

# The Adventure Workshop

## Adventures for the Amstrad

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# **The Adventure Workshop**

Adventures for the Amstrad

## **NEW RELEASES**

### **The Hammer of Grimmold**

by Jack Lockerby

GRIMMOLD THE DWARF KING is deeply TROUBLED. THE fabled HAMMER, A symbol of health and fertility, HAS BEEN STOLEN by Valk, AN EVIL MAGICIAN. IN THE WAKE OF THIS EVENT GREAT MISERY HAS SPREAD THROUGHOUT THE kingdom AND IN DESPERATION THE king HAS CALLED UPON YOUR SERVICES TO RECOVER THE HAMMER AND RETURN IT TO ITS RIGHTFUL OWNERS. HOWEVER, THIS WILL NOT BE AN EASY TASK AS YOU MUST FIRST OUTWIT THE 'HOODED' MEN, GET PAST A NASTY TROLL AND EVEN EXTRACT THE TOOTH OF A VAMPIRE BEFORE MEETING UP WITH Valk himself.

AVAILABLE NOW FOR THE AMSTRAD on DISC CP/M+ & CP/M 2.2 Priced £4.00

### **THE LIFE OF A LONE ELECTRON BY GARETH PITCHFORD**

If you ask any scientist what the atom looks like, they'll probably tell you that it consists of a nucleus made up of protons and neutrons, which is orbited by electrons. That is complete and utter rubbish! To teach you exactly what the atom and its surrounding 'bits' look like, The Adventure Workshop proudly (ahem!) present this game... "THE LIFE OF A LONE ELECTRON" by Gareth Pitchford. In this highly educational game (parents take note!) you play Edmond, an accident-prone electron. Edmond hasn't had a very good day so far. He has crash-landed his 'orbital' in the city of Elektronz which lies, ooh, a long way away from his home town. So how is he going to get back, eh? This is where you come in. Simply guide Edmond round Elektronz and help him find a way to get home. Simple, eh? In the process of having fun you'll get to know everything about the life of a lone electron!...

comes with a free game THE QUEST FOR THE HOLY SNAIL also by Gareth Pitchford

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## NEW RELEASES

### The Darkest Road Trilogy

by Clive Wilson

A compilation of classic quests from Clive Wilson comprising of

THE DARKEST ROAD  
THE UNBORN ONE  
'Twas A TIME OF DREAD

NOW AVAILABLE FOR THE AMSTRAD CPC on DISC £5.00 for CPM+ and CPM 2.2

### The Dragon Slayer Trilogy by Martin Freemantle

A compilation of three adventures comprising of

Dragon Slayer  
Death or Glory  
The Final Battle

NOW AVAILABLE FOR THE AMSTRAD CPC on DISC £6.00 for CPM+ and CPM 2.2

### The Phill Ramsay Collection

A compilation of adventures by Phillip Ramsay

The Sphere of Q'li	Hades
City of Shadows	The Weirdstone
The Eunuch's Ball	Save Your Sister

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# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### MAN ABOUT THE HOUSE

by GARETH PITCHFORD

Those of you who have followed the earlier adventures of Ernie Spludge will probably be very surprised to hear that he has managed to do something right without your help. What that 'something' is won't be discussed, as this is a family adventure, but I'll point out that Ernie's wife is expecting a baby.

And yes, it is his.

Indeed Rosie has had their baby and is due out of hospital today. Ernie, of course, in the time-honoured tradition of the male of the species, has coped admirably while she was away... he has turned their sparkling clean home into a total dump with hardly any outside assistance at all.

Your task in this game is simple. Just make sure that Ernie picks up his wife at the proper time and that the house is presentable... or at least, still standing! It should be easy - Providing, of course, that Ernie hasn't initiated any full-scale disasters. And knowing Mr Spludge, I wouldn't plan on things going too smoothly...

### PERSONAL COMPUTER WHIRLED

BY GARETH PITCHFORD

It was Friday the 13th of November, and the day of yet another Microfair. The 101st to be exact. You were looking forward to this one. There would be no journeys into outer space, no trips into alternate dimensions, no encounters with demented time-lords like at the last fair. All in all, it should be a peaceful day. Of course, you were going to deliver your new game to DTHS. But there would be no problem with that. After all, their stall was on the first floor.

So you found yourself standing in front of the Sugar exhibition complex for a second time, with your ticket clasped firmly in your hand. It was then that the problems began. Out of nowhere, for that is where these creatures live, came a Gruel. It punched you in the stomach, grabbed your game and legged it into the building shouting, "If you want to get your game back, you'll have to catch me!".

Oh well, you thought, at least he hadn't eaten you (Grues usually do this). All you had to do was go in and get your game back. It was then that you noticed that your ticket was missing.

Both games on one Disc only for CP/M+ and CP/M 2.2 Priced £4.00

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### NEW RELEASES

## REVENGE OF THE SPACE PIRATES

by LARRY HORSFIELD

It is six months since you, Mike Erlin, found the Starship "Galaxis" and opened up the Universe for exploration and colonisation by mankind. Already several sister ships are being constructed in space docks in Earth orbit and you are proud to have been prompted to the rank of Captain, and will be given command if the first of these starships, which will be called the "Christopher Columbus". In the meantime, you have enjoyed some rest and recuperation after your exploits leading up to the discovery of "Galaxis". This R & R came to an abrupt halt when the news came through on emergency communications channels that the "magnetic" moon Psia had been raided by Space Pirates, comrades of those who you gassed in the underground installation, and the High Priestess of the Psian people, Jaelaine, kidnapped!

When you arrived on Psia, the Space Patrol informed you that the raid caught the meagre defenses unawares, as they never dreamt that the Space Pirates would be ruthless enough to mount a revenge raid upon the moon. They have concluded that the raid was carried out for one purpose only - that of kidnapping Jaelaine - as surprisingly little damage was done to the installation or to the underground city where the Psian people live. However a number of Federation personnel and Psians lost their lives, something for which the Space Patrol intended pursuing the Space Pirates for, as well as rescuing Jaelaine.

Once again, the Space Pirates managed to elude the two small ships that chased them as they made their getaway from Psia, and it is not known where they took Jaelaine. However, two of the Space Pirates lost their lives during the raid, one of whom took his own life after being wounded and subsequently captured. As a matter of routine the bodies were searched and the only clue the Space Patrol found was a cigarette lighter one of the pirates had in his pocket. This lighter had on it an advertising slogan for a fitness gymnasium in the chief city of the planet Daris, a planet several parsecs from Earth in a sparsely populated section of the galaxy. Other information that a tattoo on the arms of both the pirates revealed was that they were part of a galaxy-wide terrorist organisation known as "The Brotherhood of Space".

A conference was held in which a plan of action was discussed. With so little to go on, the Patrol was reluctant to mount an action against this planet, but you volunteered to go alone to the planet to try and find out where Jaelaine is really being held. The Patrol agree and provided you with false ID papers - your name is too well-known to risk going yourself. They also announced their intention to send out a small fleet of assault ships to the region of empty space near Daris, supposedly to undertake exercises. The Commander of the fleet tells you to try to contact them - using the codename WOTAN - when (and if) you have located Jaelaine. You were told to use the codename MERLIN with which to identify yourself.

You decided to travel to Daris by regular interstellar passenger ship flights, to avoid any secret agents the pirates might have working for them, and three weeks later, after a pleasant voyage on the Orion Spacelines passenger ship "Valkyrie" you find yourself standing in the arrivals hall of Darisopolis shuttle port, wondering what dangers lie before you ...

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*The Adventure Workshop*  
Adventures for the Amstrad

**NEW RELEASES**

# **PHOENIX**

by  
**THE TRAVELLER IN BLACK**

Your life force fades... the visions dim. All that remains are the tenuous memories. You remember a time of tranquillity and contentment in the bosom of your family. Lost forever through treachery and greed when your land was engulfed by the forces of evil.

You even remember the sound of your own screams as you were repeatedly tortured by the Abomination's insane minions.

You remember the period of Limbo that followed, the timeless waiting, the frustration and the need for revenge, before the legendary Champions of Chronos recruited you to fight in the Great Temporal Struggle.

The land of Dagda was the first rebirth and deep down you know that there are others, or will be, for such is the existence of the traveller in black now called Phoenix.

Once again you feel the cry for help, so powerful that it crosses the barriers that cannot be crossed, allowing you yet again to be summoned to a time and place not of your own.

You feel the pain of your rebirth and when you open your eyes....

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## **NEW RELEASES**

### **A PROMOTIONAL PROSPECT**

**by SHARON HARWOOD**

You have always dreamed of a life as a top journalist. All through school you professed your yearning to be one of the elite, one of the few who had an eye for news, one of the few who could put pen to paper and produce absorbing articles. one of the few who could expose scandles and grab exclusives.

At college you took a step forward, one more step on the ladder of your success. Then came a break through, a job with the local newspaper, a job that would put you on the map.

Unfortunately that was several years ago, the time passes so quickly as you travel towards middle age, you've become a popular name within your hometown but you are still no nearer to you dream. All these years you've avoided long relationships, spent every waking hour at your job, ever aware of a woman's struggle in what is still a man's world.

But this morning you awoke with a strange feeling, the feeling that this is it, this is the time you've been waiting for, today you are going to take that final step, the one that will finally put you on the map. Can you do it, can you use your skill and journalist's eye to find the exclusive story you've been waiting for.....

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## NEW RELEASES

### **VIOLATOR OF VOODOO** by THE TRAVELLER IN BLACK

Your life force fades... the visions dim. All that remains are the tenuous memories. You remember the time of tranquillity and contentment in the bosom of your family. Lost forever through treachery and greed when your land was engulfed by the forces of evil.

You even remember the sounds of your own screams as you were repeatedly tortured by the Abomination's insane minions.

You remember the period of Limbo that followed, the timeless waiting, the frustration and the need for revenge, before the legendary Time Crusaders of Chronos recruited you to fight in the Great Temporal Struggle.

The land of Dagda was the first rebirth, and Finvarra the last. Deep down you know there are others, or will be, for such is the existence of the traveller in black now called Phoenix.

Once again you are dispatched to Terra VII in its final years prior to 'THE CATAclysm', this time to combat the forces of Primal Darkness in the Caribbean. Once again you cross the barriers that cannot be crossed and arrive at a time and place not of your own.

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### **JACK AND THE BEANSTALK** by **JACK LOCKERBY**

What more can be said about this tale, surely everybody knows what must be done to succeed in this game.... but if not, just ask Mum as I am sure she will know what you have to do.

