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ADVSIG,
PO BOX 594,
MARYBOROUGH, 4650



THE EDITORIAL RAMBLE



1 September, 1985.

Welcome again to 'The ADVSIG Gazette'. First off, thank you to all those members who returned the questionnaire, on ADVSIG's performance so far. In fact, if you didn't return it, you wouldn't be reading this now. Some members (ex) didn't, so now they aren't.

It seems the new graphics and fonts are a good thing judging by the comments. Most members think it makes the Gazette more professional looking and easier and more enjoyable to read. A few said that it takes up too much space, but you get most of that back with the smaller type.

Everyone said that charging for the newsletter was a fair thing (I agree!). Few members offered a suggested cost. (More about that later).

One fault that members bought up -UGH! (just one!!) was a bias (disgusting word) towards Infocom. The reason for that is simple. I have mostly Infocom adventures, and so do most of our members. However, this is an adventure special interest group and by that the club will offer help and reviews etc, on all types of adventures. However, here we'll need your help. If you have an adventure that you think should be reviewed, please review it. Reviews should be as long and as detailed as possible, without repeating yourself, of course. Also, it is an idea if you don't give any hints in the review itself. If you want to give hints as well, please do. If any member has submissions for HINT SHOP, A FUNNY THING HAPPENED... and a new feature called simply LEMONS... If you review an adventure and it doesn't get into the Gazette, but someone else's does, please don't fire-bomb us, but try again with another review. If we get two reviews for the same program that differ dramatically, we may even print both...

A prime example of another member reviewing and providing hints for adventures is with the new Telarium adventures. Spinnaker has decided (in its infinite wisdom), not to release the programs for the Atari (which I have got). Therefore, if any reviews or hints are to appear in the Gazette, someone else will have to do them.

A new section, beginning in this Gazette is 'Lemons'. Plagiarized from a semi-originally-plagiarized idea from Phil Blackmore (he loves his name in print!!), this section will deal with adventure lemons. If you have found an adventure that hasn't been quite up to scratch, or extremely illogical in its actions, or a company that you think has done you a disservice, please write and tell us about it. If the complaint refers to an adventure, please try to phrase your letter in the form of a review.

Also, beginning next newsletter is a letters section. Write us a letter about anything about adventures and we'll publish it (maybe). If you want your letter to appear in the Gazette, please mention this when you write.

Well, enough of my rambling for one Gazette. Don't forget that request for reviews and hints for just about any adventure. Next newsletter is due on 1 November 1985.

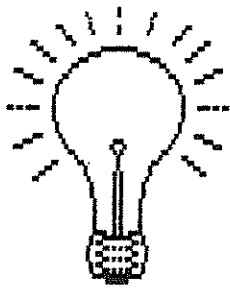
Until then,
Happy Adventuring,

Ernie Sugrue
Ernie Sugrue.



Beginning from this issue of 'The ADVSIG Gazette', the cost of the Gazette will be \$2.00, for the rest of the year. You will find an invoice for \$4.00 with this newsletter. Please pay it as soon as possible.

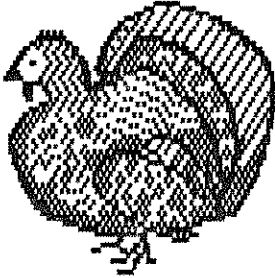
As from January 1986, the Gazette will be \$10.00 per year (a reduction in price). The price itself is simply to cover printing costs, photocopy costs and postage to members.



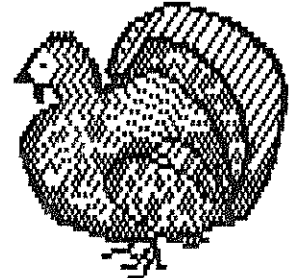
FORTHCOMING RELEASES

September 1, is the proposed released date for the two newest releases from Infocon. The first, A Mind Forever Voyaging is an advanced adventure with a science-fiction theme, whilst the second Spellbreaker is the third addition to the Enchanter series, following Sorcerer.

More information and maybe a review, if I can get hold of a copy, in the November Gazette.



LEMONS



The newest section of the Gazette 'Lemons' is for those thing, not quite up to scratch.

Infocon's Mail Order Section

Infocon has recently changed it's mail-order company because of continued complaints about its service. In October 1984, I ordered some products from them in New York. In December I inquired about my order and was told that they had no record of it being received. I then canceled by order and purchased the products elsewhere.

