters you meet - your only true friends are the good old doc and Norris (who may be a little slow but remains ever-faithful to you). Even the barmaid won't leave the bar or give you a drink and so you literally do not get the time to make any real friends.

Indeed the action in the adventure can be quite fast and exciting, especially when you have to sneak upstairs whilst a certain person is tidying himself up (if that is possible) in the bathroom; or when you are becalmed in the middle of the ocean with an armed pirate vessel bearing in on you at full speed.....

Still, if you feel like setting sail in search of Australia and forgetting all about the adventure and the Queen, then you're in for a bit of bad luck since once on the high seas the trade winds dictate your route; there is not much turning back in this game.

So Alan has once again forced you into a corner, you cannot leave the game physically or mentally, so are forced to continue and see what lies over the horizon. Unfortunately this addiction can only lead to one conclusion - the adventure is over all too quickly.

As with Alan's other games (except Starplod which is icon driven) the parser seems very intelligent and it is not too often that you get that dreaded message 'I cannot understand'. Conversation with other characters is a little limited, but it is quite easy to interact with them and get them to do odd little chores on your behalf.

As for the different puzzles themselves, they are very well designed and can take quite a lot of thought. There are more than enough in the game to keep you occupied for a long time (perhaps Alan should include alarm clocks in his adventures which remind you to go and eat, go to bed etc..). I must say that the final problem with the pirate ship had me completely flummoxed for several days, but once I had found an item that I had missed, I soon had it worked out and got back to the shores of jolly old England only to be sunk by my own navy. Why? I'll leave that for you to find out, but once you do get back, the reception is well worth it and even the Queen seems pleased (where is Edmund Blackadder I wonder?).

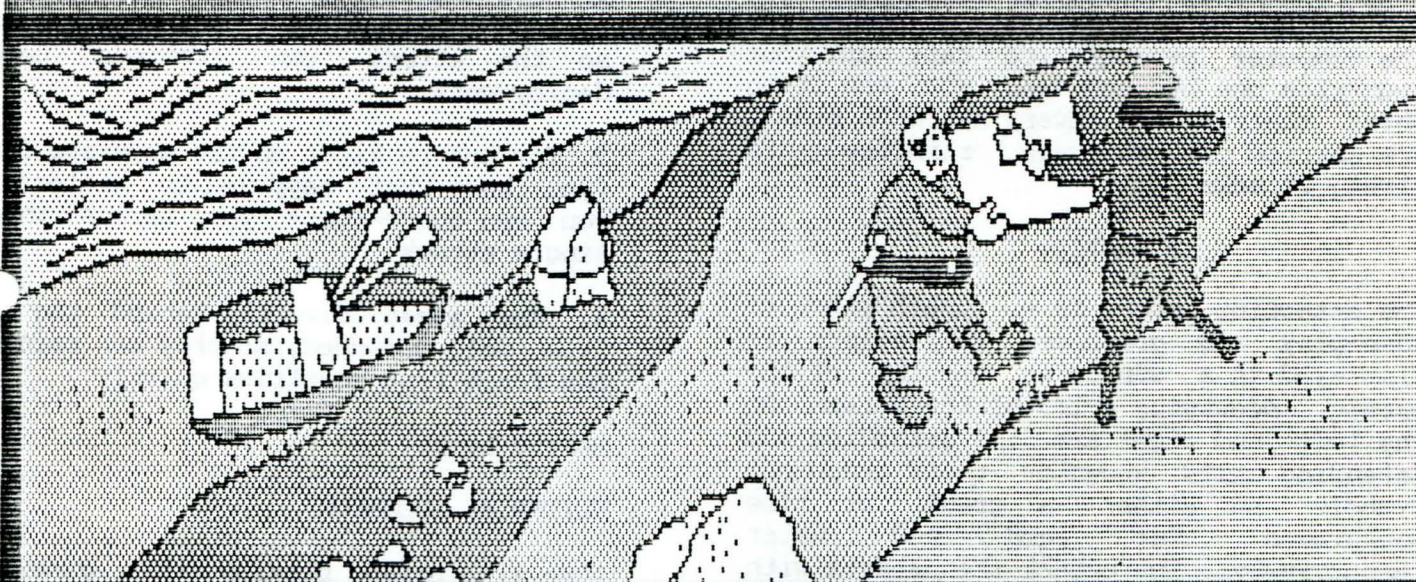
About the only criticism I have against the game is that it doesn't go on for long enough - could the next adventure fill a 512K machine please Alan - so many of you fans could appreciate it I am sure.

Another winner from CGH!!

If you are at all unsure, try out Alan's public domain adventures (Ye Classical and Adventure Playtime) - once played, you'll be hooked, so I had better warn you now.

Rich Mellor

A dune with a view



You wait.

>wait

You wait.

You notice a rowing boat pull ashore and two shady characters jump out. They drag something heavy up the beach, bury it, then beat a hasty retreat.

CONQUEST REVIEW

Price: £4 + P&P + VAT

Supplier : Microdrive exchange

Conquest is another 'Risk' type scenario game, and is one of the most comprehensive and enjoyable that I've ever played. It is played on a very detailed map of the world. No countries are displayed, instead the markers are positioned in the appropriate places.

The aim, simply enough, is to control the world's rare resources: gold, spice, medicine, gems and oil; all which can be found in five separate areas on the map. The winner is the nation who controls all five of them.

