

OKLIB'S REVENGE

BY SUE MEDLEY

The story begins...

"Okay, lads," said the Sergeant, looking you and your fellow guards slowly up and down while you looked at the toes of your boots, shuffled your feet and wished you were somewhere else ... anywhere else. You just KNEW that Oklib was looking straight at you. "All I want is a volunteer to go and find this missing staff of the King's."

Even now, it's hard to believe what happened. When Oklib shouted, "Volunteer, one pace forward, now!" you suddenly felt a sharp <<jab>> in your arm and, startled, made a swift hop forward. Turning to rub your stinging arm, you noticed a strange absence of feet to either side of you. None in front either. But behind you was the Sergeant - casually repinning a medal, and you were left - totally alone - the 'volunteer'...

OKLIB'S REVENGE is available for the ST, Amiga and PC (3.5 and 5.25 disks). The 5.25 PC version is supplied in archived form for use on a hard disk due to the size of the finished adventure.

For your registered copy of **OKLIB'S REVENGE**, please send a cheque or postal order for £5.00 payable to:
S. Medley, 9 Warwick Road, Sidcup, Kent DA14 6LJ.
If you live outside the UK/Europe, please add £1.00 towards postage and packing.
All payments in Pounds Sterling, please.

The Second Pit

How cruel it seems! Our simple existence turned upside down in less than three months of arguments, tears and hatred. Is that all it is, three months since Mother died? For Eleanor and I, it has been a dreadful time. We have whispered to each other while sitting in the garden or in the security of our bedroom, "How could he do it, our kind-hearted Father? How could he bring her into our home so soon after Mother's death?"

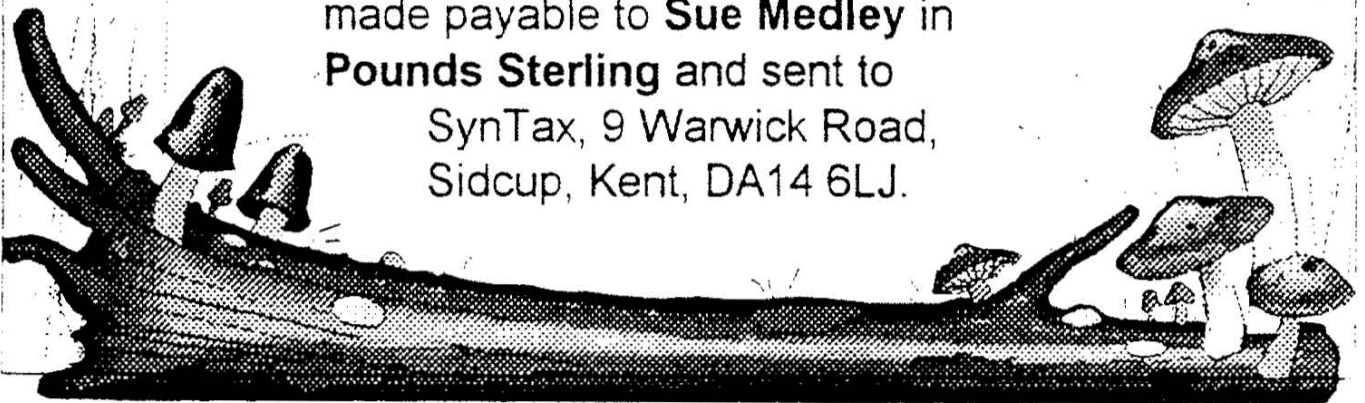
Even now, as I lie in bed in our oak-beamed bedroom, I can hear vague snatches of our stepmother's callous voice ...

So starts *The Second Pit*, written by Andrew and Tom Craig and programmed by Sue Medley using TADS. Not a traditional puzzle-solving text adventure, *The Second Pit* is a much darker, and sometimes surreal, experience as you journey with Tom and his sister, Eleanor, from their home into a dark and threatening land, where almost everything and everyone seems to be against them, where enemy can often masquerade as friend, but real friends can turn up in the most unexpected places.