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## **NEW RELEASES**

### **THE CUP**

**by Jack Lockerby**

**You have attended the annual "Liar's Club" dinner and prize giving. It had been a great night, with each speaker trying to top the previous raconteur with wild and improbable tales. But the best by far had been Paddy Murphy and his tale of animals in the wild, his flaming red hair waving wildly as he recounted his adventures. You arrived home in a merry state and were soon fast asleep. Just before dawn you are awoken by a horrendous scream from the foot of the bed and glancing down you see, to your horror, a mass of red hair and a back covered in claw marks. You attempt to assist but are told to save yourself from the lion..... determined to get to the bottom of the mystery you quickly dress and step outside your front door.....**

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### **THE CHALLENGE**

**by Jack Lockerby**

**You are Yarulla, skilled hunter and trapper. The old chief of the tribe has just died and all the villagers have gathered together to choose his successor. normally the eldest son would be automatic choice, but Pacheo was both a coward and a bully and nobody liked him. So when a voice cried out "Pacheo for Chief!", several voices replied "Challenge!" Not surprisingly one of them was your own, for Pacheo had sworn to banish you from the tribe when he was chief. The elders went into a huddle and after some long deliberation decided that you would be the one to challenge Pacheo.....what next?**

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## **NEW RELEASES**

### **WITCH HUNT**

**by JACK LOCKERBY**

There once was an adventurer who lived in a little Highland village. One day, while out walking in the woods near his home a mist suddenly descended. He wandered about aimlessly for many hours and as darkness drew near he knew that he was hopelessly lost. Suddenly, as if by magic a small cottage appeared out of the mist. He went to the front door and knocked. An old woman appeared and invited him for food and refreshment. Once inside he noticed that the old woman had put on a blue hat. "If you want to see your loved ones again, you must do exactly what I am about to do." Whereupon, she stood up, turned round three times and VANISHED leaving the blue cap on the floor. Anxious to get home as quickly as possible our intrepid adventurer picked up the hat and place it on his head. He turned round three times and his vision blurred. On opening his eyes he found himself in a cellar.

Available Now on Disc only for CP/M+ and CP/M 2.2 Priced £4.00

### **THE DOMES OF SHA**

**by Jack Lockerby**

Olaxas was once a thriving agricultural planet, relying on the vast Yander forests for most of its needs. Then came the Great War. No records of events from this terrible period have ever been found and even the Elders can recall nothing. It's as though the past has been erased. The only people to survive the war were the Sha tribe. A proud people that lived and worked in the encircled valley which they named after themselves. The land surrounding them was dead and barren and for all they knew, they were the only tribe now left on Olaxas. They knew their planet was dying but some dreadful fear that no one could explain prevented them from leaving the valley. Even though they knew that if they did not move they would soon die. They called this fear the Cold Fear and none had been strong enough to bear its full force. Maybe you can. Somebody must.

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## NEW RELEASES

### THE SPECTRE OF CASTLE CORIS FSF ADVENTURES

NOW AVAILABLE FOR THE CPC 464 WITH DISC IN CPM 2.2 FORMAT

As seen in the "Megapoints" competition at the 1991 Adventure Probe convention and voted as second best 8bit Adventure at the 1992 Adventure convention, this is the second adventure in the series featuring Alaric Blackmoon, hero of "The Axe of Kolt". Created Duke of High Jamack by the grateful King Kelson of Hecate, Alaric decides to take some time off from his new role as Commander of the Royal Household Dragoons, and tour the towns and villages of his new demesne. En route, his horse goes lame and he finds a farm where he leaves his mount while he continues on to the next town, Corwyn, on foot. Alaric is puzzled by the farmer's reaction when he tells him where he is going and, on nearing the town, he comes across a group of people laden with all their worldly possessions, who are fleeing the town. What is this "spectre" that is terrorising the once peaceful town of Corwyn? What has happened to Baron and Baroness Coris, who live in the nearby castle? Duke Alaric decides to investigate!

Available Now on Disc only for CP/M 2.2 Priced £5.00  
and for CP/M+ Priced £6.00

### Into The Mystic by Jack Lockerby

The countryside was in uproar. Folk congregated and spoke in hushed tones. "Where had all the Magic gone?" they asked each other. So the Privy Council held a meeting as they usually do when they don't know what to do next. After a lot of passing the buck Merlin was chosen, no not to go on the quest, but chosen to find some mug, daft enough to put his life on the line. And find one he did, guess who?

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## **NEW RELEASES**

### **THE CHAMELEON KEY**

**by SHARON HARWOOD**

Many years ago you were sent to Planet Earth to deter the destruction of the World by Evil Forces. Using your Chameleon Power of changing molecular images you had no trouble carrying out the mission and it was decided that you should remain on the Planet to remove all danger as it arose. With this in mind and in order to keep your identity secret you have assumed many guises and moved extensively around the world.

For the past seven years you have been living peacefully in Great Britain as a young Schoolboy called Craig Drury. However, in recent weeks you have been aware of some force at work on your Home Planet and, unable to ignore the urge any further, have decided that you must return immediately. Bidding farewell to your surrogate family and clutching your most precious piece of equipment, you travel half way across the World to your secret hide-out.

Available Now on Disc only for CP/M+ and CP/M 2.2 Priced £4.00

### **THE SEARCH FOR THE NETHER REGIONS**

**A Two Part Adventure by GARETH PITCHFORD**

In the stereotypical magical kingdom of Kwargz, the peace and quiet had been shattered by the arrival of the evil orc-lord BEYDM - a being with far too many consonants in his name. The orc-lord and his troops had taken to holding loud all-night parties, which were greatly disapproved of by the natives (mainly because they were never invited). Eventually, after the orcs' annual hobbit-bashing night, things got too much for the poor people to bear and you were called upon to help.

You are not a bold warrior, elf prince or mighty wizard. You are a sadly pathetic person who will use any excuse at all to take part in an adventure of thrills and high excitement. And so you find yourself on a quest to obtain the only item that can get rid of these orcs - Jeremy's Fabled Golden Camcorder, the most orc-terrifying object in existence which is said, in legend, to lie in the heart of the mysterious Nether Regions. There's just one problem. Nobody knows where these Nether Regions are.....

But don't let that put you off!

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# **The Adventure Workshop**

**Adventures for the Amstrad**

## **NEW RELEASES**

### **THE DARK TOWER**

**by JACK LOCKERBY**

In the small store-room of the monastery stood a large oak chest, adorned with bands of copper and held together with tiny brass bands nailed in place with small iron nails. Inside this chest lay a green-leather book, its pages yellow with age and as brittle as a leaf on a cold autumn morn. On these pages, in dark blue ink, had been scrolled the annals of the 'Age of Shadows' and of the fate that befell the monastery of Draghag at the hands of marauding Orcs.

The book told of a time when there was a bitter struggle between humans and orcs, of a time when the 'Dark Lord' was slain and the orcs put to flight. It also told how many of the orcs split into small bands and spent their time roaming the countryside intent on pillaging and looting. One such band had attacked the monastery and stolen, amongst other religious artefacts, the legendary 'Golden Chalice'. They had then retired to the safety of the 'Dark Tower', a secure citadel situated somewhere beyond the Shadow Mountain. They also took with them the leader of the unicorn herd and after subjecting the poor creature to barbaric treatment, turned it loose in the forest.

One day the abbot sent for you and informed you that even though you were a mere novice it had befallen you, as the youngest and bravest, to seek out the orcs and their infamous 'Dark Tower' and to recover the stolen items. You were also instructed to find the unicorn, as that would be your only means of returning to the monastery.

The abbot and several of the monks accompanied you as far as the edge of the forest, but when an orc archer was spotted amidst the trees they all turned tail and left you to your own resources.

You wandered around aimlessly for a spell, then suddenly spy a wisp of smoke rising lazily over the tree-tops. Striding northwards, you head in the direction of the smoke.

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# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### THE GOLDEN FIGURES OF DEATH

by MARTIN FREEMANTLE

You are Jenny Peril, Timejumper 1st grade. Your old institute tutor has become a renegade timejumper and is at odds with the Federation of Peace, F.O.P. for short. He has sent a time capsule back to the beginning of time with a low energy pulsar bomb. This will shatter the cosmic balance and destroy everything as we know it. The old fool has sent you a titanium micro disk, which you hide in your capsule. Also a note which reads;

Dear Jenny,

I've hidden the cancellation code within the metal properties of three golden figurines, and placed them at different times and places in the galaxy. The disk will help you and the first part of the code and coordinates are upon the disk.

Best of luck.

Prof M.Adder

Available Now on Disc only for CP/M+ and CP/M 2.2 Priced £4.00

### The Escaping Habit

by JACK LOCKERBY

The time is January 1942 - the place a P.O.W. camp, somewhere in Italy. You were captured when en route to a meeting with the Allied commanders in North Africa. You were carrying highly confidential papers which you managed to prevent from falling into enemy hands. After several abortive attempts at escaping you were finally sent to this present camp, in northern Italy, which is reputed to be escape-proof. You are taken to meet the senior British officer and he gives you the general low-down on the camp. Your hut is number one and your meal times are 8.00am - 13.00pm - 18.00pm. Drop whatever you are doing when you hear roll call called and head for the square. But you will never eat that 18.00pm meal as the Gestapo are coming for you at 16.00 hrs. They intend to torture you until you reveal the hiding place of those secret plans. Of course you have two other choices. You can suffer the torture until you die or you can ESCAPE!

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# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### THE ZETA ZONE

by Martin Bela

Thousands of years ago the planet Earth was devastated by World War 4. With almost all life forms in danger of becoming extinct, it was decided by the surviving nations that all the remaining resources were to be into building a spaceship to carry people to another planet to start a new colony.

And so it was that the starship Capella began it's voyage to seek out an Earth-like planet. The crew took with them a small but powerful device called a Data-cube, containing huge amounts of information on many things such as building, power generation and genetic engineering ( including the genetic data needed to re-create many species of plants and animals). The ship travelled for nearly three thousand years before a suitable planet was found. Many generations of crew had of course passed and many myths and legends about earth had been passed down by their ancestors.

The Data-cube was now more important than ever, as the only life on the planet appeared to be just grass. Work soon began, creating crops and even a few animals to populate the new planet. Which was now called Omicron. Eventually the colony divided into four zones, called Omega, Psi, Theta and Zeta. The most recent work on genetic re-creation was done in Zeta.

Explosions were heard several nights ago, as a large fire swept through the zone of Zeta. Many people have attempted to reach Zeta, but none have returned. The cause of the fire is therefore unknown. The most urgent matter at the moment, is to retrieve the Data-cube, which has hopefully survived the fire. The mayor of Omega has chosen you ( being his most capable adventurer ) for this job.