Once loaded you can choose which nation to control: Bloodaxe, Mace, Horn, Crossbow, Trident or Sword. The computer takes charge of the other non-human nations. Each nation has a different graphical symbol to represent them which is based on their name i.e Bloodaxe is a red axe.

Game Play

The game is controlled by selecting options from menus using the cursor keys which makes it extremely easy to use. You can reinforce, attack or move your units. The computer proceeds to call up your countries one by one and you can then enter their orders. Every nation's orders are carried out at once, reinforcements first, attacks last.

Attacking

The attacking phase is a superb piece of game-play and graphics. The attack is displayed in a window at the top of the screen occupying a 1/3 of the screen. On the left and right are the attacking and defending units shown by their graphical symbols on either a green or blue background for land and water respectively. The attack then starts with lines zapping across the screen and units exploding everywhere. If you win you conquer the enemy country.

Reinforcements

These are given every 2-4 turns and the number depends on the number of countries and resources controlled. Units can only be deployed to the major regions not to every single country so think wisely!

Later into the game, when you're a 'Mega-Dictator', areas with over 40 units can be hit by plagues, reducing the units by half, so keep your units spread out, except when attacking.

There are a number of other options such as a password system for 2 players, review of the geography of an area, nation status etc which add to the interest of the game.

Conclusion

Overall an excellent game which has really got me hooked. I much prefer this to 'Supremacy' (sorry Ed!) due to the better graphics and overall playability of the game. The price is quite high when all the extras have been added on, but it's a great game; so what are you waiting for, BUY IT.

Hints

1. At the start of the game, most of the nations are concentrated in Europe, so pick a nation starting off in Asia or Africa, so you can build a sizeable army up before attacking.
2. Before carrying out a major offensive, always build up your units and reserves so the attack can continue between deployments.
3. Try not to fight on two separate fronts (you know what happened to Hitler!), so you can concentrate your forces into a single attack.
4. Keep areas directly behind the front line well defended, so they can reinforce the front line countries quickly.

Harris Lucas

EDITORIAL ADDENDUM

I've also tried playing this game, and have to confess to finding the control system something of a nuisance. That said, a game like this should not need explicit rules when everything is controlled through menus.

As for Microdrive Exchange, this is currently being revamped. Keep an eye on the ads in QL World to see what is available.

Richard

GREY WOLF REVIEW

A simulation of World War II submarine warfare for the Q.L.
by: Oliver Neef

Published by C.G.H. Services
256K memory minimum. plus 85 column screen. Minerva compatible.

Price: £9.00 disk or £12.00 for two mdv's. (+10% for P&P)

Are YOU man (or woman) enough to be the Captain of a German 'U'Boat with the task of sinking Allied shipping in a very well protected area of the North Atlantic? On the surface you will immediately become prey to R.A.F. Coastal Command; 50 metres beneath the waves you are safe. Your ship is "Grey Wolf", a German World War II type 7 submarine. It has a maximum speed of 17 knots on the surface and 7 knots under the water. The armaments are 14 torpedoes.

It may seem very strange that this simulation puts you on the 'other side', but remember that the author is that very talented West German, Oliver Neef. Anyway, it makes a very refreshing change to play the other side! Also, if it's any consolation to you, you'll doubtless get sunk many more times than you'll be successful!

The game is divided between three graphic screens, all of which are a delight to behold.

- a. The Chartroom display.
- b. The Navigating Bridge.
- c. The Periscope view.

The Chartroom gives the overall view of the area of ocean you patrol, together with a display of the relative positions of the enemy ships and yourself.

You can then flip to the Bridge display to set a speed and course in an endeavour to intercept your target. Your progress across the sea is then automatically updated on the Chart.

When you come within 10 nautical miles of the enemy your sound instruments give you a bearing on which to follow in order to reach him.

As you approach for the kill, a change to the periscope view shows the sea around you and the ship you are about to sink. When you are close enough and aligned correctly you just press a button and watch the torpedo rush across the waters to send the enemy to the bottom. Simple eh? well no, there are one or two little problems to overcome.

The first one I have already mentioned, the Anti-submarine aircraft. True you are given audible and visible warning of its approach but then you have to go through the crash dive procedure:-

- Lower periscope.
- Close torpedo tube flaps.
- Close air intake vents.
- Set hydroplanes to dive position.
- Change from diesel to electric engines.
- Blow the air from the ballast tanks.

If you forget one of the more critical operations then the most realistic waves glug up the screen and as you breath your last, a message says "You forgot to close the air intake vents ... you are dead!"

Even if you manage to cope with that routine, there are more perils. If you fail to trim the boat, you will go too deep and be crushed by the pressure. Should you stay under too long you may use up all your air or electrical power.

After waiting a couple of minutes at a depth of 50+ metres , you hear the sound of depth charges. (Don't surface until you hear these!)

Then you have to prepare to surface. To do this you have to:-

- Clear ballast tanks.
- Set hydroplane to surface.
- On reaching the surface, open air intakes.
- Change to main diesel engines.

These actions are all accomplished by means of key presses. Thankfully all of them are set out on the back of the very descriptive manual for easy (and quick!) reference.

