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The day is sunny and warm and hoping that an idea for another game will spring into your mind, you decide to take a walk in the peace and quiet of the local countryside.

After an hour of walking in the sunshine you arrive at the edge of Rabbit Warren Wood. Feeling hot and tired you rest for a while on a nearby grassy bank. You lean back into the grass - your eyes begin to close then......!

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We are pleased to anounce that The Adventure Workshop now has the complete range of Compass Software adventures available for the Sprectrum range of computers.

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Adventures for the Spectrum

NEW RELEASES

HOUNDS OF HELL

A TWO PART 128K ADVENTURE
BY PETER CLARK

You are Jack Williams, Crime Reporter on the Daily News, one of the more popular tabloid newspapers. For more than six months now the main news from the West of England has been the disappearances of a number of locals and visitors in the Dartmoor area. As a General Election is approaching the paper is full of political stories and so less coverage has been given to these disappearances than might have been expected. Some of the fiction centred around Black Magic that you have read in the past has raised a nagging suspicion in your mind that these disappearances could be connected with sort of evil ritual.

Having been Crime Reporter for the Daily News now for several years, the Editor values your opinion and so when you suggest that the story should be investigated on the ground he agrees. You drive westwards for some hours and the scenery changes from the bricks and concrete of suburbia to gentle hills and green countryside, but as dusk falls, mist and fog close in. Just as you begin to worry whether you will have to sleep in you car for the night, you arrive outside a rather forbidding looking hotel, you book in for the night but not without some slight misgivings on what lies ahead. Whatever happens - life will never be the same again!

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Escape From Prison Planet A TWO PART 48K ADVENTURE by Peter Clark

You have been found guilty by the Federal Court on Planet Earth of a serious crime. However as the jury's decision was no unanimous, Article 27 of the Greater Laws of Earth has been invoked by your defence. This means that you will be transported to the Galactic Prison Planet and will be given the chance to escape and return to Earth where, if you are successful, you will receive an official pardon.

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NEW RELEASES

THE SPIRO LEGACY

A TWO PART 128K ADVENTURE

BY KEN BOND

You are in the dining room of your small mews cottage. You have just eaten breakfast and done the small amount of washing up. It is a quarter to nine and you are listening to the Today program with half you mind on something else.... So starts an adventure into the occult, your uncle who has dabbled in white magic for most of his life has left you his sizeable estate, but his neighbour Sir Richard Maltravers was a practitioner of the darker arts, can you destroy the evil in the Maltravers castle, but be warned Maltravers has set many traps for the unwary, go well equipped or you will surely fall foul of the powers of the dark side.

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TROUBLE AT BRIDGETON

A 48K ADVENTURE

by DOROTHY MILLARD

You are in charge at Bridgeton Asylum for the afternoon, but...... something is wrong..... it's far too quite.....

You are really in trouble. Tou've really hashed it up this time. Everyone has walked out and it's all your fault. You were left in charge and forgot to lock the door. You only option is to round everyone up and persuade them to return quietly before you are found out and lose your job. You must persuade all ten patients to return to Bridgeton Asylum before the manager returns. Good Luck!!

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The Adventure Workshop Adventures for the Spectrum

RE-RELEASES

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 taill

Available in two versions 128K (2 parts) and 48K (4 parts) on Disc priced £5.00 and on Tape priced £3.00 please state which version you require. Also available for the Amstrad on disc for CPM+ and CPM 2.2 priced £5.00

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 on Disc priced £5.00 and on Tape priced £3.00 Also available for the Amstrad on disc for CPM+ only priced £5.00

Adventures for the Spectrum

NEW RELEASES

RAIDERS OF THE LOST TOMB

A Two Part 128K Text Adventure from the PAW of PETER CLARK

Your name is Jack Williams and you are the Chief Crime Reporter on the Daily News. After your recent brush with the occult on Dartmoor and your rescue of the local actress, Denise Barley, things really took off. A raise in salary and a change of name for Denise who is now Denise Williams.... Yes, you mad thing! You Married the woman! You are now in great demand by your editor and today is no exception. When he called you into his office you suspected that something was up and his expression was grim.

Your suspicions were proved to be well-founded as the story he told made you shiver. It appears that ancient Egyptian artefacts have been found in antique shops in London which far from being sold to the highest bidder should be preserved in museums. High level investigations by Interpol point to the fact that a previously undiscovered tomb may have been opened in the Valley of the Kings and is being stripped of its valuables.