This Two Part Adventure Is Available Now On 3" Disc Only Priced £5.00

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# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### **AZTEC ASSAULT**

by THE TRAVELLER IN BLACK

Your lifeforce fades... the visions dim. All that remains are the tenuous memories. You remember the time of serene tranquillity and contentment in the bosom of your family. Lost forever through treachery and greed when your land was engulfed by the forces of evil. You even remember the sounds of your own screams as you were repeatedly tortured by the Abomination's insane minions. You remember the period of Limbo that followed, the timeless waiting, the frustration and the need for revenge, before the legendary Time Crusaders of Chronos recruited you to fight in the Great Temporal Struggle. The island of Santa Barbaro was the last rebirth and you know there are many others, or will be, for such is the existence of the traveller in black now called Phoenix.

Once again you are dispatched to Terra VII in its final years prior to the Cataclysm, to fight the forces of Primal Darkness that have been unleashed at Tenochtitlan. Again you cross the barriers that cannot be crossed, and experience the familiar pain of rebirth. Once more, you are a stranger on a strange stage, with DEATH waiting to make an entrance.

Available Now on Disc only for CP/M+ and CP/M 2.2 Priced £4.00

### **THE BLACK TOWER**

A Two Part Adventure

By DIANE RICE

The Morjan Crystal an ancient artefact of great power, which once protected the land, has been turned to evil uses and is being used to create famine, devatating storms and pesilence across the land. You have been tasked to seek out the crystal and destroy it before the land is utterly destroyed by it power. The Crystal is believed to be housed in a impregnibal tower on the far side of the kingdom. You must travell there and by some means effect entry to THE BLACK TOWER and there destroy the Crystal. The task is not easy as the crystal will be using its powers to prevent you from destroying it. It will take great skill and cunning to complete the task ahead. Good Luck!

Available Now on Disc Priced £5.00 and Tape Priced £3.00

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# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### *The Enchanted Cottage*

by JACK LOCKERBY

The old Sorcerer chuckled quietly to himself as he walked along the forest trail. With one hand on your shoulder and the other stroking his long white beard, he pauses to speak to you. "Niki, this is your very last chance to become an official Sorcerer. You have been on a Government sponsored training course for the past five years and SIII who must be obeyed says enough is enough. So we are going to put you in The Enchanted Cottage for a spell, if you'll pardon the pun. Escape and you will be given a position in the Civil Service with an index linked pension. No reward could be higher. Good Luck!!

Available Now on Disc only for CP/M+ and CP/M 2.2 Priced £4.00

### A SERPENTINE TALE

By DIANE RICE

Following your success, in destroying the Morjan Crystal, you decided to take it easy for a while. Boarding a ship, to take you across the Moellen Sea, to the port city of Hiarken, you settled back to enjoy the voyage.

All was well until.....

As you came in sight of land a violent storm arose and, in mountainous seas, the ship foundered with all hands.

All that is, except for yourself, who had taken shelter in a small boat, which had been brought on deck to be caulked.

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# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### The Assassins' Guild Two

by Phillip Ramsay

You feel uneasy as you enter the Grand Assassin's study, certain somehow that his summons bodes ill for you. At his smile, your feeling strengthens.

"Ah," he says to you. "Last year, I recall I gave you a rather difficult task to perform. This year, I thought I'd try to redress the balance by giving you an easier one."

You begin to stammer your thanks, grateful for the fact that your new assignment will not be too strenuous.

The Grand Assassin waves your thanks away. "I've spoken with your tutors, and they are all unanimous in their praise of your dedication to your studies and your constant hard work. In light of this, I thought you'd like to take a break and see something of the countryside." The Grand Assassin takes a parchment from his desk and passes it to you. It bears his personal seal.

"Take this letter to my brother. His home is to the South of the Guild. Oh, and, whatever you do, don't open it, and DON'T LOSE IT!"

You take the letter and leave the study, with a familiar sense of foreboding suddenly settling in the pit of your stomach.

This Two Part Adventure Is Available Now On 3" Disc for CP/M + Only  
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# The Adventure Workshop

Adventures for the Amstrad

NEW RELEASES

## *Settlement XIII*

A Two Part Text Adventure Written By Sharon Harwood

In May of 1998 the last nuclear bomb struck Moscow. The destruction of this, the last major City, not only marked the end of the Third World War but also the end of civilisation as we know it. After five years of fighting for food and water some of the survivors grouped together in Rome around the Catholic Church, and began the long, hard struggle to rebuild a community. As the group grew so then did the resources, as expert were found in many fields. Water and fuel were short but with patience and much hard work both were pooled from other parts of Europe. Survivors heard, by word of mouth, about the new group, and many journeyed across the continents to join their brothers in search of civilisation and companionship. The first of the babies began to arrive, many were stillborn and others died within days of their birth, but hope grew with each child that lived....

Before long the community was too large to support itself within the chosen area and thus began Project Settlement. Scouts were Sent out into the world, reporting back news of areas that could support members of the colony. Many groups branched off from the main centre, settling in these specifically chosen places, learning to support themselves and using the main centre as a communication link. Last year two of these new communities rose from the ashes of destruction to take their place within The New World Inhabitants Civilisation. The first in France, situated within the Pyrenees, the second in England, in the area known as North Devon. Both have been in constant radio contact with the Mother centre, reporting in regularly with updates of the work being carried out. However Settlement XIII in England has failed to make contact for the last two weeks. All efforts have been made to restore the link without success.....

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# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### **TWELVE DAYS OF CHRISTMAS**

A Three Part Text Adventure by DIANE RICE

In the Words of the Song:-

On the Twelfth day of Christmas my True Love gave to me:

Twelve Lords A'Leaping  
Eleven Ladies Dancing  
Ten Pipers Piping  
Nine Drummers Drumming  
Eight Maids A'Milking  
Seven Swans A'Swimming  
Six Geese A'Laying  
Five Gold Rings  
Four Calling Birds  
Three French Hens  
Two Turtle Doves  
And  
A Partridge in a Pair Tree

Now your True Love would like the same treatment.

Available Now on Disc Priced £5.00 and Tape Priced £3.00

### **LAND OF THE PURPLE SEA**

A Text Adventure By DOROTHY MILLARD

This is a fantasy. As a scientist you've completed your experiment against all advice and now you find yourself on a lonely beach with a purple sky and sea. Even the vegetation is purple. You will meet weird creatures such as the Purple People Eater, a Purple Cat looking for his socks and a Purple Snake who isn't happy to see you. Using magic and lots of ingenuity you must find a way to return.

Available Now on Disc Priced £4.00 and Tape Priced £2.00

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# The Adventure Workshop

## Adventures for the Spectrum & Amstrad

### Die Feuerfaust

A Four Part Fantasy Text Adventure Written By Larry Horsfield

One summer's day, you are urgently summonsed to the King's audience chamber, where you find him in the company of his Foreign Minister, Baron Mescarl, and four foreigners dressed in black armour, who you are told are Teutonic Knights from Germana. Prinz Eugen of Lubeck, explains that they are a deputation from the Hanseatic League, a confederation of city states that have co-existed peacefully for hundreds of years and have become one of the most powerful trading nations in the world. Now that peace is under threat due to the recent theft of the symbol of unity of the league, a metal gauntlet from the suit of armour worn by the founder of the League, known as Die Feuerfaust - The Fist of Fire - was stolen by persons unknown from where it rested in the Town Hall in Lubeck, the capital city of the League.

Each of the city states suspects the other of being behind the theft, but why any of them should want to steal it is beyond belief. Nevertheless, the theft has caused long-forgotten enmities to resurface and it is these that are in danger of escalating into civil war. Your exploits in seeking and finding the lost Axe of Kolt have become legend in Germana, and the Teutonic Knights, have decided to seek your aid in finding the and restoring Die Feuerfaust to its rightful place and thus preventing the threatened civil war. King Kelson tells you it will be your choice whether to accept the quest, but your desire for some adventure causes you to agree to help the Knights. They offer to escort you across the Baltic to Lubeck, but you decline, saying you will make your own way, as you have to visit a friend first. The Knights are puzzled by this, but take their leave and return to Lubeck immediately.

You then set forth to visit this friend, none other than Magor the Sorcerer, who helped you at the start of your quest to find the lost Axe of Kolt. You ask Magor if, by arcane means, he can enable you to speak the Germanic language. Magor is able to do this and he teaches you something of the geography of Germana. After bidding Magor farewell, you ride to the coast and take passage on a merchant ship bound for Lubeck, a voyage heading southwest that will take about five days. The weather when the ship sets sail is good but as you approach Germana a violent storm hits the ship and drives it south, way off course, and directly towards the rugged coast. Realising that the ship is being blown relentlessly towards some rocks, the captain orders everyone to take to the boats. As this is happening, the ship hits some submerged rocks and starts to sink. You are thrown into the water and only survive by clinging onto one of the ship's spars.

The next thing that you know is when you are wake up on a sandy beach, although there is no sign of the spar you tied yourself to. Your head hurts and it takes a while to clear. Then you turn around to see where you have been washed up.....

Available on Spectrum Tape Priced £3.00 and 3.0" Disc Priced £5.00.  
and on Amstrad Disc for CPM+ and CPM 2.2 Priced £6.00

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# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### The Bardic Rite

By Jamie Murphy

The second game of the Leopold the Minstrel Trilogy

Leopold was worried. He sat down on his bed and scratched his head. The Rite was this very day and he had done nothing.

Right, may as well get to it, he thought, before Tomas wins without me doing anything. Now, what did I have to do...?

Leopold had to find himself some original music, and an instrument to play it on. And he had to be ready for when the Bardic Bell was rung.

Oh dear, oh dear. And he hadn't been to see the Judges yet...

Available Now on Disc only for CP/M+ Priced £4.00

### MATCHMAKER

by JACK LOCKERBY

Your quest is simplicity itself.... all you have to do is get the Prince and the Princess to church on time. The Prince carrying the wedding ring and the Princess dressed in her bridal gown and carrying a large bouquet of flowers. Oh and before I forget, you will also need a page-boy, dressed in a sailor's suit, to be in attendance.

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# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### *The Beast of Torrack Moor*

*By Linda Wright*

This morning started out much as normal: you awoke to the sound of the radio as it spluttered into life, dozily dragged yourself out of bed and eventually arrived at work, having washed, dressed and dined on soggy cornflakes in between these two major events.

Settling down at your desk, you blearily shuffled various things around until the morning post was unceremoniously dumped in front of you. Yawning, you cast aside the normal boring reports from the various local societies and council committees and was about to doze off when you noticed a small envelope with spidery writing on the outside.....