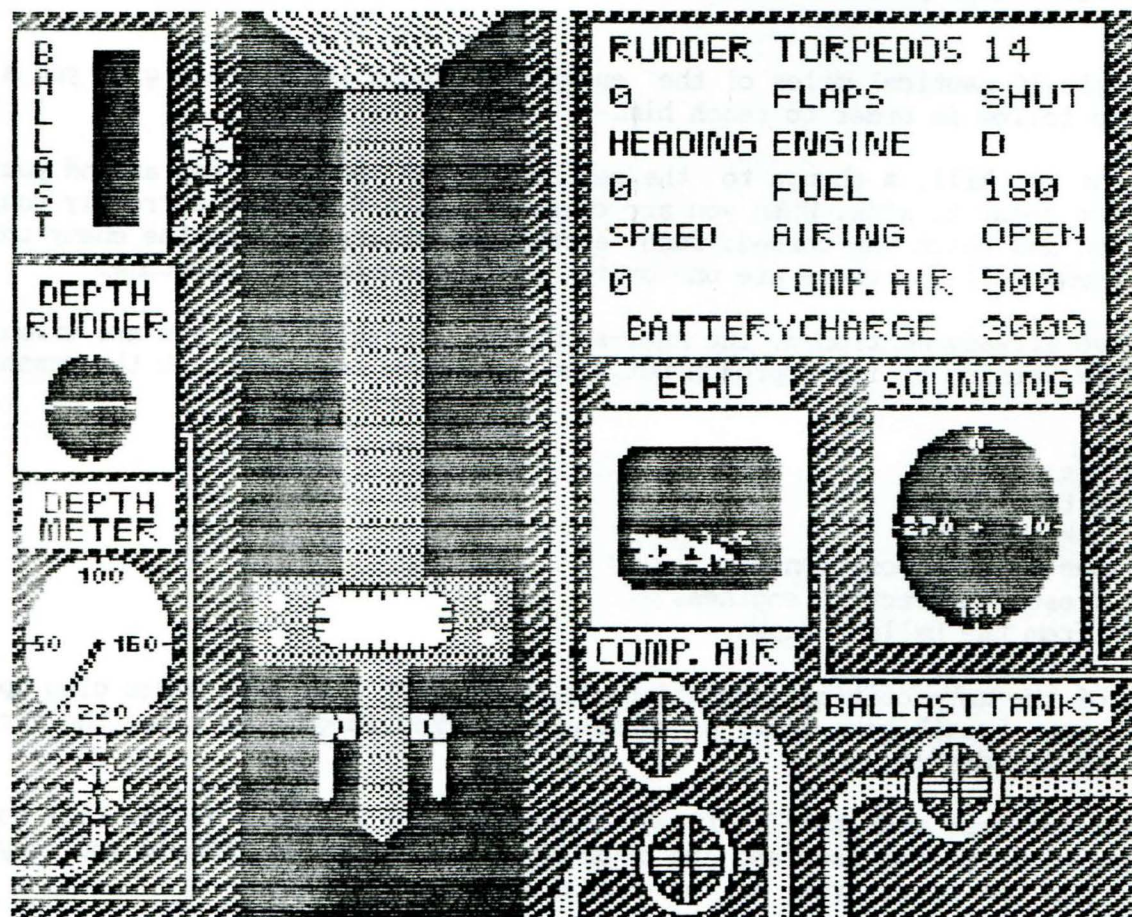
Fine then, you have successfully avoided the aircraft and you are homing in on the target. However as you approach, you notice that the soundings change direction ... the enemy is weaving from side to side in order to avoid you! A little too much in my opinion for authenticity. I feel this should be amended, Richard!

You manage to come within firing distance ... he is in your sights ... you fire your torpedo ... did you remember to open the torpedo flaps? ... Oh dear! ... Glug glug glug!

The name of Oliver Neef has become synonymous with good graphics, so this coupled with very realistic sounds of the engines and Sonar blips make an altogether credible and creditworthy package. Don't think you are going to complete this one in a few weeks - it takes a lot of practice.

Now where was I ... Enemy in Range ... Torpedoes armed and ready ... Torpedo flaps open ... Oh! mein Gott - a damm Spitfeur!!! ... Dive, dive, dive

John Shaw



GRID REVIEW

Produced by: XIPH COMPUTING OF AMERICA

c/o SHARPS, BOX 326, MECHANICSVILLE, VA 23111, USA

Price £13:95 mdv or 3 1/2" floppy.

Suitable for 128k machines.

Here we are then, "Battleships" as you have never seen them before!! Instead of calling out "25 & 32" to your friend sat opposite you with a well protected piece of graph paper concealed from view, and then waiting for a meek reply, "Cruiser...", followed by an equally meek swiggling of the pencil as another of his Fleet goes to Davy Jones's Locker, you now have:-

**** Nuclear Battleships ****

.... or to give it its American title - "GRID 1.1" ... somewhat of an anticlimax for a title, wouldn't you say? However, what the author loses in title name, he gains in an introductory description you will have bought ... "An action-text interactive game consisting of a limited exchange nuclear war simulation with a high quality algorithm using precise formulae and full error trapping".

Phew, that's better ... now it does start to justify the asking price!

In time honoured fashion, the idea of the game is that between 2 and 10 Bases (Battleships?) may be set up (a maximum of two per player is recommended), each within the 100x100 playing area. The object is to bomb your opponent's bases by the usual inputting of co-ordinates. i.e 20,44.

In this program, however, there are a number of enhancements over the original "Battleships" concept.