Interpol are reluctant to barge in just in case they alarm the villains. However there is a convention of archaeologists in the area in the near future and the Daily News has been approached to see if they would be prepared to send someone out there to see what he can find out. That person to meet with an Interpol agent in the Milton Hotel in Cairo.

How can you refuse such a request? (And keep your job!) The editor hands you a letter of identification and a plane ticket for Cairo. Glancing at it you see that it is dated with today's date. There is just time for you to get home, pick up your suitcase, leave a note for Denise and get to the airport for that plane!

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THE EUNUCH'S BALL A 48K ADVENTURE by PHILLIP RAMSAY

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

One fine, summer's morning, you wake up to find a letter from your Uncle Edan. Opening it, you quickly read the contents:

Dear Jasper,

I'm writing because I need your help. The thing dearest to me in the world has been stolen. I dare not even identify the object by name; but you will know it when you recover it. Alas, there is little more which I can add. Please hurry. Time is not on our side.

Your affectionate Uncle, Edan.

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Adventures for the Spectrum

NEW RELEASES

Die Feuerkaust

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 Germania. 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 Germania, 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 Germania. 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 Germania 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 Tape Priced £3.00 and 3.0" Disc Priced £5.00.

Adventures for the Spectrum

NEW RELEASES

TRANSPO '95

Another Two Part 128K Text Adventure

from the PAW of PETER CLARK

Your name is John Franks and you are a professor of physics at the University of London. The year is 1995 and you are currently studying the possibilities of matter transference. The theory seems OK but, try as you might, you have not been able to complete the experiment. However, you were talking to a visiting professor last night, and he suggested that a quite small adjustment to the wiring might be the answer. After you have completed your lectures for the day and eaten just enough to keep you going for a few more hours, you retire to your private research laboratory in your basement to make the necessary adjustments to the circuits.

Available Now on Disc Priced £5.50 and on Tape Priced £4.00. 128K ONLY.

RI'S ULTIMATIUM

A 48K ADVENTURE 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.

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Adventures for the Spectrum

NEW RELEASES

THE SPHERE OF Q'LI

by PHILLIP RAMSAY

One fine, summer's weekend, you were indulging in one of your favourite hobbies, walking through the country. On a whim, you took an unfamiliar path, and were soon in an area of grassland which you did not recognise. Pausing to get your bearings, you continue - and fall flat as your foot trips on something sticking out from the ground - a piece of rock. Closer inspection reveals that the ground immediately behind the rock is very soft. Carefully you rip the grasses away, and have soon uncovered an entrance to a cave. You attempt to explore it, but it is so dark inside that daylight quickly fades into pitch blackness.

You leave your discovery, and make your way to the nearest village where you buy a torch. Thus provisioned against any misfortune which might befall you, you return to the entrance to the cave. You enter the cave.....and a sudden rockfall leaves you spitting dust, and closes your exit. You attempt to move, and are stunned when an entity appears before you, apparently amused by the predicament into which you have landed yourself. "Greetings, mortal," the entity intones. The words form in your mind as an insistent whisper. "If you wish to escape death, you must undertake a quest. Find the four Arcs of the Sphere of Q'Li and reactivate it. Then - and only then - summon me by name. No questions, no arguments: GO." The figure waves a hand, and you are somewhere else....your only escape lies in completing the quest....

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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 Spectrum

NEW RELEASES

SLEEPIN' AGAIN

A Two Part Text Adventure by PETER CLARK

You have, yet again, just completed one of your Mega adventures and, after a short well deserved rest, have decided to start another. Remembering that you had inspiration for one of your other games whilst day dreaming, you make your way to a local park and make yourself comfortable on one of the benches. Your eyes slowly close as you drift off to dreamland!

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HADES

by PHILLIP RAMSAY

You are Tralus. For as long as you can remember, you loved Perina, the beautiful daughter of a local landowner. 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 you were sentenced to death. 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, 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.