Available Now on Disc only for CP/M+ Priced £5.00

### **Bog of Brit and The Menagerie** by Ian Brown

Bog of Brit -- You are Bog of Brit, feared and despised for being kind and considerate. One day you are forced to flee the village children who have decided to use you to exercise the warhounds. Your aims are therefore:-

1. To avoid being ripped to shreds.
2. To acquire a vast fortune.
3. To find your lost family heirloom, the bloodthirsty Blade of the Bogs.
4. To slaughter hundreds of misunderstood animals and/or sorcerers, because ...

"That is what barbarians do."

-----oOo-----

The Menagerie --Good morning Mister Boyd. Your mission Jim, is to avoid arrest by the Police for your recent attacks on the residents of Devon. After which it is to solve the assorted problems created by a deranged mind, then find the Bloodstone Beast of Baal before the final curtain falls on the inglorious life of the VAMPIRE.

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# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### THE REALM OF DARKNESS

by JACK LOCKERBY

You have been engaged by the king of a small island to recover treasures stolen from the vaults of his castle... or as he called it, 'his Treasury'. Any minor pieces that you find are yours to keep and dispose of as you see fit, but all the major items are to be returned to the king. On your travels you will encounter a mutant mole, a giant rat, a wounded hyena, a gentle bear, a gypsy, a poacher and of course THE THIEF!

Available Now on Disc only for CP/M+ or CPM2.2 Priced £4.00

### THE JADE NECKLACE

by JACK LOCKERBY

You are Philip Mallow, private investigator, and you are busy swatting flies with a rolled up newspaper when the phone rings and the dame on the other end of it rambles on about the theft of a necklace from her home in Cherry Tree Avenue. It is imperative, she says, that you recover it before her husband finds out it is missing and after haggling over the fee, you agree to take the case. You drop the newspaper and.....

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Adventures for the Amstrad

**NEW RELEASES**

## The Caves of Skull

by Martin Freemantle

Once upon a time in a land sick at heart and mean of soul a young Elf discovered a box from another world.

This is his adventure...

You found the strange looking box on one of your expeditions into the talking forest. What do the unfamiliar carvings upon its five sides mean, and why does it not open, this curious box. You take it to the oldest and wisest Elf of your band. The old Elf looks concerned as he studies the box, which he turns over in his long wrinkled fingers. The old Elf looks up at you and at long last speaks. "Gem I must now ask you to make a long and perilous journey and to take this box with you. This is the cause of all the hate and disease that now plagues and infests our lands. This box was sent by our oldest enemies, the Troggs, who now live underground in another world. You must go to the forbidden place at the eastern side of the talking forest. Learn how to open the box and use its contents to destroy our enemies."

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# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### PUZZLED

by TONY MARSH

I,ve just had a terrible nightmare! Or have I? Could it be that it's REALLY happening? That's the problem - I just DON'T KNOW!!

I dreamt (or thought I did) of this huge jigsaw puzzle, from which six pieces were missing. Locating the pieces and completing the jigsaw, and unlocking its "secret" was my only means of escaping the nightmare - but that meant overcoming all manner of strange tasks!

There seems to be a strange silence and an awful chill in the air! I rise from my sweat-drenched bed and look around.....

Available Now on Disc only for CP/M+ or CPM2.2 Priced £4.00

### DEATHBRINGER

BY TREVOR WHITSEY

It is the 26th Century, 500 years after the Reptilian War that threatened the Free Systems....

Forged at the beginning of time, it rose from the ashes of a once mighty race. It was to become the most formidable weapon in the galaxy, leaving destruction and devastation in its wake. Its power was legendary, and it was missing. But with the discovery of an abandoned alien spacecraft in the Amazon came new developments.....

Although one component had been found, its occupants were gone, victims of their Death Search. Using the advanced alien craft, you must embark on a desperate race against time that will take you to distant, uncharted systems in your search for the power of the DEATHBRINGER.

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# **The Adventure Workshop**

Adventures for the Amstrad

## **NEW RELEASES**

### **The Unborn One by Clive Wilson**

The twisted trees that lined the 'Darkest Road' had shed many a leaf in the years since you last walked this land and ventured beyond the Eagleshorn, beyond even the Pinnacle in your search for the Black Wanderer. Once more, the Mysterious Stranger had appeared from out of nowhere and sought your assistance in putting right the problems besetting the land. For a vile plague had befallen the people... killing them in their thousands... and the Southlands were in dire need of some form of salvation. This plague was brought about by the one known as 'The Unborn One'. An evil concocted by the Black Wanderer and hidden away until now, just waiting to heed his call....

AVAILABLE NOW ON DISC £4.00      REQUIRES CP/M+ or CP/M 2.2

### **The Eunuch's Ball by Phillip Ramsay**

**WARNING THIS GAME IS FOR ADULTS ONLY AND SHOULD NOT BE BOUGHT BY ANYONE WHO IS EASILY OFFENDED.**

One fine, summer's morning, you wake up to find a letter from your Uncle Edan. The thing dearest to him in the world has been stolen. He has ascertained that it is hidden somewhere in the village of Puggery, but cannot leave the mansion and neglect his duties as Grand Eunuch. He does not identify the object but says you will know it when you recover it. You are the only person he can turn to. When he discovered that the object was missing, he immediately thought that he needed a clever, intelligent, resourceful and diligent person to recover it for him. Unfortunately, none was available. Hence, he thought of you. You leap out of bed, determined to find the object for your Uncle. Five hours later, you alight from a bus and find yourself in the village of Puggery.....

AVAILABLE NOW ON DISC £4.00 OR ON TAPE £2.00

**Also from Philip Ramsay**

### **THE WIERDSTONE and SAVE YOUR SISTER**

Two Graphics Adventures suitable for novice players on one tape or disc.

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# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### The Jade Stone by Linda Wright

You, Amora, daughter of Lord Senidea, are engaged to Amanton, an attractive guy who is, however, a bit of a wimp. On hearing that the evil Mallumo of Kradoom is about to declare war against your dad, Amanton declared that he would sort out said villain, in the hope of improving his standing with your father. With a limp wave, he trotted off towards Kradoom, and hasn't been heard of since.

That was until today, when a ghastly Putron ( a servant of Mallumo ) delivered a ransom note to your dad..... The note read "Amanton held prisoner. Will release him in exchange for your daughter or your kingdom. Signed Mallumo." Enraged your father screams "Idiotic future son-in-law! Suppose I'll have to rescue him!" and before either you or Sajo, the Lords' adviser, can stop him, your dad goes east, shouting "CALL OUT THE ARMY!" .....

Sajo shakes his at the sight of the army heading into battle and whispers to you "THE JADE STONE is the only thing that can stop Mallumo and that has been lost for many a year now."

Assist Amora to locate the "JADE STONE" and thus find the means to destroy Mallumo.

AVAILABLE NOW ON DISC £5.00      REQUIRES CP/M+ or CP/M 2.2

### First Post the Post by Gareth Pitchford

Ernie Spludge has had a terrible row with his fiancée Rosie Cheeques which ended in them calling off the engagement. After going home in a huff, he wrote a letter to Rosie telling her exactly what he thought of her, and posted it that very evening. In the cold hours of the morning Ernie realised that he had been wrong, Rosie also realising their mistake rang Ernie and they forgave each other and the engagement was on again. Ernie then remembered the letter, if that reached Rosie there is no way she would marry him after reading it. There is only one thing to do stop that letter. Comes with a FREE game Larry the Lemmings Urge for Extinction by Scott Denyer.

Note disc Version requires CP/M+ or CP/M2.2 please state which when ordering

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Adventures for the Amstrad

ADVENTURE	AUTHOR	CASSETTE	DISC
MICROFAIR MADNESS(3 PARTS)(CPM+)	DELBERT THE HAMSTER	---	£6
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TREASURE ISLAND(2 PARTS)(CPM)	RIVER SOFTWARE	---	£5
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THE TONY COLLINS COLLECTION TONY COLLINS --- £5  
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THE CHARLES SHARP COLLECTION CHARLES SHARP --- £5  
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THE ALEX GOUGH COLLECTION ALEX GOUGH --- £5  
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THE RIVER COLLECTION (CPM) RIVER SOFTWARE --- £5  
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# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### THE ELLISNORE DIAMOND from RIVER SOFTWARE

During the English Civil War, the Ellisnore Diamond was given to Sir Roger Durwood by King Charles the First as a reward for hiding the king in Carisbrooke Castle. Sir Roger also known as Blackbeard (because of his full black beard, coppery face and evil eyes), thereupon denounced the king to the Round-heads. After the kings capture, suspicion fell upon Blackbeard and he was removed from the governorship of the castle. He returned to the village of Moonholm and lived in seclusion, weighed down by guilt, despised by all until he died.

But even after his death he could not rest; for men said that he had hidden the diamond and that not daring to reclaim it, had let the secret die with him and thus his ghost walked at night trying to find it again, for he had vowed, shortly before death had claimed him, to sell the diamond and spend the proceeds on the poor of the parish. After a long discussion with the parson it was decided that you would complete Blackbeard's task, thus releasing his ghost from eternal damnation.

AVAILABLE NOW ON DISC £4.00 requires CP/M please state CP/M+ or CP/M 2.2 when ordering

### HOMICIDE HOTEL by JAMES BENTLEY

At the Majestic Hotel in the coastal resort of Knightford, a certain Mr Andrews has been found murdered in his room. Or was it suicide? A syringe containing strychnine lay beside his body, making the cause of death obvious, if not the circumstances. The deceased was a successful film producer, and only recently married to the enormously famous film star and model Miss Carmel Imeldra. Indeed it was his wife screams on discovering the body that alerted first Dr. Spencer, another guest, then the police. The body was found at 10.15pm, 9th June; death was later ascertained to have taken place sometime between 8pm and 9pm the same night. Fingerprints were taken but were inconclusive and there was no sign of a struggle. All guests, of course, were retained at the hotel, as were the owners; and Mrs Blake who was on the reception desk that night, was sure that no-one other than guests, entered or left. You as John Stafford, a private investigator, have been called in to help the police. You have free access to all the guests room as well as Knightford and its environs, can you solve the crime if indeed there was one before the police arrest their prime suspect at midnight.

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# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### DAVE DANGEROUS by ALEX GOUGH

Will 'Dave Dangerous', 'Super Hero' and all round 'Good Guy' be able to save the Space Station, he has 24 hours to find the missing piece of vital equipment and track down the thief, before the stations life support systems fail. Explore the massive station with your trusted companion 'Harry the Hamster', meet strange alien life forms and board visiting space ships to acquire the items you need to succeed in your quest. In this first of a series of 'Super Hero' spoofs there are guest appearances by famous TV sci-fi characters.