On BOOTing up you are confronted with the following screen or ... "Command Console":-

A Status Indicator - showing the condition of your base.

An Energy Indicator - showing the amount of energy units available to you.

A Missile Screen - showing launch status.

A Radar Support Screen - giving shielding and missile statistics.

A Collective Indicator - giving a continually updated status of all bases at once.

You start by strengthening your own bases against your opponent's nuclear attack, by sacrificing an amount of "base energy" available to you. Later, you may repair your own bases, following damage.

Then, you have three different types of missiles to deploy in order to destroy your opponent's bases, viz. a Probe Missile which will detect bases within a 20 grid area, a Cruise missile (3 megaton max) and finally a Ballistic missile no maximum megaton limit (subject to your own reserve quota).

Finally, you use a "radar screen" which enables you to plot the direction from which the ballistic missiles came, so that you can detect the location of your opponent's bases. In making your assessment however, you must take into consideration the effect of both wind and rain which affect the missiles' vapour trails (the weather status is displayed on the screen). The radar cannot unfortunately detect the trails of Probe or Cruise missiles, only their points of impact.

The game continues in time honoured fashion until all your opponent's bases are destroyed or you yourself are "Nuked"!

The program itself has a good visual display and appropriate sound effects (which may be switched off). Irritatingly, though, it takes over a minute to load. The author issues what he considers to be "Rules of engagement" suitable for Official Tournaments.

GRID REVIEW - CONT'D

Verdict? ... well, I must confess it didn't set much adrenaline going in my system, although the younger members of your family may enjoy the explosions and flashes. If you like a "Battleships" type scenario then there is little to beat that excellent P.D. game "Q.L.War" by the exceptionally talented Bristol Q.L.Users Club member, John Miller. At the exorbitant cost of £2.00 plus disk it is outstanding value for money, except perhaps for a piece of graph paper and pencil???

John Shaw

AQUA VITAE HINTS

The author of this new adventure, Uwe Raabe, has kindly sent us some hints which should of help to people struggling with this adventure.

Typing ALLPICTS shows all the locations before returning you to the program.

Thargo's horse is a necessary purchase.

Miriam has interesting things to tell you about her Prince.

Riding horses normally requires mounting them first.

A gift from Miriam will persuade Arthur to perform an act of creative vandalism.

A rope will pale into significance.

The area around the sculptures needs a little gardening.

The witches could do with some tasty ingredients for their broth.

The flute obviously must have belonged to Acker Bilk in the 60's. (Look it up.)

Wet capes don't burn so well as dry ones.

Uwe Raabe

POKES

Believe it or not, but some QL'ers have developed some nasty habits, probably caught from their younger brethren. And what have these midnight oil burners been up to? Poking games that's what!

Well, only one so far, but what a life-saver it is. These pokes are for Assault and Battery:

Poke	Base	Address	
"	"	"	+ 2422,78
"	"	"	+ 2423,113
"	"	"	+ 2424,78
"	"	"	+ 2425,113
"	"	"	+ 2426,78
"	"	"	+ 2427,113
"	"	"	+ 2428,78
"	"	"	+ 2429,113

Obviously you can only input these once the prog is in memory.

If you have a backup clone of the prog, you might like to run the following little program on the backup:

```
Open#3,Assault
Bput#3\3576,96
```

Which will give you infinite lives.

Note, don't run the prog on the master copy unless you want to spoil the enjoyment of playing the game for real.

Our thanks to the Bristol Hackers for these hints. More please!

ANELPUM QUAT REVIEW

Written by Nick Ward
Published by C.G.H. Services
£8.00 (plus 80p p&p etc)
Works on all QL's

Have you ever wondered just what goes on inside that wee black beastie which sits there quietly upon your desk, carrying out your every wish (well now and then since like all best things, it is a little temperamental)?

Well this brand new adventure drops you right in it so to speak. Your favourite computer has had a break down, and all of the repair companies are too damn expensive so you have a go at fixing it yourself. As with all electrical equipment, the first problem you face is just how to get inside it. Well you try the 'direct' method with an all too large screwdriver and manage to get the back off. Believe it or not, it can be this hard in real life!!

Indeed this first location can be a big problem when you first start in the game, the manual is unfortunately little help in discovering the means of entry, and so you will have to rely on the clue given above. Once inside, the game doesn't really become that much easier, I can see this one is going to take a lot of time, thought and luck to crack completely.

At first there do not seem to be all that many locations, and even fewer objects. The rooms are all given the names of different parts of the computer, and many have little characters in them which you can just imagine carrying out the different functions of the computer. Frogs are busy in one place trying to carry out tasks despite a large sign saying 100% failure. As you progress in the game and mend more of the computer, the value on this sign will come down (I currently have managed to get it down to 23% failure).

It is difficult to see what is meant by 'mending' the computer at first. The interpreter looks at you longing for something to mess with - obviously he isn't receiving anything to interpret. A black and white cat plays the part of the compiler and begs you for something to eat. Well there isn't anything edible lying around, but there are a few recipes which may be of help.

I won't give any more away, but let's say that the problems are very varied; and after a little investigation, you will find that the computer is plagued by bugs and a nasty little virus. These must obviously be gotten rid of, but what to do with the pigeon-hole memory which cannot remember anything is anyone's guess. Just in case you were wondering, all of these problems are not in the first few locations, and you will find that solving different problems helps to open up more of the computer's insides to your inspection.