A short time later, on May 8 1985, the first of my order (placed in October) arrived. It was for the wrong system, and only one program arrived. This product was sent airmail, as I had originally requested. I again contacted them, and they couldn't understand why it had taken six months to process my order. They also said not to accept it and return it, which I did. They said they would credit my account when they received it back.

In the middle of June, low and behold the rest of my order came (it was sent surface). I also returned this. It should arrive back to them about September.

Whilst Infocon still make, I believe, the best adventures around, their mail order section had better pull their socks up. Maybe the new company and address can do better. They certainly can't do worse.

If you have a story about an adventure company or program, that isn't performing as well as you think it should please, write and tell us about it in 'Lemons'.

'ADVSIG' STILL NEEDS
MEMBERS. IF YOU KNOW
OF ANYONE WHO MAY BE
INTERESTED IN JOINING,
PLEASE LET US KNOW.

H I N T - S H O P

« THE FINALE »

Fight the skeletons with something as ancient as themselves.

Ignore all help at the side of the road, as none can really help.

Remember what the old woman said to you, to help you solve the game.

GHOST TOWN, AI:

Haven't found a fuse yet?

Try going to the mountains beyond the ravine.

Piano player a problem?

He's very vain, so make him feel appreciated.

Bonus score a problem?

Bonus points are sometimes scored for doing things in certain time limits. Some points however are scored for just doing things, such as killing the worm.

->More hints and help next month. If anyone wants a copy of the maze in Zork I, send me a SSAE and I'll send you one. If you have any other problems with adventures, please write to ADVSIG, enclosing a SSAE, and we'll try to help.



FUNNY THING HAPPENED



'A Funny Thing Happened'

is the place where we'll tell you how to get that unusual response from an adventure. Some may be humorous, some may be deadly. In that case, a 'SAVE' is recommended if you think it is necessary.

HITCHHIKERS GUIDE TO THE GALAXY:

Try...looking under your bed.

Try...enjoying the mud, whilst lying in front of the bulldozer.

Try...PHONE HOME from your bedroom.

Try...waiting in the DARK to see the hints you get.

Try...petting the dog.

Try...drinking the Santraginean Mineral Water.

ZORK II:

Try...doing anything but kissing the princess, like killing.

Try...killing or hurting the demon.

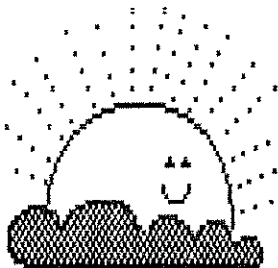
Try...continually attacking the dragon, without him following you.

->As you can see we've just about run out of 'A Funny Thing Happened'. Your help is needed.

THE REVIEWS

'Wishbringer', the newest from Infocom, 'The Colossal Adventure', 'Enchanter', and Adventure International's 'Mission Impossible' are reviewed this month.

Through strange, savage zones your way will be shown by the magical stone called



WISHBRINGER!

reviewed by 'Ernie Squire'.

Wishbringer is currently the most recent release from Infocom. It is rated Introductory, and as such is not a very difficult adventure to complete. It is however very enjoyable. The package is in the new style of Infocom's and contains 'The Legend of Wishbringer', a postal map of your home town, a mysteriously sealed envelope and your very own glowing stone - the WISHBRINGER.

The story begins at 3 pm on a hill overlooking the post office, where you are a postal clerk. The day has been going about the same as it usually does, until you are summonsed to the Post Office to deliver a mysteriously sealed envelope to someone in your home town of Antharia. It is marked special delivery, and must be delivered to the Magick Shoppe before 5 pm closing. So off you go. After overcoming the vicious little poodle and collected a few things along the way that you think may be helpful in the second part of this weird and wonderful game.

Before ascending the hill to the Magick Shoppe on the other side of town, you are warned to map your progress up the hill. Take heed. You finally deliver your letter to the p, who thanks you. After you open the letter (at her request), your real quest begins. The 'Special Delivery' letter was a ransom letter for a kidnapped cat, and it is your job to find it. The proprietor gives you a tin as a gesture of thanks for delivering the letter, and you are thrust outwards. Something however has changed whilst you were in the shoppe - Day has changed to Night and Good into Evil.

The town which you were so familiar with earlier in the day, is now under the rule of the evil witch who lives in the Post Office. You must try to get to her and rescue the cat and return it to its rightful owner. You can, if you wish, rely on some help - from that magical stone -> WISHBRINGER <-.