AVAILABLE NOW ON DISC £4.00 and on TAPE £2.00

### A DARK SKY OVER PARADISE by INTERACTIVE TECHNOLOGY

2045 and an ecological disaster rose from the growing fire of modern civilisation, the Earth's population expanding to an un-supportable number. A Plan was devised to colonise Mars, a civilisation to provide a haven for the overspill of Earth's populace. The Plan rolled into action quickly, but soon the invoice had to be considered and Earth lowered into a deepening economic crisis. January 2062, you are a mere citizen summoned overnight to a Moon in crisis, rocked by bombings and intrigue that casts A DARK SKY OVER PARADISE.

AVAILABLE NOW ON DISC £5.00 and on TAPE £3.00

### BORDER HARRIER by STUART LORD

The year is 1579 and you are on a secret mission for the King of England, the details of which are recorded on a message, that must be delivered to Edinburgh Castle. However you have been betrayed into rebel hands and now find yourself imprisoned in Galashiels goal. Escape seems impossible - but then you are the BORDER HARRIER.

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Adventures for the Amstrad

## MORE GREAT NEWS FROM FROZEN NORTH

The Adventure Workshop is pleased to announce that it has acquired the marketing rights to the excellent **FSF Software** adventures and has now available the following adventures:

**THE AXE OF KOLT** AVAILABLE NOW ON DISC £6.00 requires CP/M+

**MAGNETIC MOON** AVAILABLE NOW ON DISC £6.00 requires CP/M+

Other FSF Adventures will be released over the coming months watch out for details.

We Have also acquired the marketing rights to the Classic  
**Clive Wilson & Les Hogarth** Icon driven adventures.

**VENOM** AVAILABLE NOW ON DISC £4.00 and on TAPE £2.00

**KOBYASHI NARU** AVAILABLE NOW ON DISC £4.00 and on TAPE £2.00

**SHARD OF INOVAR** AVAILABLE NOW ON TAPE £2.00

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# The Adventure Workshop

Adventures for the Amstrad

The Adventure Workshop is proud to Announce  
in association with **F.S.F. Adventures**  
the release of

## STARSHIP QUEST

This, the exciting 3 part sequel to "Magnetic Moon", carries on where that adventure ended. You, Mike Erlin, are back aboard the "Stellar Queen", your solo mission a great success. The ship is speeding through space towards a hyperspace jump point, bound for a hospital base where Commander Giles, the injured captain of the lost scoutship "Pathfinder", can receive the urgent medical attention she needs. Your thoughts, however, are not on what lies ahead, but what you are leaving behind, for Commander Giles told you, before the "Pathfinder" was wrecked by the same tractor beam that dragged the "Stellar Queen" out of space, that they had detected vast abandoned cities and spaceports on the mother planet of the "magnetic moon". You are convinced that the secret of the "keys to the universe", given to you by the priestess Jaelaine in the Psians temple inside the moon, is to be found on that planet. Your captain refuses to either turn back or stop the ship, and you have only TWO MINUTES before the ship goes into hyperspace! How are you going to get off the ship and get back to the planet that you are flying further away from at every second! In this adventure, Mike Erlin finds himself going for a ride on an ancient underground railway, dealing with various androids - some helpful, some not - escaping death on the sacrificial altar of some very bloodthirsty natives, avoiding death from all kinds of ferocious creatures, and eventually making a trek through a subterranean assault course that will lead him to find the STAR MATRIX, the third key that will enable mankind to inherit the "Last Starship of the Galaxans"!

Available Now on Disc priced £6.00

also

## THE ADVENTURES OF MIKE ERLIN

Both **MAGNETIC MOON** and **STARSHIP QUEST** on one disc

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# **The Adventure Workshop**

Adventures for the Amstrad

## **NEW RELEASES**

### **THE SPECTRE OF CASTLE CORIS** from FSF ADVENTURES

This is the second adventure in the series featuring Alaric Blackmoon, hero of "The Axe of Kolt". Created Duke of High Jamack by the grateful King Kelson of Hecate, Alaric decides to take some time off from his new role as Commander of the Royal Household Dragoons, and tour the towns and villages of his new demesne. En route, his horse goes lame and he finds a farm where he leaves his mount while he continues on to the next town, Corwyn, on foot. On nearing the town, he comes across a group of people laden with all their worldly possessions, who are fleeing the town. What is this "spectre" that is terrorising the once peaceful town of Corwyn? What has happened to Baron and Baroness Coris, who live in the nearby castle? Duke Alaric decides to investigate!

AVAILABLE NOW ON DISC £6.00      REQUIRES CP/M+

### **AGATHA'S FOLLY by LINDA WRIGHT**

You have just become the proud owner of a country cottage, not that the cottage is anything to shout about, as it not exactly very big and in the words of the estate agent was 'in need of some modernisation'. In fact the whole place as in a bit of a state. However there was nothing that could not be put right with some good honest sweat and the surrounding grounds more than made up for all the time and effort you would have to spend on the actual cottage. You were pleasantly surprised to find, that along with the cottage, you had also acquired a small lake, a semi-derelect mill and what could only be described as a 'folly'.

Having concluded the deal this morning, you have decided to spend the night in the confines of your new home just to get a feel of the place. Your furniture isn't due to arrive until tomorrow, because of a mis-understanding with the removal company, so you have brought one or two essentials with you, including an old camp-bed. Luckily enough you also purchased some furniture with the cottage when it was auctioned and tonight will also give you an opportunity to examine that in more detail. Local gossip has it that the previous owner just vanished without trace and you cannot help wondering what exactly did happen to them..... you love such 'mysteries' and with luck you might even find the time to try and unravel this particular one.

AVAILABLE NOW ON DISC £5.00      REQUIRES CPM+ or CPM 2.2

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# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### RUN BRONWYNN RUN!!

from FSF SOFTWARE

In this three part adventure you play the part of Princess Bronwynn, only daughter of King Brendan and Queen Sophia of Alizon. While at the wedding of your brother, you are horrified to hear your father announce that he has promised your hand in marriage to Timothy, Prince of Karsten, a neighbouring kingdom. Timothy is middle-aged and a right twerp, and there is no way in the world that you are ever going to marry him. When you protest to your father, he has you confined to your chambers in the castle. You realise that the only way that you are going to avoid this detested marriage to Prince Timothy is to escape from the castle and run away - but to where? Then you remember your cousin Kelson, who is king of Hecate. He is one of your favourite relations, and hates your father for not sending help when the Xixon lizardmen invaded Hecate a year ago - surely he will give you sanctuary? Can you guide Bronwynn in her bid to escape from this very unwelcome marriage and find sanctuary with her cousin King Kelson?

AVAILABLE NOW ON DISC £6.00 FOR CP/M+ AND CP/M 2.2.

### DEATH OR GLORY by MARTIN FREEMANTLE

You, Doug Thornton, having received your late father's legacy comprising solely of a letter describing a quest to recover the Medallion of Immortality and the return of it to the Circle of Nine warlocks at the village of Hayworth. In order to achieve this you had to kill the Silver Dragon that guards it. You set out on your quest and after many trials and tribulations finally arrived at the Dragons lair and succeeding in destroying it and recovering the Medallion. The above events have all been chronicled in 'Dragon Slayer' the first part of this saga.

Having recovered the Medallion, you set off back towards Hayworth and after a days travel through the mountains you come to a sheer rock face and with some difficulty managed to climb down to its base. Finding yourself amidst a clump of thick thorny bushes that adorned the base of the granite mountain and extremely tired from your days travel you decided that this would be as good a place as any to bed down for the night. Upon awakening you were greeted by the sight of a gap in the granite wall of the mountain closing and you soon discover that all of your possessions have been stolen. You must now find a way to recover the stolen Medallion before you can continue your journey on to Hayworth.

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# **The Adventure Workshop**

**Adventures for the Amstrad**

## **NEW RELEASES**

### **THE KHANGRIN PLANS**

**by Jamie Murphy**

Stepping into your ship you wonder about the orders you have been given. It seems simple enough, steal the plans to the new Sanquar supership, yet you know that there will be many unknown problems to overcome. Intelligence reports have shown that this is the only time the top officials will be absent, and therefore the only chance for this plan to work. You know that there is a friendly agent somewhere on the planet, but as to who or where you have no idea. The only clue is that you must reveal the name of your planet to him. Some help! Good luck Commander. Many people are counting on you...

AVAILABLE NOW ON DISC £4.00 FOR CP/M+ ONLY.

### **'Twas a Time Of Dread**

**by Clive Wilson**

Three thousand years have passed, years in which the once beautiful land has been all but destroyed. For three thousand years nothing has been heard of The Mysterious Stranger but now on a dark, wet and windy night he returns. To you, a descendent of the 'Singer of the Song'. You, a mere child, still flush with the vigour of youth. You who have done nothing remotely heroic in all of your seventeen years. The Stranger tells you that when the Black Wanderer sowed the seed of The Unborn One, so too did he sow another seed..... the one which would lie dormant until the time was ripe for it to burst forth. As the seed lay dormant, however, it matured and then mutated. It divided and became many and called itself LEGION though it was more than just one being. It was many, it was Legion and through its numbers it would gather strength. The multi-faceted evil then spawned upon the land, but it spawned far to the east, far beyond the Eagleshorn, in the unknown reaches of the place known as the Saddest Lands.

The Mysterious Stranger tells you that although the Silent Song has been lost, it too has mutated. It has mutated within YOU.... into something more than what it was. But he cannot tell you what. That is for you and you alone to discover. He leads you to the giant bird Sebac, who is to carry you over the Eagleshorn to the realm of Legion and there he bids you farewell.

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# **The Adventure Workshop**

**Adventures for the Amstrad**

## **NEW RELEASES**

**The Adventure Workshop** can now offer the following games on Tape as well as disc

### **THE MISER from RIVER SOFTWARE**

Price Disc £4.00 Tape £2.00

Note the disc versions of this game requires CP/M+ OR CP/M 2.2

Based upon the classic Christmas tale by Charles Dickens. You are Ebenezer Scrooge the miserly money lender who has to redeem himself by performing twelve good deeds in order to be invited to spend Christmas with his long suffering nephew Fred. Jack Lockerby at his best!

### **THE STAFF OF POWER by SUSAN MEDLEY**

Price Disc £4.00 Tape £2.00

Note the disc versions of this game requires CP/M+ OR CP/M 2.2

Many years ago, when Arcon became king, the Gods gave him a Staff of Power. It was filled with strong magic for good or evil but King Arcon always used it for honest purposes and has been a good and just ruler. Yesterday, in the guise of a beggar seeking justice from the king, the evil magician Zyx took the Staff from his hands. Immediately, Zyx revealed himself in his true form, cursed the king for his goodness and vowed to destroy the kingdom. You have been chosen to regain the Staff and destroy Zyx but first you must find four magical weapons. A sword, shield, ring and warhorn. In this adventure, be prepared for the unexpected and for illusions. There is a time limit of 400 moves, by which time you must return the Staff to King Arcon otherwise Zyx will use the Staff to take over the world. You have been warned!!!!