It is obvious that much of the humour in the game, and the problems are based upon word games: indeed there are a few little anagrams which take quite some solving! It was nice to see that the bus (yes a big red double decker) still operated after one minor problem, and that this was used to travel between some of the locations, just as data travels inside the computer.

I was highly impressed by the standard of problem; and can only say that it is a great pity that some graphics were not used to illustrate the computer's insides. The different approach necessary to complete the game is also echoed in the new parser used by the adventure. As each letter is typed, it is checked for the possible words which the computer understands, and if it cannot form a word understood by the parser, the letter will not be allowed. This does mean that you only need type so much of a word as will distinguish it from other words; for instance 'loo' will need to be typed for 'look' since the parser also understands 'load'. However, if the user has the time, willing and energy, this does mean that you can build up a list of every word the parser understands and thus get hints as to solving the game. Overall, I soon got used to the new parser, and did appreciate the speed with which it operated and also the

ability to use the cursor keys to move around the locations. The only problem is that instead of a character being rubbed out by delete, a back arrow is printed, which does mean that you are sometimes better to abandon that attempt at entering a command and try again.

The game itself is highly addictive, especially since it makes you want to try and discover brand new areas of the computer to explore. It may not really be all that informative about the real workings of a computer, but it does certainly help to give a more human feel to the computer - indeed, you'll soon begin to feel sorry for the thing when it does actually break down in real life!!

The game is well worth the money, the problems are well thought out and should keep you going for many days! Now all I need is to find out how to get back out of Cudos, since the medium has cursed me and told me I cannot escape.....

Rich Mellor

QTRON REVIEW

Author :Axel Berle
Supplier:MDX
Memory :128k

QTRON is not, as its name would suggest, a variant of the TRON game where players try to surround their opponents with the trail of their lightcycles. It is instead a shoot-em-up type blast which though simple in concept is also high in addictiveness.

The player controls a small 'blob' which boasts a very powerful laser. This is used to wipe out the aliens which inhabit each screen. Kill all the aliens on a screen and you are awarded a new life, a new screen to clear, and a nastier type of enemy.

That's basically all there is to it. All the aliens are small (one character 'square'), but are nicely animated and semi-intelligent. On later levels the aliens receive reinforcements so that you often find that there are more and more enemies on screen despite your best efforts. This makes finishing such screens a real challenge.

All in all a good simple game which should keep you amused for quite some time. The graphics are good if not stunning, whilst the sound is as good as is possible on a QL, and the MDX prices are very reasonable. Why not give it a go?

Note- This game benefits enormously from Lightning, especially on higher levels.

Jean-Yves Rouffiac

SMALL ADS

Not a lot this time, but Kurt Johansson is interested in Bridge. He would like to obtain an original of either (or indeed both) of DP's MicroBridge or Bridge Player 2. He runs an expanded QL but without disks.

Contact Kurt at Sodra Laget 149, 136 53 Haninge, Sweden.

Your editor is still desperately trying to offload various bits and pieces including a daisywheel printer (in full working condition), a drawer full of Speccy games, 150+ Speccy mags (many with cassettes), a Spectrum disk interface and RGB interface. I have also got 150+ PC mags (also many with disks) together with a couple of C commercial progs and 2 disk boxes full of PC PD and demo software. I'm getting to the stage where no reasonable offer will be refused for this stuff! (Phone 0559-384574 with offers.)

STELLARIS

I've had a phone call from Graham Stone asking if anyone has a copy of this that they don't mind parting with? Preferably a copy that works, as his version, typed in from QL World, doesn't! Phone 0792-842280 if you can help. Ta.

QLAF INDEX

Anyone fancy doing an index to the 9 issues of QL Adventurers' Forum? Either using Archive or printed out (or both?) Contact the editor if you'd like to do this. Ta muchly.

STARPLOD REVIEW

Being a review of Starplod, written by Alan Pemberton and published by C.G.H. Services. The price: £8.00 flp or mdv (plus 80p (P&P etc.))

Taking a break from the writing of QL games, I decided to sample someone else's offering. With an unexpanded QL, and wanting some graphics, I plumped for 'STARPLOD' - a game which has intrigued me for some time. It's interesting to see how different people have approached the leisure side of the computer - both to pinch ideas and to note any improvements which could be made. Before I obtained the game I had very little idea of how it had been implemented.

For those of you still without a copy, the game is set in a planetary system surrounding a single star. As captain of a small ship you hyperdrive from planet to planet, landing on each to go adventuring. The screen holds the textual description, a small graphics window and a section that acts as the system map or inventory as required. Icons are provided at the bottom from which you select your commands.

As usual I dived straight in, no manual for me! (I did however make a back-up.) The icons are selected using the cursor-keys/joystick and no further commands are necessary. These icons cover every eventuality from a galactic phone to throwing the odd object around. There began my first problem - hyperdrive always took me to KIRVAL - at first sight a very boring planet indeed. Haha the manual, silly orange thing; so maybe it did turn out to be a tinsy-winsy bit useful.

So instructions to the fore, I dived in again, only to be slightly disappointed in how few locations I could actually get to without being killed or barred entry. This seemed to be a pattern throughout the game, you are almost led to discovering where to go next - there's not much option. Anyhow I then noticed that everything, should be 'analysed'. This turned up a prayer mat which was duly put to good use before firing on an irkoid ship - I still died, these relics are never infallible. Exploring the pirate-base got me no further and I went to bed thoroughly disappointed with my progress.