Along with the package, you get a booklet called 'The Legend of Wishbringer'. It describes the seven magical wishes you may invoke using the stone. You don't have to use any, however they are there (to be used just once) if you need them. The wishes are 'Freedom' which will spring the user from confinement, 'Luck' will bring good fortune, 'Advice' may bring you wise counsel. 'Rain' falls for the bearer, whilst 'Darkness' will plunge the Kingdom into a darkness blacker than night. 'Foresight' lifts the veil of Time to the user and 'Flight' shall bear the magic-yielder swiftly home.

It is not quite as easy as simply 'WISHING FOR LUCK' to obtain luck. Each wish will only work if you are holding the stone and doing or holding something else. For luck you must also hold the horseshoe.

Also in 'The Legend of Wishbringer' is the actual legend of what Wishbringer is and how it came about.

Wishbringer is a fairly easy adventure, and if you are more suited to the harder adventures then it may be too easy for you. If however you are just beginning in the adventure field, Wishbringer is an original and interesting adventure. It is available for most popular computers.

THE REVIEWS

CONTINUED

THE COLOSSAL ADVENTURE

Starting this thing called adventuremania....

[by 'the Phantom Reviewer']

-no name - no fame-

The original Colossal Caves adventure plus seventy new locations by courtesy Level 9. This was the adventure that started it all, and it shows, once played, how such classics as the Zork Series have learnt from it. There is again a Troll, two mazes, a pirate instead of a thief who steals booty, a house and a large underground lake. There are twenty treasures to find, although I have only twelve and know of two more. The vocabulary is a far cry from the Infocom games but is not bad. The one great defect is the lack of an 'Examine' command. The descriptions however are very good and 'Colossal Adventure' is, all in all a worthy one.



Some call it Zork IV, but it is really much more, and an adventure SERIES all it's own. The first of the series of 'ENCHANTER'. reviewed by 'Ernie Sugrue'.

Enchanter was the first release in this series, which resemble, to a certain degree, the phenomenally successful Zork series by Infocom. Some people have even gone so far as to call it Zork IV. It is however, quite a unique adventurer, with perhaps just a 'touch' of Zork. If you have played the Zork series, you may find a portion of the game quite humorous.

The premise of the adventure is simple (sort of!). A dark and powerful evil has gripped the kingdom, and someone must stop him from turning day and night into eternal night. Someone must be chosen by the Circle of Enchanters, who can't send one of their own as the evil Krill will immediately detect one of such power and destroy him. They choose a mere novice, who shall be cast to fight the evil one, and shall be known kingdom-wide as Enchanter.

In your game package is the Guild directory, which will instruct you in the subtle arts of remembering, learning and casting spells, as well as an ancient parchment, sealed with wax. Upon opening you find a letter from the ancient 'Circle of Enchanters'. Apparently they foresaw a time where an evil being may try to take over the land, and in it is expressed their hope that someone of good heart will save the kingdom. You have a spell book, which you will find to be your most precious possession.

Also, you have three spell which are yours forever.



STILL MORE OF 'THE REVIEWS'

«-ENCHANTER REVIEW-» CONTINUED

They are the FROTZ spell which shall turn darkness into light, the NITFOL spell, which will build a barrier across the different languages between you and the animals of the kingdom and the BLORE spell, with which you may guard your most precious possession. You are however reminded that magic, though you may be inexperienced, is your only weapon. By your vows to become an Enchanter you have discarded such mortal weapons as armor and sword.

After being sent on your way, you must first explore the nearby town, and then proceed to Krill's castle, to find and destroy him. If you can, that is (but the Circle Enchanters forbids talk of your failing....). Enchanter is the first Infocom game whereby you must eat, drink and sleep. If you neglect any of these you may find yourself in deep trouble. During sleeping you have strange dreams, which will help you obtain more magic scrolls, which are needed to solve the game. Some of the spells can make a being move at the speed of magic itself, open locked items, and destroy magical illusions. But in case you had the idea of using a powerful spell over and over, think again. Usually spells are written to your spell book, and can be used over and over. A few spells can only be used once, because you are not experienced enough to write such spells to your book.

Whilst exploring the castle, you will meet someone who may be very familiar to you, perhaps personally. The adventurer from Zork, looking battle weary and tired can help you overcome some powerful magic, as he is not affected by such trivial things. You must also work fast in changing a set of rooms, or a powerful beast, even by Krill's standards may be released. Unfortunately for you, Krill placed the most powerful spell scroll of all in the beast's lair, so enter it you must. Do a 'SAVE' and let the beast escape. The ending is quite good.