**And for 464 owners with a disc drive the Classic award winning adventure from the PAW of the infamous GRUE**

## **THE FOUR SYMBOLS**

**Now available as a four part adventure for CP/M 2.2.**

**On Disc only. Priced £5.00**

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# **The Adventure Workshop**

Adventures for the Amstrad

## **NEW RELEASES**

### **The Dark Gladiator**

by Peter Council

The violent triple suicide in a remote area made national news which was strange considering it wasn't a major story. The local community were stunned but apart from them, no one gave the incident a second thought.

Except you. Somehow you got the feeling that something sinister was going on. You knew you had to act which was why you found yourself outside a small hotel with the intention to do some investigating.....

In THE DARK GLADIATOR you will find yourself turning amateur detective in your hunt to find the truth behind the deaths of the three people. You will soon discover that truth is indeed stranger than fiction and that what is behind the deaths goes back two thousand years. Eventually you will find yourself engaged in a duel arcane and then merging with the spirit of a warrior from the time of Atlantis.

AVAILABLE NOW FOR THE AMSTRAD on DISC CP/M+ ONLY Priced £5.00

### **FINAL BATTLE**

by Martin Freemantle

This is the final part in the Dragonslayer trilogy. Your ultimate goal is to make your way to Castle Rock, find the Medallion and dispose of the black Goblin king. This battle will not be fought with conventional weapons but with skill, cunning and maybe, even some magic.

The journey ahead will be a treacherous one, with many obstacles and dangers to combat. Should you fail in your quest, then all of man's fate as we know it, will be ruled by a tyranny that far surpasses any evil that's ever been known before.

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# **The Adventure Workshop**

**Adventures for the Amstrad and Spectrum**

## **NEW RELEASES**

### **THE ELEVENTH HOUR**

by TERRY BRAVERMAN

The newspapers proclaim 'Bomb scare at Harridges' and fear pervades the air as fleets of ambulances stand by. The janitor of Harridges, driven mad by years of low pay and humiliation over his lowly status has finally gone stark raving bonkers. As a final desperate act of hopelessness he has planted bombs in locations throughout the enormous department store. Toting a loaded shotgun he shuffles between floors reflecting on his predicament. The Store will be reduced to rubble at the Eleventh Hour. You play the bomb disposal expert and must enter the store and diffuse the bombs.

AVAILABLE NOW FOR THE AMSTRAD on DISC £4.00 and TAPE £2.00.

ALSO AVAILABLE FOR THE SPECTRUM on DISC £4.00 and TAPE £2.00.

### **Fabled Treasure Of Koosar**

by D BARDON & A SIMMONS

Whilst on holiday at a small seaside resort, you've had a hard day doing all the usual touristy things and decide to have an early night, you retire to your bed with a cup of tea and a book you bought earlier in the day entitled 'FABLED TREASURE OF KOOSAR'. You begin to read and.....

.....next morning, after a hearty breakfast, you decide to go for a stroll along the golden beach, you notice something bobbing up and down in the water amongst some rocks..... you decide to have a look.....

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# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### Curse of the Serpents Eye

by Martin Freemantle

You play the part of Jenny Peril, an up and coming time-jumping cadet, in Earth's Federation of Peace, F.O.P. for short. You are now entering your final exams, which are taking part in the corps own holographic simulation unit. You have been assigned test simulation 001 "CURSE OF THE SERPENT'S EYE" and involves the task of locating the eye and activating the portal, which will give you a first grade pass. As the whole test is conducted within the hologram, you cannot be killed but if you mess up, the test will terminate and you will fail to enter the F.O.P. as a TIME JUMPER.

AVAILABLE NOW FOR THE AMSTRAD on DISC CP/M+ & CP/M 2.2 Priced £4.00

### Leopold the Minstrel

by Jamie Murphy

Leopold always wanted to be a minstrel, and as luck would have it had managed to become apprentice to Old Sam one of the most renowned minstrels in the whole kingdom. He had been learning the art from Old Sam for some months and all had been going quite well, when an accident occurred. Leopold wasn't sure what happened but the outcome was that Sam's Lute had been damaged and now needed urgent repair. As the lute was a bit special, being imbued with a special magic of it's own, it could not be repaired by just anybody. Now as it happened this particular day Old Sam was suffering a particular heavy bout of the flu and was in no condition to go out and get it repaired, so the task fell to Leopold to take the lute and find someone who could repair it.

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# *The Adventure Workshop*

## Adventures for the Amstrad

### NEW RELEASES

#### **BLACK MASS / BB IN WALESVILLE by DAMIAN STEELE**

**BLACK MASS:** You are Billy Barker, a reporter for the Daily Chronicle. Following recent reports of Ritual magic at the residence of a local figure, you are working under-cover as a domestic in that household. With the assistance of the Man-Friday domestic agency, you were hired to help out for tonight's meeting. Before leaving for the day the mistress of the house - Lady Lucinda De' Chaval - left you instructions to prepare for tonight's "Black Mass". This isn't enough for your story, you need to know for sure what is going on. So you decide to go along with her command and make ready for later.....

**BB IN WALESVILLE:** In this early Damian Steele game you play the part of Billy Barker, a reporter for the Daily Chronicle, whilst holidaying in Walesville a resort well known for its many ruined castles, you decide to go on a visit to one of them. During the taking of one of those all important holiday snapshots, you step back to suddenly vanish! Vanish down a hole that is, thankfully nothing is broken, after standing up, brushing yourself down, calling for help and being ignored you take a look at your surroundings.....

NOW AVAILABLE FOR THE AMSTRAD CPC on DISC £4.00 and TAPE £2.00

#### **BB INVESTIGATES / 8TH CRIME by DAMIAN STEELE**

**BB INVESTIGATES:** You are Billy Barker. As a reporter for the Daily Chronicle you have been told to research a story on stolen documents which are being brought into the country by a shipping firm. Although your informant is sure of the information, he has been unable to get any proof. your task to uncover these documents, without which you will have no story. Meeting on a wind-swept corner, you and your contact take a cab to the dockland area. Then checking to make sure you're unobserved, you gain entry to the shipping firm's warehouse as the informant keeps watch outside.....

**8TH CRIME:** You are Billy Barker, a reporter for the Daily Chronicle. During the investigation of a series of local crimes, you had been reporting, you discovered the criminals hide-out. It was in an old disused farmhouse set deep in the countryside. Unfortunately whilst looking for proof of their activities the criminals returned and captured you. Now you have been locked in an upstairs room while they perform their Eighth Crime. You must escape before they return and finish you off.

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## Adventures for the Amstrad

### NEW RELEASES

#### RJ'S ULTIMATUM by DOROTHY MILLARD

Things are bad at home. Your parents have given you an ultimatum and thrown you out. If you wish to return you must prove you aren't no good. No more lazing around and watching TV all day. Work, that's what they want you to do. Go out and get a job. What a thought! After five years doing nothing it's pretty hard for you to consider this possibility, but you must. The dole was cut off some time ago, so you have no money and nowhere to go.

NOW AVAILABLE FOR THE AMSTRAD CPC on DISC £4.00 and TAPE £2.00

#### HARBORO / ST JIVES by DOROTHY MILLARD

In HARBORO; You are Special Inspector Francis and have been sent to Harboro, a small Market Town in England. A murder has been committed and the suspect arrested. However, they are unable to charge him because of lack of evidence - 'we need the murder weapon' you are told. You find yourself in the interview room of the local Police Station discussing the murder. You are given a letter to enable you to get some money which you will need on your quest.

In ST JIVES; A mad scientist is terrorising the village of St. Jives and a spell must be cast to stop him taking over. You have been summoned to help in this quest by the locals. You must find the ingredients for the spell, find your way into the castle and deal with the scientist before it is too late.

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#### LOST IN THE AMAZON by DOROTHY MILLARD

You are the lone survivor of an expedition to South America to find the famed Golden Condor. Your plane has crashed in the jungle and you are completely lost. You will need to find your way through the jungle without dying of thirst, deal with the natives, cross the river and make your way to the flat-topped pyramid. Can you conquer the sand trap and find the Golden Condor?

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# The Adventure Workshop

## Adventures for the Amstrad

### NEW RELEASES

## THE ASSASSINS' GUILD

by Phillip Ramsay

You are an assassin. Well, that's perhaps stretching the truth slightly. You are an apprentice assassin. Having successfully passed your first year exams, the Grand Assassin decided that your practical skills need assessing before you may be allowed to progress to the second year of your apprenticeship.

Being of an ironic disposition, the Grand Assassin chose an unusual form of test for you. It is not that he dislikes you more than any other apprentice, but every year someone is given the short straw, and this year it's you.

Your mission is more ironic than most. The Grand Assassin informs you that a Third Year apprentice has, as his final test before becoming a fully accredited assassin, to assassinate princess Helena, daughter of King Kyros of Kranger.

To ensure entry to your second year of apprenticeship, you must, you are informed, save the life of princess Helena and assassinate the assassin who is to assassinate her. You must pit your puny skills against a cold-blooded, ruthless colleague who has considerable advantages over you.

With a sense of dark foreboding, you accept the mission and leave the Guild....

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# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### REVENGE OF THE SPACE PIRATES

by LARRY HORSFIELD

It is six months since you, Mike Erlin, found the Starship "Galaxis" and opened up the Universe for exploration and colonisation by mankind. Already several sister ships are being constructed in space docks in Earth orbit and you are proud to have been prompted to the rank of Captain, and will be given command if the first of these starships, which will be called the "Christopher Columbus". In the meantime, you have enjoyed some rest and recuperation after your exploits leading up to the discovery of "Galaxis". This R & R came to an abrupt halt when the news came through on emergency communications channels that the "magnetic" moon Psia had been raided by Space Pirates, comrades of those who you gassed in the underground installation, and the High Priestess of the Psian people, Jaelaine, kidnapped!

When you arrived on Psia, the Space Patrol informed you that the raid caught the meagre defenses unawares, as they never dreamt that the Space Pirates would be ruthless enough to mount a revenge raid upon the moon. They have concluded that the raid was carried out for one purpose only - that of kidnapping Jaelaine - as surprisingly little damage was done to the installation or to the underground city where the Psian people live. However a number of Federation personnel and Psians lost their lives, something for which the Space Patrol intended pursuing the Space Pirates for, as well as rescuing Jaelaine.