In the morning I played with all the other commands, climbing canals, throwing pirates - eventually I hit on a good combination and gained access to another planet. Here I just couldn't escape from the innards of a cute looking Zonster, ah well.

Suddenly I made a major breakthrough - or rather break-down on KIRVAL. More discoveries followed including the proper use for a prayer mat. Henceforth everything flowed more or less smoothly and by evening it was done, the space base saved.

o my opinions. Well, the graphics were most interesting. Each picture has been broken down into individual filled shapes which are drawn each time by the basic. If full images had been stored it would have taken too much memory and these are effective enough, but do slow the game down a little. Since the game takes a bit of mulling over, that's no real problem. In fact it's a fine idea, maybe I could use it?

The game itself began in a most frustrating manner, there is little you can do until you master the philosophy behind the play. Every discovery is a joyous occasion however, and you zip off elsewhere to try out each new object. Yes it was most enjoyable and addictive. It's the first adventure I've actually finished through to the end. In fact its major drawback or disappointment is the shortness of it. The game seems to draw to a close just as you're getting warmed up - I'd have liked to see many more locations and puzzles, perhaps because it was so pleasant to play. The icons themselves, at first a little annoying, soon become perfectly acceptable and you don't have to check out the umpteenth different way of saying something in order to get results.

The puzzles themselves began very hard and then got easy. I feel that the limited initial locations might prove a bit daunting to someone who didn't get anywhere for a long time. Apart from that, a fine piece of programming, bright and enjoyable rather than a dull slog. Congratulations AP.

Nick Ward

OPEN GOLF REVIEW

written by Oliver Neef

Published by C.G.H. Services.

640K memory required with 85 column colour monitor. Minerva compatible.

Price: £9.00 (+10% P&P) Disk only.

Too wet to go to the Club? ... can't afford the fees ... or are you like me - much happier swinging your 'Iron' around, sat in your own armchair! If the latter is the case then this is the program for you.

"The Open Golf" has an incredible selection of fifty different 18 hole courses. There is an equivalent 'high score table' for each one, which can be loaded before each game.

The playing screen has three windows, as follows:

1. A large left hand window occupying approximately 70% of the screen, giving a 'birds eye' view of the course showing the 'tee' at the bottom.
2. The top right window gives you a perspective view of your location including an animated figure playing the golf shot!
3. The right middle window displays the essential game parameters i.e. the club (together with its effective range, the wind and a sliding scale for you to choose 'strength of shot' and the amount of 'curve' you wish to put on the ball. (It actually curves in the visual display as well ... very impressive).

The right bottom window gives messages - Some praising - others not!

The position of the ball is shown on the screen by a red cross and by pressing 'R' a graduated scale or 'Ruler' is presented at the edge of the screen to enable you to assess the strength of shot required and the best type of club for the purpose.

The club is selected by operating the cursor keys which scroll through the different types i.e. Driver, woods iron, wedge and sandwedge. As each name is displayed, the mean distance achievable by that club is also shown.

In order to make your shot therefore, you have to:

- a. Decide on the general direction of the shot, by means of the left/right cursor keys.
- b. Select the most appropriate club (tips are given on this in the manual).
- c. Choose the strength of effort required for the shot.
- d. Assess the amount of curve (slice or hook) you wish to put on the ball.

The hazards which stop you getting your hole-in-one are wind (which varies in strength and direction), bunkers, trees, lakes, streams and areas of rough grass.

As you progress down the fairway, the scene window changes in a manner resembling the view you would expect to see if you were there! At the end of the eighteen holes your score is displayed hole by hole, with Birdies and Eagles etc., highlighted.

The disk came with a very informative manual (this seems to have become the hallmark of CGH Services) which initially instructs you on the way in which it could be adapted according to the player's computer set-up. It gave, for example, advice on modifying the BOOT for a 'Microperipherals' disk controller and also a specimen BOOT program for the incorporation of the 'Lightning' graphics speedup extensions ... (beneficial but not absolutely essential).

Here you have a combination of excellent graphics and skillful programming. There is plenty of variation to keep your interest over the coming winter months. I found it to be thoroughly addictive and represent very good value for money. I heartily recommend it.

John Shaw

CAVERN FRENZY

WARGAMES

Written by Fraser Harkins
Shareware
(256K minimum)

From CGH SERVICES
£1.10 PLUS MDV OR DISK

This is quite a good little game based upon 'boulderdash'. The idea is that you have several different screens upon which appear rows of boulders and jewels. Removing an object from underneath a boulder or a jewel can cause it to fall, which could mean one of several consequences - you could block off your escape route altogether; you could get squashed; or you clear a path to another jewel.

To help you there are two modes of play:

1) A practice mode in which you merely have to make your way to a door on the screen to the next level, without getting squashed.

2) A game mode in which the door will not open until you have collected all of the jewels on the screen.

Other options available are to reduce the amount of time you have to complete a screen; and your number of lives (?)

The game has been compiled with TURBO, so play is at a pleasant enough pace. What is more is that the source code is included so that you can alter the game to suit yourself.