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

The Adventure Workshop Adventures for the Spectrum

DEW 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 Priced £5.50 and Tape Priced £4.00

Adventures for the Spectrum

NEW RELEASES

WHERE IS ZEUS

A Three Part Text Adventure Written By Frank Fridd

Zeus, ruler of the gods and sender of rain has disappeared and without him rain cannot fall to give sustanence to the land below. The grass and crops cannot grow, the river has dried up and there is no water for the animals or humans to drink and everything everywhere is slowly dying. The other gods seem helpless, so you a mere human decide to try and find him and so bring life back to the land.

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

SLEEPIN' AGAIN

A Two Part Text Adventure by PETER CLARK

You have, yet again, just completed one of your Mega adventures and, after a short well deserved rest, have decided to start another. Remembering that you had inspiration for one of your other games whilst day dreaming, you make your way to a local park and make yourself comfortable on one of the benches. Your eyes slowly close as you drift off to dreamland!

Available Now on Disc Priced £5.50 and Tape Priced £4.00

The Adventure Workshop Adventures for the Spectrum

NEW RELEASES

The Lost Children

By Larry Horsfield

The disappearance of children from farms and villages surrounding a vast desolate moor in the far north of your demesne, prompted you, Duke Alaric Blackmoon, to investigate. You discovered that all the abductions took place at night, often from behind locked doors and barred windows, and despite villagers mounting guard at night. In all cases the parents and guards fell asleep and they woke next morning to find the children gone, but the doors and windows were still locked or barred!

Then, a man arrived bearing news, the villagers told you to take no notice of his ramblings as he was a mad hermit who lived in a cave and had always told wild tales of strange creatures that he said inhabited the moorland. You, however, decided to give the man a chance to tell his story. The man told you that in the middle of the moor there was an ancient dolmen, known as "The Devil's Gateway" which everyone kept well clear of as legend said it was used by the devil to visit the mortal world. He told you that it was once more being used by Satan and it was he who was sending his minions to take the children.

Deciding to take his words seriously, you rode up onto the moor and travelled to the centre where stood the dolmen. The dolmen, two massive upright oblong stones surmounted by a third, stood in a shallow hollow which was surrounded by a nimbus of blue energy and in between the uprights of the dolmen you saw a silvery curtain of light. Realising straight away that powerful magical forces were present, you sent a homing pigeon to summon the only person who could now help - your old friend Magor the Sorcerer. He arrived suddenly, by arcane means some hours later and he told you to stand well back while he investigated.

He said that the gateway was closed from this side but he could open it briefly to allow one person to pass through, but only one as it would take all his power to do so. Magor at last said that he was ready and you stood in front of the dolmen. He then cast a spell at the gateway which flickered and disappeared - instead of the other side of the hollow you saw a different landscape. You took a deep breathe and stepped through the gateway. There was a moment of disorientation then you looked around at your new surroundings............

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

Adventures for the Spectrum

128K GAMES		Tape	Disc
THE TEST(2 PARTS)	KEN BOND	£4	€5.50
THE ISLAND	KEN BOND	€3	25
THE BASE	KEN BOND	£3	£5
ORB QUEST	P&T STITT	£3	2.6
SOLVADOL X	LOUISE WENLOCK	£3	€5
48K GAMES		Tape	Disc
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CASTLE WARLOCK	KEN BOND	£2	£4
CAPTAIN KOOK(2 PARTS)	PAUL CARDIN	£3	25
DEATHBRINGER	TREVOR WHITSEY	£2	£4
I DARE YOU	LOUISE WENLOCK	€2	24
HOMICIDE HOTEL	JAMES BENTLEY	£2	24

Note the disc based versions of all the following games will run from disc but will only save game positions to tape.

TALISMAN OF LOST SOULS	TONY KINGSMILL	£2	£4
LORDS OF MAGIC	TONY KINGSMILL	£2	24
ISLAND OF CHAOS	TONY KINGSMILL	£2	€4
REVENGE OF CHAOS	TONY KINGSMILL	£2	€4
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CRASH LANDING	BIMON LANGAN	£2	£4
JOURNEY TO DEATH	BIMON LANGAN	€2	24
THE CRYSTAL CAVERN	HARRY CAPELING	£2	24
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THE ELEVENTH HOUR	TERRY BRAVERMAN	22	24
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GERBIL RIOT OF '67	SIMON AVERY	£2	24
MAGICIANS APPRENTICE	SIMON AVERY	22	€4
TOTAL REALITY DELUSION	SIMON AVERY	£2	£4
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HOUSE OUT OF TOWN	SIMON AVERY	£2	£4
TIZPAN LORD OF THE JUNGLE	SIMON AVERY	22	24
LABYRINTH	SIMON AVERY	£2	£4
JASON OF THE ARGONAUTS	SIMON AVERY	£2	€4
FABLED TREASURE OF KOOSAR	DOREEN BARDON	£2	£4
	STUART LORD	€2	€4