Once again, the Space Pirates managed to elude the two small ships that chased them as they made their getaway from Psia, and it is not known where they took Jaelaine. However, two of the Space Pirates lost their lives during the raid, one of whom took his own life after being wounded and subsequently captured. As a matter of routine the bodies were searched and the only clue the Space Patrol found was a cigarette lighter one of the pirates had in his pocket. This lighter had on it an advertising slogan for a fitness gymnasium in the chief city of the planet Daris, a planet several parsecs from Earth in a sparsely populated section of the galaxy. Other information that a tattoo on the arms of both the pirates revealed was that they were part of a galaxy-wide terrorist organisation known as "The Brotherhood of Space".

A conference was held in which a plan of action was discussed. With so little to go on, the Patrol was reluctant to mount an action against this planet, but you volunteered to go alone to the planet to try and find out where Jaelaine is really being held. The Patrol agree and provided you with false ID papers - your name is too well-known to risk going yourself. They also announced their intention to send out a small fleet of assault ships to the region of empty space near Daris, supposedly to undertake exercises. The Commander of the fleet tells you to try to contact them - using the codename WOTAN - when (and if) you have located Jaelaine. You were told to use the codename MERLIN with which to identify yourself.

You decided to travel to Daris by regular interstellar passenger ship flights, to avoid any secret agents the pirates might have working for them, and three weeks later, after a pleasant voyage on the Orion Spacelines passenger ship "Valkyrie" you find yourself standing in the arrivals hall of Darisopolis shuttle port, wondering what dangers lie before you....

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# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### MAN ABOUT THE HOUSE

by GARETH PITCHFORD

Those of you who have followed the earlier adventures of Ernie Spludge will probably be very surprised to hear that he has managed to do something right without your help. What that 'something' is won't be discussed, as this is a family adventure, but I'll point out that Ernie's wife is expecting a baby.

And yes, it is his.

Indeed Rosie has had their baby and is due out of hospital today. Ernie, of course, in the time-honoured tradition of the male of the species, has coped admirably while she was away... he has turned their sparkling clean home into a total dump with hardly any outside assistance at all.

Your task in this game is simple. Just make sure that Ernie picks up his wife at the proper time and that the house is presentable... or at least, still standing! It should be easy - Providing, of course, that Ernie hasn't initiated any full-scale disasters. And knowing Mr Spludge, I wouldn't plan on things going too smoothly...

### PERSONAL COMPUTER WHIRLED

BY GARETH PITCHFORD

It was Friday the 13th of November, and the day of yet another Microfair. The 101st to be exact. You were looking forward to this one. There would be no journeys into outer space, no trips into alternate dimensions, no encounters with demented time-lords like at the last fair. All in all, it should be a peaceful day. Of course, you were going to deliver your new game to DTHS. But there would be no problem with that. After all, their stall was on the first floor.

So you found yourself standing in front of the Sugar exhibition complex for a second time, with your ticket clasped firmly in your hand. It was then that the problems began. Out of nowhere, for that is where these creatures live, came a Grue! It punched you in the stomach, grabbed your game and legged it into the building shouting, "If you want to get your game back, you'll have to catch me!".

Oh well, you thought, at least he hadn't eaten you (Grues usually do this). All you had to do was go in and get your game back. It was then that you noticed that your ticket was missing.

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# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### DAVE DANGEROUS by ALEX GOUGH

Will 'Dave Dangerous', 'Super Hero' and all round 'Good Guy' be able to save the Space Station, he has 24 hours to find the missing piece of vital equipment and track down the thief, before the stations life support systems fail. Explore the massive station with your trusted companion 'Harry the Hamster', meet strange alien life forms and board visiting space ships to acquire the items you need to succeed in your quest. In this first of a series of 'Super Hero' spoofs there are guest appearances by famous TV sci-fi characters.

AVAILABLE NOW ON DISC £4.00 and on TAPE £2.00

### A DARK SKY OVER PARADISE by INTERACTIVE TECHNOLOGY

2045 and an ecological disaster rose from the growing fire of modern civilisation, the Earth's population expanding to an un-supportable number. A Plan was devised to colonise Mars, a civilisation to provide a haven for the overspill of Earth's populace. The Plan rolled into action quickly, but soon the invoice had to be considered and Earth lowered into a deepening economic crisis. January 2062, you are a mere citizen summoned overnight to a Moon in crisis, rocked by bombings and intrigue that casts A DARK SKY OVER PARADISE.

AVAILABLE NOW ON DISC £5.00 and on TAPE £3.00

### BORDER HARRIER by STUART LORD

The year is 1579 and you are on a secret mission for the King of England, the details of which are recorded on a message, that must be delivered to Edinburgh Castle. However you have been betrayed into rebel hands and now find yourself imprisoned in Galashiels goal. Escape seems impossible - but then you are the **BORDER HARRIER**.

AVAILABLE NOW ON DISC £4.00 and on TAPE £2.00

The Adventure workshop is pleased to announce that it has acquired the marketing rights to the excellent **FSF Software** adventures and has now available the following

**THE AXE OF KOLT** AVAILABLE NOW ON DISC £6.00 requires CP/M+

**MAGNETIC MOON** AVAILABLE NOW ON DISC £6.00 requires CP/M+

Other FSF Adventures will be released over the coming months watch out for details.

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# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### DRAGON SLAYER

by MARTIN FREEMANTLE

Long ago when man edged his way past the borders of Bogwoppit he was confronted by the Goblins, who had ruled since the beginning of time. The years that followed were ravaged by many wars, until a great warlock called Rexel formed the Circle of Nine. The nine members then created the Medallion from a range of elements, earth, water, wind and flame to name a few. When worn the Medallion can protect and also control the elements and so must never fall into the hands of the evil Goblins.

You Doug Thornton, now twenty years of age, receive your late father's legacy. Unfortunately this is not a large sum of money, as you might have hoped, but one small envelope, which contains a letter telling you that the Medallion has been stolen by the Red Goblins and there ally the Silver Dragon and you must complete you fathers quest to kill the Dragon and retrieve the Medallion.

AVAILABLE NOW ON DISC £5.00      REQUIRES CP/M+ or CP/M 2.2

### HADES by PHILLIP RAMSAY

You are Tralus. For as long as you can remember, you loved Perina, you grew up together, growing closer each day. Only one cloud blighted this idyllic time; your rival for Perina's affections, Grakus. When Perina came of age, both you and Grakus proposed marriage. After careful consideration, Perina chose you, and became your betrothed. However, Grakus was a vindictive fellow. He decided that if he could not have Perina, then no one would. He poisoned her, and then framed you for her murder. Found guilty by the priests, the priests bound you, and carried out the sentence by throwing you down a ancient deep well, knowing that if the fall did not kill you, you would die of thirst, since the well was dry. You survived the fall, just, and for hours lay in agony. You resigned yourself to death, when Hades, god of the Underworld, appeared to you. 'Mortal,' he said, 'I sympathise with the injustice which you have suffered. However, I will not interfere with affairs in the Overworld unless you prove yourself. Make your way through my realm of Hades. Present yourself to me in the throne room of my castle. I will restore Perina to you, and return you both" to the Overworld. Grakus shall, then, take Perina's place. Fail, and you will never see her, or the Overworld, again.'

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# The Adventure Workshop

Adventures for the Amstrad

**The Adventure Workshop is proud to Announce  
in association with F.S.F. Adventures  
the release of**

## STARSHIP QUEST

This, the exciting 3 part sequel to "Magnetic Moon", carries on where that adventure ended. You, Mike Erlin, are back aboard the "Stellar Queen", your solo mission a great success. The ship is speeding through space towards a hyperspace jump point, bound for a hospital base where Commander Giles, the injured captain of the lost scoutship "Pathfinder", can receive the urgent medical attention she needs. Your thoughts, however, are not on what lies ahead, but what you are leaving behind, for Commander Giles told you, before the "Pathfinder" was wrecked by the same tractor beam that dragged the "Stellar Queen" out of space, that they had detected vast abandoned cities and spaceports on the mother planet of the "magnetic moon". You are convinced that the secret of the "keys to the universe", given to you by the priestess Jaelaine in the Psians temple inside the moon, is to be found on that planet. Your captain refuses to either turn back or stop the ship, and you have only TWO MINUTES before the ship goes into hyperspace! How are you going to get off the ship and get back to the planet that you are flying further away from at every second! In this adventure, Mike Erlin finds himself going for a ride on an ancient underground railway, dealing with various androids - some helpful, some not - escaping death on the sacrificial altar of some very bloodthirsty natives, avoiding death from all kinds of ferocious creatures, and eventually making a trek through a subterranean assault course that will lead him to find the STAR MATRIX, the third key that will enable mankind to inherit the "Last Starship of the Galaxans"!

Available Now on Disc priced £6.00

also

## THE ADVENTURES OF MIKE ERLIN

Both **MAGNETIC MOON** and **STARSHIP QUEST** on one disc

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# **The Adventure Workshop**

Adventures for the Amstrad

## **NEW RELEASES**

### **THE CASE OF THE BEHEADED SMUGGLER by PATRICK WALSH**

As Sherlock Holmes the worlds most renowned detective, you must solve this baffling case of murder. Having been called on by Victor Wathley, the nephew of wealthy tea importer George Wathley, who believes that his uncles life is in danger, you and your trusty companion Doctor Watson travel to Horsham only to find on your arrival that you are too late! George Wathley's body lies on the path outside his front door, his gruesomely severed head beside it. Who is the perpetrator of this hideous crime? Can you and Doctor Watson find the evidence needed to convict the culprit and bring the murderer to book? Only by playing **THE CASE OF THE BEHEADED SMUGGLER** will you find out.

**AVAILABLE NOW ON DISC £5.00      REQUIRES CP/M+ or CP/M 2.2**

### **THE FOUR SYMBOLS by THE GRUE**

A two part adventure from the pen of the infamous GRUE. In this award winning adventure, the Amiga version was awarded the accolade of Best 16-bit Text Adventure of 1992 at the Adventurers Convention in Birmingham on the 24th October 1992, you play the part of a villager who narrowly escapes being drowned as a witch by his fellow villagers. By volunteering to seek the stolen **FOUR SYMBOLS**, the magical talismans which have so far protected the village and prevented it from being overrun by the encroaching Shadowlands, you manage to avoid certain death to set out on a seemingly simple quest, but one fraught with danger and at times side splitting humour. However beware for this quest also has a sting in its tail!

This version contains all the puzzles and humour of the original Amiga version which drew the following comments from reviewers:

"This game is a little gem. Set to become a classic" (Adventure Probe)

"One of the better text adventure around" (Syntax)

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# **The Adventure Workshop**

Adventures for the Amstrad

## **NEW RELEASES**

### **THE DOMES OF SHA**

from  
**RIVER SOFTWARE**

A long, long time ago in a far corner of our galaxy, an event was taking place that would affect not just the tiny, dying planet of Olaxas, but worlds not even born as yet. The story begins as follows.....