The game is not as simple as it may at first seem in that several of the screens are nearly impossible and require a lot of thoughtful planning to be able to just find a route through to the exit door (let alone collect all of the jewels)

The graphics in the game are quite good, although it would look a lot better if played in mode 8 (I suppose that some brave soul may have a go at converting the game to mode 8). It fits nicely onto a TV screen, and so should appeal to most players. It will certainly keep you occupied for many hours - its addictive value far outweighs the small copying fee.

Highly recommended for all QL games
players.

Rich Mellor

War in the East

Rich Mellor has been busy on this and has improved the program in the following ways:

The machine code has been re-written to enable it to move around in memory and ensure the fonts are recognised by all QL's.

The QL attack phase has been cleaned up to stop the QL losing track of some units.

The SuperBasic has been compiled using TURBO Digital Precision.

The reinforcement phase has been speeded up, as has QL movement and the Options menu.

The program can now work from either mdv or flp without having to change all the device references.

The save/load routines are now error-trapped.

Viewing the map is speeded-up by using ALT or SHIFT plus cursor keys. Viewing also stabilised whether or not Lightning was enabled. New pan and scroll routines have been implemented to speed things up even further.

Movement of units is made easier by removing restrictions imposed by the static screen.

The loading screen has been altered to reflect the changes in coding of the game.

The games screen has been altered to fit TV screens.

One side effect of all this, is that the game no longer fits a 128K machine.

D-Day MKII (Special edition)

Rich has also been keeping this game up to date, especially in respect to changes in the Minerva ROM, and in the QLOAD routines.

Also implemented are quicker pan routines used to move the screen around. A new boot_ext file replaces the old boot_cde file. (Let us know if you want to upgrade your D-Day MKII (Special edition).

Richard Alexander

MINERVA COMPATIBILITY

Now that I have owned Minerva for quite a while, I thought that since I have quite a vast range of different software, I would let you know just what problems I have encountered.

I am glad to say that the vast majority of software will run under Minerva without any changes. However, some of the older software may cause problems (being written at a time when it was thought that the JS or even JM Rom was the be-all and end-all. Supplied with Minerva is a disk which contains a few 'bodge' programs, which will alter some of the more popular software to run under Minerva (these are mainly old versions of the software); including one very useful program which alters programs compiled with an early version of Qliberator, which should make quite a few problem programs work.

From experience, it appears that any adventures created with the Quill or ACT writing systems will work well under Minerva without any changes (even if quite an early version of the program was used!!). However, regarding the lists below, they are by no means comprehensive, and programs may give trouble with earlier versions of Minerva (mine is v1.80) and/or earlier versions of the programs themselves.

First, a list of all of my programs which I have tested and cause no problems:

Dragonsword (Byteback)

Beano, Anelpum Quat, Dreamlands, Blag 2, McSporran, Here We Go, D-DAY MKII, Sherriff c
Grisly Gulch, Uncle Loonie, Valagon, Starplod, (CGH)

Ye Classical Type Adventure, Starburst, Adventure Playtime, E. Verbeeck progs, Treasure Hunt (P.D.)

Editor SE, Lightning SE, Imagine (DP)

Qref, Qliberator (Liberation)

The Pawn (Magnetic Scrolls)

M-Treasure, M-Metropolis (Medic)

Heart of Gern (PCBS)

Quill, Archive, Abacus, Easel, Matchpoint (Psion)

Qmon II, QPAC II, QTYP II, QRAM (QJUMP)

Paladin, Skyburst (QL World)

Goblin's Quest (Olympic)

Hack, Froggy (only runs on a Basic QL), Jewel, Underground Adventure (QUANTA)

Dragonhold (Rubicon)

War In The East MKII (Sharps')

West, The Prawn, Horrorday, GraphiQL+, Nemesis MKII (Talent)

(And Lots of others)

Now for the problems:-

Return to Eden / Grey Wolf / Open Golf - CGH Services:

All of these seem to have suffered from an odd German insistence that a certain graphics toolkit should have unused commands removed by renaming them with names like '%*_l^2b' - not much wonder Minerva had trouble!!

All three are now fully Minerva compatible, although Eden may require at least v1.80 of Minerva.

Quizmaster - CGH Services:

This was a problem program until QVIEW discovered that Minerva no longer accepted BORDER without any parameters!!

Turbo - DP:

There aren't any real problems here, except Turbo cannot compile programs which use the two screen mode; nor can it compile the extended Basic commands which Minerva provides (well I guess it is valid to presume that something like ABS would not be re-programme to accept three parameters!!) - in any case, that would make the resultant programs

MINERVA REPORT PT 2

work ONLY on Minerva, which is against DP policy, so luckily many of Minerva's enhancements are echoed by commands in the Turbo toolkit. If you have a toolkit (v2.10 or earlier) you will need to ask DP to update this. Oh, and did I mention that the command 'CHARGE' no longer works properly under Minerva??

Assault & battery / Speedfreaks - Kaos:

The initial release versions of these programs did not work on Minerva, but I have now received versions of both programs which work quite happily under Minerva - indeed, they are possibly the first programs to actually need Minerva to be started up in two screen mode!!

Qload - Liberation:

V1.7 is really needed to work well under Minerva now (it even copes if the integer tokenisation is switched on!!)

M-Cruncher - Medic:

(An excellent pacman clone given free in the early days!!)

This too manages to freeze the QL after showing its initial screen.