Adventures for the Spectrum

48K GAMES			Tape	D	isc
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THE SOUL HUNTER(2 PARTS)	TREVOR V	VHITSEY	£3	£	:6
THE FORGOTTEN PAST	TREVOR V	VHITSEY	£2	£	4
THE GLADIATOR THE PROPHECY	ALEX GOL	ЮH	£2	£	4
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IMPORTANT NOTE

As The Adventure Workshop sells games for the Amstrad as well as the Spectrum please state clearly on your order that you are ordering for Spectrum.

Adventures for the Amstrad and Spectrum

DEW 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 shotgum 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

Whitst 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 ealier 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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Send a LARGE (A5) S.S.A.E. to the address below and we'll send you our full catalogue of adventures with the storylines of each game as shown above, to enable you to choose the adventures that most suit your tastes. Please make sure you state which computer you want the catalogue for ie Amstrad or Spectrum.

Adventures for the Spectrum

DEW RELEASES

THE SPIRO LEGACY

A TWO PART 128K ADVENTURE

BY KEN BOND

You are in the dining room of your small mews cottage. You have just eaten breakfast and done the small amount of washing up. It is a quarter to nine and you are listening to the Today program with half you mind on something else.... So starts an adventure into the occult, your uncle who has dabbled in white magic for most of his life has left you his sizeable estate, but his neighbour Sir Richard Maltravers was a practitioner of the darker arts, can you destroy the evil in the Maltravers castle, but be warned Maltravers has set many traps for the unwary, go well equipped or you will surely fall foul of the powers of the dark side.

AVAILABLE NOW FOR THE SPECTRUM on DISC £5.50 and TAPE £4.00

TROUBLE AT BRIDGETON

A 48K ADVENTURE

by DOROTHY MILLARD

You are in charge at Bridgeton Asylum for the afternoon, but..... something is wrong..... it's far too quite.....

You are really in trouble. Tou've really hashed it up this time. Everyone has walked out and it's all your fault. You were left in charge and forgot to lock the door. You only option is to round everyone up and persuade them to return quietly before you are found out and lose your job. You must persuade all ten patients to return to Bridgeton Asylum before the manager returns. Good Luck!!

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Adventures for the Spectrum

NEW RELEASES

HOUNDS OF HELL

A TWO PART 128K ADVENTURE

BY PETER CLARK

You are Jack Williams. Crime Reporter on the Daily News, one of the more popular tabloid newspapers. For more than six months now the main news from the West of England has been the disappearances of a number of locals and visitors in the Dartmoor area. As a General Election is approaching the paper is full of political stories and so less coverage has been given to these disappearances than might have been expected. Some of the fiction centred around Black Magic that you have read in the past has raised a nagging suspicion in your mind that these disappearances could be connected with sort of evil ritual.

Having been Crime Reporter for the Daily News now for several years, the Editor values your opinion and so when you suggest that the story should be investigated on the ground he agrees. You drive westwards for some hours and the scenery changes from the bricks and concrete of suburbia to gentle hills and green countryside, but as dusk falls, mist and fog close in. Just as you begin to worry whether you will have to sleep in you car for the night, you arrive outside a rather forbidding looking hotel, you book in for the night but not without some slight misgivings on what lies ahead. Whatever happens - life will never be the same again!

AVAILABLE NOW FOR THE SPECTRUM on DISC £5.50 and TAPE £4.00

Escape From Prison Planet A TWO PART 48K ADVENTURE by Peter Clark

You have been found guilty by the Federal Court on Planet Earth of a serious crime. However as the jury's decision was no unanimous. Article 27 of the Greater Laws of Earth has been invoked by your defence. This means that you will be transported to the Galactic Prison Planet and will be given the chance to escape and return to Earth where, if you are successful, you will receive an official pardon.

AVAILABLE NOW FOR THE SPECTRUM on DISC £5.00 and TAPE £3.00