Olaxas was once a thriving agricultural planet, relying on the vast Yander forests for most of its needs. Then came the Great War. No records of events from this terrible period have ever been found and even the Elders can recall nothing. It's as though the past has been erased. The only people to survive the war were the Sha tribe. A proud people that lived and worked in the encircled valley which they named after themselves. The land surrounding them was dead and barren and for all they knew, they were the only tribe now left on Olaxas. They knew their planet was dying but some dreadful fear that no one could explain prevented them from leaving the valley. Even though they knew that if they did not move they would soon die. They called this fear the Cold Fear and none had been strong enough to bear its full force. Maybe you can. Somebody must.

AVAILABLE NOW ON DISC for CP/M + or CP/M 2.2 priced £4.00

### **THE KNIGHTS ABODE**

by **MARK STEWART**

You have just done the most embarrassing thing of your life. As the base's best test pilot you were allowed to try a new plane, the Mark X. Due to a freak lightning storm you crashed the plane, luckily you parachuted out safely, but landed on the battlements of a tower in the middle of a forest. The remains of the parachute have blown away. Your aim is to escape in one piece from the huge castle in which you have landed.

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## NEW RELEASES

### THE ELLISNORE DIAMOND from RIVER SOFTWARE

During the English Civil War, the Ellisnore Diamond was given to Sir Roger Durwood by King Charles the First as a reward for hiding the king in Carisbrooke Castle. Sir Roger also known as Blackbeard (because of his full black beard, coppery face and evil eyes), thereupon denounced the king to the Round-heads. After the king's capture, suspicion fell upon Blackbeard and he was removed from the governorship of the castle. He returned to the village of Moonholm and lived in seclusion, weighed down by guilt, despised by all until he died. He had vowed, shortly before death had claimed him, to sell the diamond and spend the proceeds on the poor of the parish. After a long discussion with the parson it was decided that you would complete Sir Roger's task, thus releasing his ghost from eternal damnation.

AVAILABLE NOW ON DISC £4.00 requires CP/M please state CP/M+ or CP/M 2.2 when ordering

### HOMICIDE HOTEL by JAMES BENTLEY

At the Majestic Hotel in the coastal resort of Knightford, a certain Mr Andrews has been found murdered in his room. Or was it suicide? A syringe containing strychnine lay beside his body, making the cause of death obvious, if not the circumstances. You as John Stafford, a private investigator, have been called in to help the police. You have free access to all the guests room as well as Knightford and its environs, can you solve the crime if indeed there was one before the police arrest their prime suspect at midnight.

AVAILABLE NOW ON DISC £4.00 requires CP/M please state CP/M+ or CP/M 2.2 when ordering

### STARFLAWS from DELBERT THE HAMSTER SOFTWARE

The action takes place, a long time ago, in a galaxy some millions of miles west of the Watford Gap in this STAR WARS spoof. You take on the role of Nuke Skyporker, a young space cadet and must guide him on his mission to rescue the young and beautiful Space Princess from the infamous Deaf Star. Your companions Yan Polo and Tobacco The Cookie seem to have legged it, so it's up to you to take on the might of the Empire led by the evil Daft Radar.

Free with this game is a short adventure that came free on the B side of the original Spectrum version. Called **RAYMOND PRINGLES QUEST FOR THE JAR OF FABLED PICKLED CABBAGE**.

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# **The Adventure Workshop**

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## **NEW RELEASES**

### **The Hammer of Grimmold**

**by Jack Lockerby**

GRIMMOLD the Dwarf King is deeply TROUBLED. The fabled HAMMER, a symbol of health and fertility, has been STOLEN by Valk, an evil magician. IN THE WAKE OF THIS EVENT GREAT MISERY has spread THROUGHOUT the kingdom and in desperation the king has called upon YOUR SERVICES TO RECOVER THE HAMMER AND RETURN IT TO ITS RIGHTFUL OWNERS. HOWEVER, this will NOT BE AN EASY TASK AS YOU MUST FIRST OUTWIT THE 'HOODED' MEN, GET PAST A NASTY TROLL AND EVEN EXTRACT THE TOOTH OF A VAMPIRE BEFORE MEETING UP with Valk himself.

AVAILABLE NOW FOR THE AMSTRAD on DISC CP/M+ & CP/M 2.2 Priced £4.00

### **THE LIFE OF A LONE ELECTRON**

**BY GARETH PITCHFORD**

If you ask any scientist what the atom looks like, they'll probably tell you that it consists of a nucleus made up of protons and neutrons, which is orbited by electrons. That is complete and utter rubbish! To teach you exactly what the atom and its surrounding 'bits' look like, The Adventure Workshop proudly (ahem!) present this game... "THE LIFE OF A LONE ELECTRON" by Gareth Pitchford. In this highly educational game (parents take note!) you play Edmond, an accident-prone electron. Edmond hasn't had a very good day so far. He has crash-landed his 'orbital' in the city of Elektronz which lies, ooh, a long way away from his home town. So how is he going to get back, eh? This is where you come in. Simply guide Edmond round Elektronz and help him find a way to get home. Simple, eh? In the process of having fun you'll get to know everything about the life of a lone electron!...

comes with a free game THE QUEST FOR THE HOLY SNAIL also by Gareth Pitchford

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# The Adventure Workshop

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## NEW RELEASES

### The Jade Stone by Linda Wright

You, Amora, daughter of Lord Senidea, are engaged to Amanton, an attractive guy who is, however, a bit of a wimp. On hearing that the evil Mallumo of Kradoom is about to declare war against your dad, Amanton declared that he would sort out said villain, in the hope of improving his standing with your father. With a limp wave, he trotted off towards Kradoom, and hasn't been heard of since.

That was until today, when a ghastly Putron ( a servant of Mallumo ) delivered a ransom note to your dad..... The note read "Amanton held prisoner. Will release him in exchange for your daughter or your kingdom. Signed Mallumo." Enraged your father screams "Idiotic future son-in-law! Suppose I'll have to rescue him!" and before either you or Sajo, the Lords' adviser, can stop him, your dad goes east, shouting "CALL OUT THE ARMY!".....

Sajo shakes his at the sight of the army heading into battle and whispers to you "THE JADE STONE is the only thing that can stop Mallumo and that has been lost for many a year now."

Assist Amora to locate the "JADE STONE" and thus find the means to destroy Mallumo.

AVAILABLE NOW ON DISC £5.00      REQUIRES CP/M+ or CP/M 2.2

### First Post the Post by Gareth Pitchford

Ernie Spludge has had a terrible row with his fiancée Rosie Cheeques which ended in them calling off the engagement. After going home in a huff, he wrote a letter to Rosie telling her exactly what he thought of her, and posted it that very evening. In the cold hours of the morning Ernie realised that he had been wrong, Rosie also realising their mistake rang Ernie and they forgave each other and the engagement was on again. Ernie then remembered the letter, if that reached Rosie there is no way she would marry him after reading it. There is only one thing to do stop that letter. Comes with a FREE game Larry the Lemmings Urge for Extinction by Scott Denyer.

Note disc Version requires CP/M+ or CP/M2.2 please state which when ordering

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# **The Adventure Workshop**

**Adventures for the Amstrad**

## **NEW RELEASES**

### **THE KHANGRIN PLANS**

**by Jamie Murphy**

Stepping into your ship you wonder about the orders you have been given. It seems simple enough, steal the plans to the new Sanquar supership, yet you know that there will be many unknown problems to overcome. Intelligence reports have shown that this is the only time the top officials will be absent, and therefore the only chance for this plan to work. You know that there is a friendly agent somewhere on the planet, but as to who or where you have no idea. The only clue is that you must reveal the name of your planet to him. Some help! Good luck Commander. Many people are counting on you...

AVAILABLE NOW ON DISC £4.00 FOR CP/M+ ONLY.

### **'Twas a Time Of Dread**

**by Clive Wilson**

Three thousand years have passed, years in which the once beautiful land has been all but destroyed. For three thousand years nothing has been heard of The Mysterious Stranger but now on a dark, wet and windy night he returns. To you, a descendent of the 'Singer of the Song'. You, a mere child, still flush with the vigour of youth. You who have done nothing remotely heroic in all of your seventeen years. The Stranger tells you that when the Black Wanderer sowed the seed of The Unborn One, so too did he sow another seed..... the one which would lie dormant until the time was ripe for it to burst forth. As the seed lay dormant, however, it matured and then mutated. It divided and became many and called itself LEGION though it was more than just one being. It was many, it was Legion and through its numbers it would gather strength. The multi-faceted evil then spawned upon the land, but it spawned far to the east, far beyond the Eagleshorn, in the unknown reaches of the place known as the Saddest Lands.

The Mysterious Stranger tells you that although the Silent Song has been lost, it too has mutated. It has mutated within YOU.... into something more than what it was. But he cannot tell you what. That is for you and you alone to discover. He leads you to the giant bird Sebac, who is to carry you over the Eagleshorn to the realm of Legion and there he bids you farewell.

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# The Adventure Workshop

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## NEW RELEASES

### THE PENDANT OF LOGRYN by JAMIE MURPHY

To an elf there are not many more important events than to be visited by an old and loved relative and this was true even of the mighty KING LOGRYN. In a few days time his aged grandmother would arrive and pass some time in his company, something that he was really looking forward to... That was until he discovered that his precious pendant was missing!!! It had been bought for him on the occasion of his one hundred and tenth birthday and he had treasured it ever since. Normally its loss would have been bad enough, but the imminent arrival of his grandmother made it doubly worse as it was she who had bought it for him in the first place!!!

You are KORMIN, an elf of the kingdom of Blue Water and the one chosen by Logryn to locate and retrieve the missing pendant. Thus armed with only your sword and with two gold pieces jangling in the pocket of your pants, you must set off into the world of humans where it is possible that you may just find the help necessary to locate the Pendant. However take care just who you confide in as not all humans are honest and especially keep watch for the dangerous creatures that roam the land of man..

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### THE STAFF OF POWER by SUSAN MEDLEY

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Having concluded the deal this morning, you have decided to spend the night in the confines of your new home just to get a feel of the place. Your furniture isn't due to arrive until tomorrow, because of a mis-understanding with the removal company, so you have brought one or two essentials with you, including an old camp-bed. Luckily enough you also purchased some furniture with the cottage when it was auctioned and tonight will also give you an opportunity to examine that in more detail. Local gossip has it that the previous owner just vanished without trace and you cannot help wondering what exactly did happen to them..... you love such 'mysteries' and with luck you might even find the time to try and unravel this particular one.

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