*A registered copy of *The Second Pit* costs £5.00 or you can buy both *The Second Pit* AND *Oklib's Revenge* for £7.50*

Now available for PC, ST and Amiga!

Cheques or postal orders should be made payable to **Sue Medley** in **Pounds Sterling** and sent to
SynTax, 9 Warwick Road,
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captain kook

The year is 2010 ad. Many light-years out, the Captain, a senior stellagrapher in the 5th Chrozon fleet is in dire circumstances - his vessel is ablaze and hurtling around an uncharted globe. By absurd misfortune, the cryogenic systems have retained the greater part of his memory. And now, unfamiliar with the ship's complexities, his problems seem insurmountable - to extinguish the fire; manoeuvre the craft into a safe orbit; dispatch a distress signal; collect the required survival equipment and teleport down to the surface. Should he succeed to this point, it is only the beginning...

How can he survive what could be a hostile environment?
Can he solve the mystery of Easter Island's stone statues?
Where is the burial place of the vessel left by his ancestors?
Can he operate the ancient craft once more, and return safely to Chrozon and his wife and three Chrozlets?

CAPTAIN KOOK. A 2 part text-only adventure. Spectrum 48/128k

>>>>>COMPETITION<<<<< Solve the morse code message in part 1
and win £50!!!

the inner lakes

The first fishing adventure. See Probe November '88 for review

Most anglers go fishing to wind down and escape from the rigours and exertions of everyday life. To sample the tranquil surroundings of the river-bank and the simple delights Mother Nature has on offer. The remainder don't. You are one of the remainder and you have a task - to catch a record-sized fish and overcome plenty of problems along the way, some of them whoppers. No red herrings - guaranteed.

THE INNER LAKES. A text-only adventure. Spectrum 48/128k

CAPTAIN KOOK - £3.50 THE INNER LAKES £1.50

All parts have different loading screens.

Send cheque/po (payable to Paul Cardin) to THE SILENT CORNER
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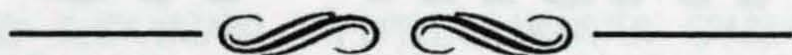
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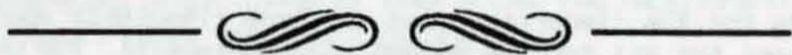
SynTax is a bi-monthly disk magazine, running in colour, and it's the only diskmag dedicated to adventures, RPGs and related software and books. It contains information sections, articles, screenshots, reviews, maps, solutions and hints including the popular SynTax 3-in-1 hints where you can pick subtle or sledgehammer hints. The disks build up into a useful reference collection and specially labelled disk boxes are available to keep them organised.



Originally produced for the ST, the first issue was in July '89 and an Amiga version, which runs using an emulator in an external drive, is now available. The emulator is provided free with your first disk.



The SynTax PD Library of adventure games, solutions and demos contains disks for the ST, Amiga and PC. They can be bought or traded one for one for contributions to the magazine on disk.



Finally, what is Brainchild? It's an innovation in adventuring brought to you by High Voltage Software, authors of Cortizone, in association with SynTax, and exclusive to SynTax readers. To find out more, order the next issue; it's just £3.50 or £20.00 for a year's sub in the UK/Europe (£5.25/£30.00 rest of world by airmail).



Send cheques or POs payable to S. Medley to SynTax, 9 Warwick Road, Sidcup, Kent, DA14 6LJ. Don't forget to say whether you want the ST or Amiga version.

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In association with SynTax and Red Herring

So what is it?

BRAINCHILD is an innovation in adventuring brought to you by High Voltage Software, the team behind the award-winning CORTIZONE (Probe Awards '91).

With the belief that in every adventure player there's an adventure author lying dormant, they set out to tap those hidden talents. Their plan was to run a competition whereby you send in any ideas which could be used in a game, produced by them and, in effect, written by you. They'd choose the best and add them to the game. This concept should make for an incredibly challenging game and/or total chaos!

ST readers can get a copy of the base game and synopsis by sending them a blank disk along with a 1st class stamp. A conversion to other formats (8 and 16-bit) is planned so other readers can get a copy of the game messages and synopsis by sending them an SAE.



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