Lands of Havoc - Microdeal:

At first I thought that the inability to see yourself was due to Minerva, but on further investigation, I have discovered that the program will run quite happily under Minerva, but the maths routines in Lightning DP) may cause a few problems!!

Aquanaut 471 / QFlight Simulator - Microdeal:

Both of these programs merely freeze the computer when they start!!

Psion Chess:

This seems to suffer from some screen corruption every now and then - I would assume it was bad mains supply, except that I only encountered the problem on my JM Rom on extremely rare occasions.

Talisman - PCBS:

This suffers from the main file (talisman_obj) being an early Qliberated program. Use Qlibodge_obj to fix it. Oh, and don't forget to ensure that the boot for Talisman reserves 190 bytes for its own extensions (plus the extra space for the Qliberator runtimes).

Mortville Manor - Pyramide:

The problem here appears to lie in Minerva's quick graphics, since the program really messes up when it tries to use its own fill routine (this program also gives similar problems with Lightning).

Aqua Vitae - Qlympic:

There were two problems here - the new screen driver used by the program did not work; and I hadn't realised that there were in fact THREE Qliberated programs (all of which needed bodging). Still, after a little effort on my part, these have now been resolved (the screen driver problem also exists on the JM Rom), and Qlympic should be supplying the new version by now.

Well, that's the results of my mini software test - if you find any other programs which give trouble (or have versions of any of the above which work under Minerva) then contact CGH - Maybe we can help each other!!

Lastly thanks to the QVIEW team for Minerva and investigating problems; and to all of those QL users out there who are still writing software for the QL.

Rich Mellor

Whilst we are thanking people, I think Rich Mellor himself deserves huge many thanks for the amount of work he has put in to keep C.G.H. Services programs Minerva compatible. Ed.)

PUBLIC DOMAIN NEWS

There has been quite an influx of progs into the C.G.H. Services Public Domain Library in recent months, although we'll concentrate on the more leisurely ones in this mag, as opposed to the techie ones.

As for adventures, Jean-Yves Rouffiac has translated a French adventure, now called "Haunted Castle". Nothing spectacular, but it may provide a diverting evening or two. We have also received an English adventure entitled "The Tombs of Ornack" which unfortunately has no author. Does anyone know this program? We shouldn't really add it to the library until we can confirm that it is intended to be Public Domain.

Jean-Yves also passed on a batch of M. Mitchell's progs that were originally in the QLSUB PD Library. These are Football Manager - similar to the Double and quite playable; The Quest, which I have to confess to not understanding at all; and a simple QL Shell prog.

We have one of the French PD Tetris clones available. As the source code is also supplied perhaps someone could translate the screen prompts and then recompile it? This plays very well indeed.

Among a huge batch of progs donated by Dilwyn Jones recently are: "Bomber" a simple runway clearance game, a fave on the ZX-81 if I remember; "Surround", a sort of Tron game and "Thing", an Artificial Intelligence "game". (You'll have to use it to understand it - very clever piece of programming and it comes with three different files.)

Also on the more cerebral themes there is "Alphamet" by Malcolm Cooper, which you can use to solve those little maths problems where a sum is shown encoded with the numbers replaced by letters; Jon Pennycook has "Numbermind", a variation on the Mastermind theme and Alan Pemberton's "Demon" prog which simulates a cellular automation system. This latter shares a batch with version 3 of Ralf Biedermann's Life program. This is FAST, really fast.

If you are into programming games there are a couple of utility programs that may be of use, both translated from the German, and written by Herbert Lenz (to whom my apologies for the appalling translations!) The first of these is "Sprite Designer". This allows you to design up to 20 sprites at a time, saving them either to disk or to memory. Very

easy to use. The other program is "Basic-Designer". This is a graphics drawing program that, once you have completed your drawing, allows it to be saved as a Basic program. This obviously saves a lot of space rather than saving a screen.

I'm not sure whether educational progs belong in this mag or the Technical Review, but as that seems to be bursting at the seams, they might as well belong here for now.

Ian Thompson has donated the compiled version of his "Periodic Table" program - which we received before QL World published the Basic listing. Pigsty Software have donated their "Morse Code Tutor"; and I've done another translation of one of Herbert Zenz's programs, this time a biorhythms prog. This allows printing to screen or printer. We've also received Bill Cable's simple Maths test prog for children from the U.S.A.

As a penance for some hefty sins I've done a transfer job on all the text files of the Bible, Old and New Testaments (but no Apocrapha). This was done as a favour for a contact Stateside. This is available only on DISK as there 9 disks worth of text files. This took ages to do, but shows the value of the ST_QL_EXE prog. Now would someone like to do a version that simply does a whole disk (or selected files) at a go, without me having to type in the filename of every file twice - once for the ST filename and once for the QL filename. Again, I'm not sure if this fits the Leisure rubric, but it sure as hell isn't technical news!

If you're into graphics, we have two disks of GIF format graphics. We were originally sent more but there was a lot of porno-pix that had to be scrubbed. (Corrupt Disks!) Please note that C.G.H. Services operates a porn-free PD Service. The nearest we get to offensive software, is the Moviola program. This is a very clever piece of programming, as it strings together 66 screens to simulate/create an animation effect, but the subject matter - a woman in scant clothing - is remarkable in nothing but its banality.

O.K. that's about it for this issue - see the enclosed price list and order form for ordering details.

Richard Alexander