Sometimes, Belboz, your mentor will take spells off you if you try to use them to solve problems prematurely. Try placing a spell on Belboz.

The packaging for Enchanter is absolutely superb, and anyone accepting a pirate copy is missing out of something indeed.

Enchanter, overall is the most elaborate Infocom game, with many variations. If you like the thrill of the fight, without the blood and like a bit of logic in your games, Enchanter is for you. It is rated as Standard level.

Enchanter is the first in the series and should be completed before Sorcerer, and Spellbreaker the next two. It doesn't have to be though, but the series will be less disjointed if you do.

"MISSION IMPOSSIBLE"

'Good morning, your mission today is....'
and so it begins, your Mission Impossible.
reviewed by -Ernie Sugrue-.

Mission Impossible, renamed Scott Adams Adventure No 3, is one of the original Adventure International adventure series. There are currently fourteen. In MI, you must explore a nuclear reactor site and (hopefully!) defuse the bomb, before it explodes. To tell you when that delightful event is imminent, you have a bomb detector strapped to your wrist. Somewhere in the building there is a terrorist, who has planted this bomb. You must find him (he'll soon die), and obtain some vital equipment necessary in completing the game.

The main idea is to simply go through four coloured control rooms, in each obtaining some piece of equipment and then proceeding to the reactor room to defuse the bomb. The only problem is that each entrance is computer controlled, and a suitable ID pass must be shown before entry is obtained. In the first room, you must still evade the security camera inside, if you wish to exit through the opposite window, which you do. Simply ignoring the camera and smashing the window, will usually result in the bomb detector going haywire and the game ending shortly thereafter....

THE LAST OF 'THE REVIEWS'

-MISSION IMPOSSIBLE- REVIEW CONTINUED

Although there is a sequence regarding a movie which will tell you a few points about defusing the bomb, the time and effort it takes to get the movie going isn't really worth it. Besides, the first time I played Mission Impossible, my time began to run out before I had the chance to view the movie. The things it says are pretty well common sense anyway.

When you have explored the complex, and obtained the proper items need to defuse the bomb, enter the reactor control room and do a SAVE, before continuing. Then go for it... and good luck. Mission Impossible isn't a terribly difficult game and more or less repeats the same procedure over and over to enter the different rooms.

Mission Impossible uses two word (verb-noun) commands as does all of Adventure International games. It is however, quite an enjoyable game.



-> 'THE PRINT SHOP',
-> 'LETTER PERFECT'
WORDPROCESSOR AND
-> 'SPELL PERFECT'
SPELLING CHECKER

WERE USED IN THE
PRODUCTION OF
'THE ADVSIG GAZETTE'



-PAST IMPERFECT-

ORDER PAST ISSUES OF 'THE ADVSIG GAZETTE', AND OUR NEWSLETTER

If you have joined us after the first newsletter, you may like to complete your collection of newsletters (and Gazette's). They are available from ADVSIG for the following fees.

Summer 84/85 - Newsletter 1 - free
May 1985 - Newsletter 2 - free

September 1985 - The ADVSIG Gazette 4 - \$2:00

Postage is \$0:50 per newsletter to a maximum of \$1.50.

If you wish to buy any of our past issues, send a cheque made payable to 'ADVSIG' and we'll send them to you as soon as possible.

THAT'S ALL FOLKS

That's it for another 'Gazette'. Hope you have found it entertaining in one way or another. If you have any comments, or ideas for the improvement of the 'Gazette' please let me know.

We desperately need submissions for the following areas:

Hint Shop Hint Line
The Reviews A Funny Thing Happened...
Lemons

If you can help, please let us know.

Unless anyone can prepare and ship the newsletter for January, the next newsletter will be cover-dated, and sent in February 1986. If anyone can help, please let me know.

Also, any letters received after 20 November 1985, may be delayed, while your letter follows me around the country! If you want to place an order with 'Adventures 'R' Us', please place it before 20 November, and by the first week in November, for delivery by Christmas.

Merry Christmas, and Happy New Year.

Until Next Year,
Happy Adventuring.

'THE ADVSIG GAZETTE' IS PREPARED WITH THE HELP OF:
LETTER PERFECT - WORD PROCESSOR, PRINT SHOP - GRAPHICS
UTILITY, AND SPELL PERFECT - SPELL CHECKER.